

[Home](#)[.5 D&D Archive](#)

Across Eberron

Eberron is waiting. To help introduce the new setting of Eberron and explain what it's about, Wizards of the Coast distributed a booklet at the 2003 Gen Con Indy game convention called *Across Eberron* that outlined the theme and mood of this exciting new setting. If you missed the con or didn't get a chance to grab a copy for yourself, here's your chance. *Across Eberron* was written from a traveler's perspective. It describes the various sights and people met during a traveler's journey through the land. *Across Eberron* features concept artwork for the setting as well as a partial map of the world. The booklet was designed to have maximum impact when as a two-page spread, meaning it's best viewed when you look at a fully opened booklet with the two open pages side-by-side. However, you may not want to print it out that way.



- [Across Eberron](#) (2-page spreads) (456k ZIP/PDF)
- [Across Eberron](#) (single-page view) (460k ZIP/PDF)
- [Both formats of Across Eberron in one download](#) (912k ZIP/PDF)

(All these require [Acrobat Reader 6.0](#) or a PDF viewer program to view, and must first be unzipped.)

Download and enjoy *Across Eberron*, then prepare for more introductory material on this website about Eberron. We have seen such wonders. . . .

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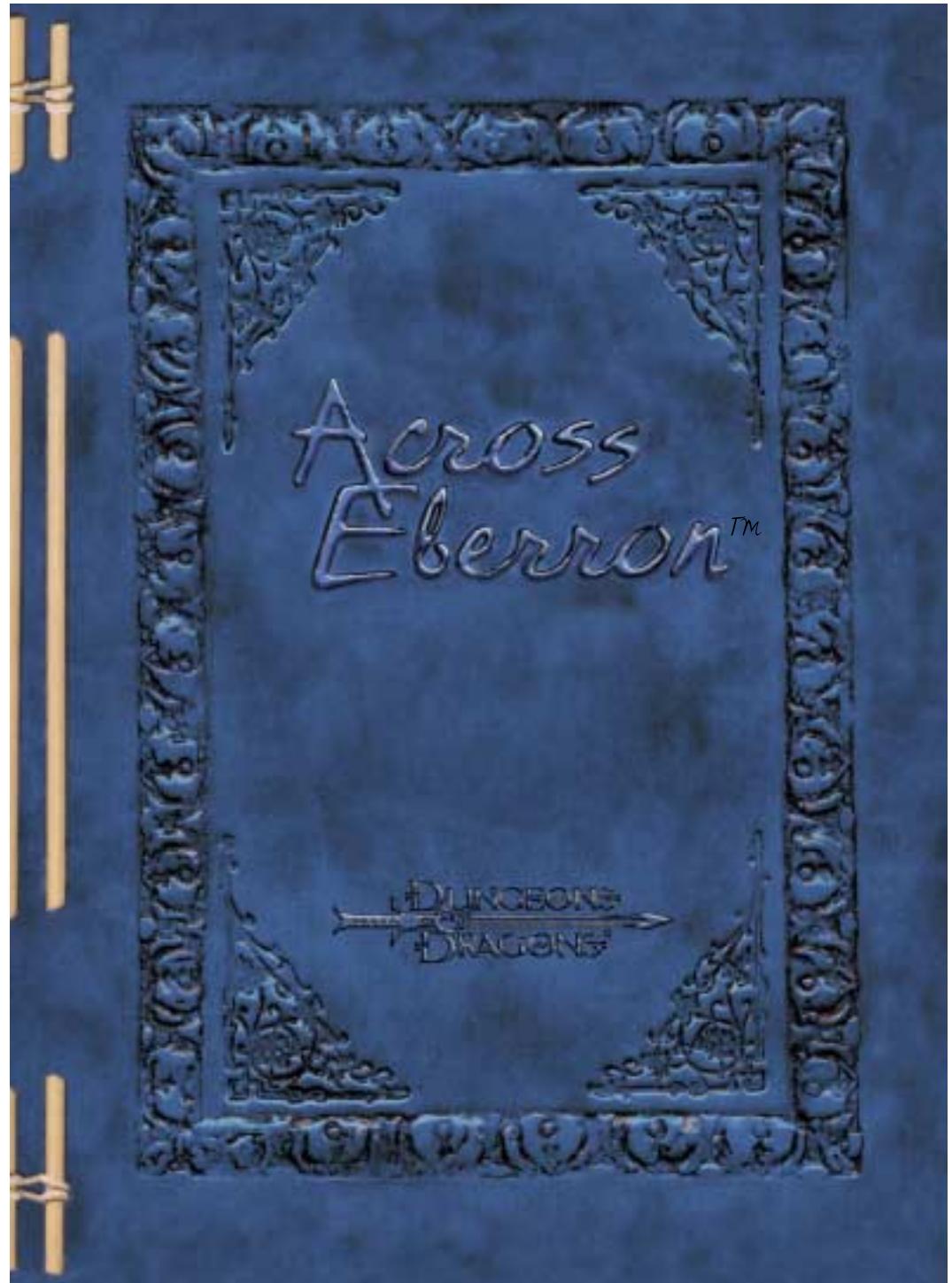
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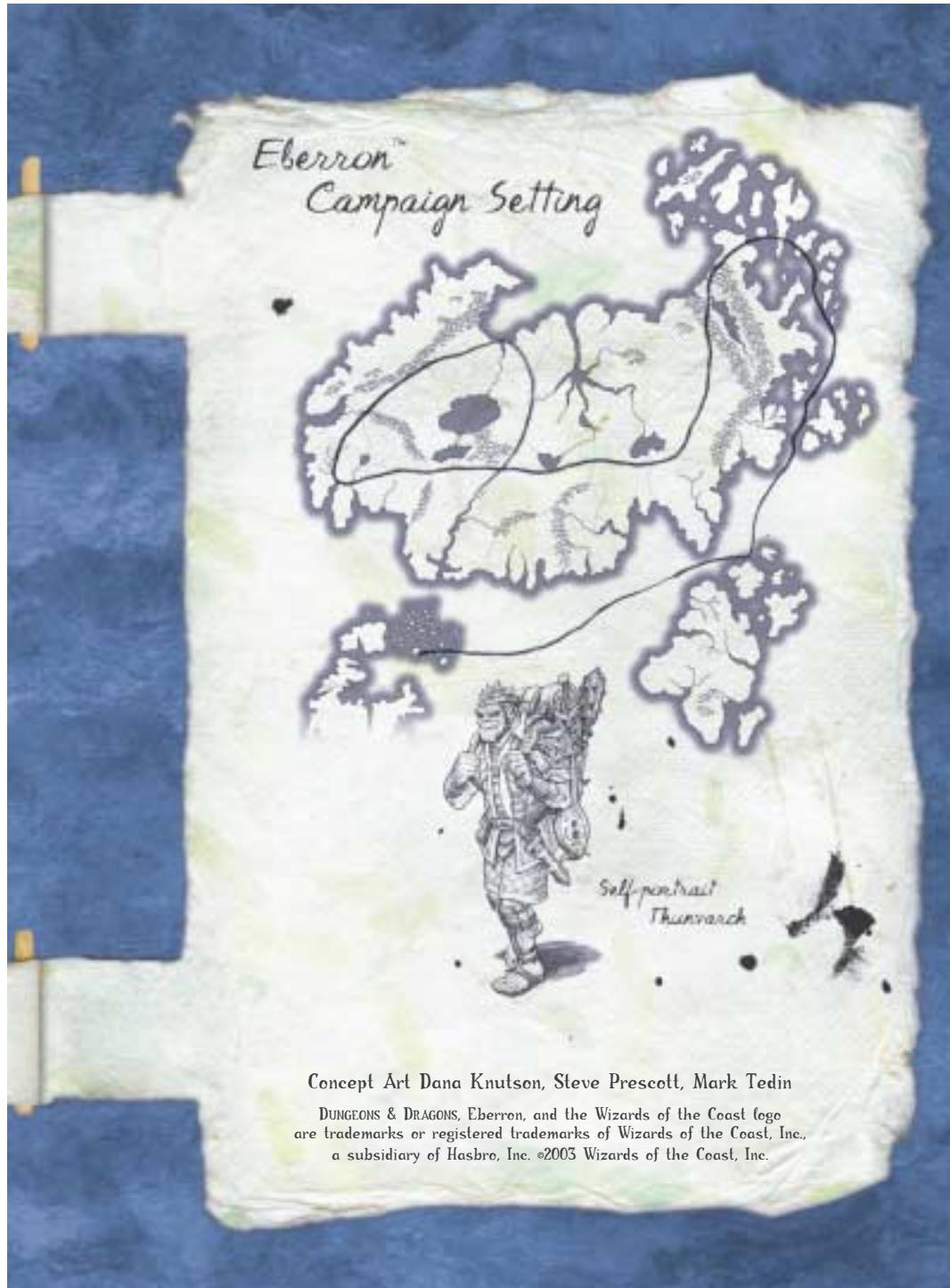


Now that the dust from the war is
settled (and that misunderstanding
in Trolanport has certainly died
down), it's time to stretch my legs,
flex my sword arm, and give this pen
something worthwhile to record.

Exciting as this city can be, I'm
anxious to be on the move again—
to see the sights and fight the fights.

To make a name and a fortune
for myself.

Eberron is waiting



Concept Art Dana Knutson, Steve Prescott, Mark Tedin

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Exploring ruins in Xen'drik— finally some real action

Exterior looks blasted
in places

Strange footprints



Columns with carved
runes are set farther back



This strange
marking was found
on several walls



Can't shake feeling that something is watching us



Caught this
thing—
some sort of
gollum, I suppose—
rummaging through our supplies

We recovered a magic staff and
some sort of glowing thimble.
Not sure what they do yet



Ooo that we haven't run into
anything more hostile



Need to find a good place to
hole up before dark

No dragons here yet

Flying over Sharn—the City of Towers



Headwear and hairstyle
from the Lhazaar
Principalities — piracy
must be in fashion
this season

Booked passage through
Wroat and Aundair
on the Lightning Rail



Discovered an unattended Inquisitive's
Utility Pack — it'll come in handy

This trip's off
to a good start

Exploring the Eldeen Reaches

Eldeen Starmap



ornate
metalwork

Tiamat was very visible



Our 'esteemed'
shifter guide led
us into the
Shadow Marches

Applauded by
gollum-
short work

The shifter got us within
100 yards of this orc
dwelling

He said he could take
us closer

We'd probably end
up as decorations



What kind of heads are those?

Sailing through the Lhazaar Principalities



Old wind-powered ship
(much slower than ours)



One of the crewmen
from that slow ship
(has air elemental
breathing vents)

The pirate offered
to sell us our own
ship at a very
reasonable rate.



Ambassador of the Aerenal Ebres
to the Lhazaar Principalities
returning home

Spent the whole voyage talking
with her gruesome entourage

Won't sit for another sketch

 Better company than
the ambassador



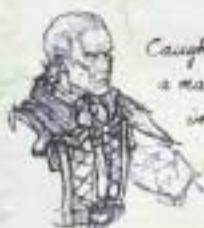
Ticks can tear holes
in a ship's hull



'Borrowed' an etching of a
sea tiger to make this sketch

Arrived in Karr'ath

The capital city of Karr'ath was visible when we were still nearly a half-day's travel away.



Caught a glimpse of
a man who matches
descriptions of Kasus Rex
impressive resilience



Destroyed by Thrane Knights
during the war to cut off
direct access



Lord Rhiwyd
Avarare



Wombat?

Lady Conuvara
Avarare and her
pet (familiar?)

More dwarf couple that were absolutely
charmed by the idea of providing
me passage on their airship

Flying East

Another airship passing overhead slowed to match our course



I want to explore these structures on the horizon

I need to 'persuade' the Captain to take us closer.

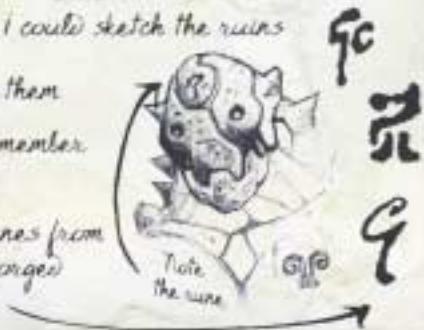
What in Kyrax was that?

Attacked by warforged before I could sketch the ruins

There were about 6 or 7 of them

Got out of there too fast to remember much else.

Inquisitive described runes from some of the other warforged



Lharvion 5

Joined caravan crossing Valenar

One of the Valenar elf guides hired by the caravan to take us through the desert—good insurance against attack by any of the Talaez Tairn

His name is Ehlyrran



Small herd of tribex also headed for the Talenta Plains



Aundair Dragonhawk

This one's been circling overhead for over an hour

Don't think I'll wander away from the main caravan today

I never realized how BIG those things were



More puny humans

It swooped down and carried off a tribex with no effort



Talenta Dinoriders—stopped us as we neared
their encampment

Fiercest-looking
halflings I've
ever met

Those tents can hold about
25 Talenta halflings each

Interesting
marks—I'll try to get
one to add to my
collection

Look at the
claws on this thing

The Clawfoot is a disturbingly fast dinosaur
(even with the riders)

Lookout/Signal tower?

Finally—a halfling
city carved right into the
cliff face

Long river

Very defensible

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11,000 worlds to find the best in epic fantasy
and swashbuckling adventure.

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An Overview of Eberron

By Mat Smith

Prophesied by dragons . . . tempered by magic . . . forged in war . . .

You might remember the Fantasy Setting Search that Wizards of the Coast conducted back in 2002. It was an open call for one-page submissions of ideas, one of which would ultimately become the next official

Dungeons & Dragons campaign setting. Over 11,000 proposals (including dozens from right inside the Wizards offices) flooded in from around the world and filled an entire cubicle's worth of mail bins. Our stunned search committee spent hours and hours on end reading each of the submissions, eventually narrowing the field to 11 proposals. The authors of those 11 entries then created 10-page overviews of their worlds. From there, the three most intriguing campaign settings were developed into 100-page "story bibles." After long and deliberate consideration, the final selection was made: Eberron, Keith Baker's cinematic world of pulp/noir action, adventure, and intrigue.

This coming July, you'll be able to pick up and start exploring the *Eberron Campaign Setting*. Every month until then, we'll offer up material to help you get an even better idea of what you'll encounter when you do.

I remember spending much time working on my own submission for the Fantasy Setting Search, and I was curious about what in Keith's proposal had caught the eye of the judging committee. So, when I sat down to start these preview articles, I emailed Keith and asked him how he answered the first question on the Fantasy Setting Search: "Who are the heroes?" This is what he sent me:

In regards to this question in particular: The setting changed a lot from the one-pager to the final form, so the one-pager may not make sense. Here's the answer from the one-pager and the 100-pager.

From the one-pager:

Who are the heroes?

Heroes can assume all sorts of roles. The hard-drinking dwarven detective who has a tendency to fall for the wrong dame. The sorcerer who hides her face behind a colorful mask, using her mystical powers to prey on superstitious criminals. The noble paladin determined to clean up the corruption in the city guard. The barbarian jungle girl raised by apes. The elven archaeologist determined to find the ancient artifacts of long-forgotten civilizations. The archetypes are those of the pulps, but that detective still has his battleaxe strapped to his back, even if he does carry a rod (and I do mean a rod!).

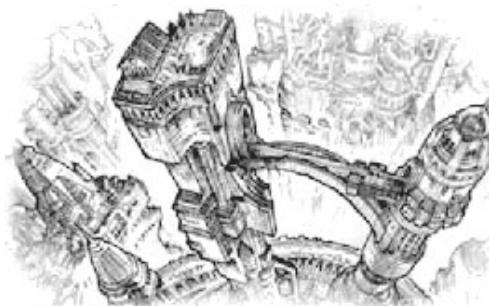
From the 100-pager:

"Daerhyn, Daerhyn -- why is this such a problem? We've worked together before. Weren't you happy with the gold you received for retrieving the Eye of Dol Azur?"

"The gold was fine. The problem was the horde of spider-beasts. So before I get my team into another bloody mess like that, I want to know what you aren't telling me."

"Well, now you mention it, there might be a problem with the Order of the Emerald Claw . . ."

The heroes are the heart of any roleplaying game. Who are the player characters, and what defines them as heroes? What do they do, and why do they work together? All too many games leave these questions entirely in the hands of the Dungeon Master, which can result in a world where the players feel unimportant or where groups have no reason to be together beyond "It's a game, so you *need* to work together."



You Got Your D&D in My Eberron . . .

Refer to Thing You Need to Know #1: "If it's in D&D, it's in Eberron." Kinda like an RPG version of the old Reese's Peanut Butter Cup commercial, the *Eberron Campaign Setting* takes the great taste of **Dungeons & Dragons** and combines it with the exciting flavor of **Eberron**.

Everything about the **Dungeons & Dragons** game that you love has a place in the *Eberron Campaign Setting*. That's because one of the prime mandates about the new campaign world was that it needed to support everything in the three core rulebooks and provide a foundation upon which any supplement could rest. So, all the stuff you're used to playing, fighting, exploring, discovering, creating, and so on is the same stuff you'll be having fun with when you play a campaign set in Eberron. Most of the elements in your existing campaigns can be ported directly over -- a lot of the changes you'll find in the *Eberron Campaign Setting* are, essentially, cosmetic changes that give the traditional **D&D** material a particular Eberronian look, feel, or flavor. Check it out:

Races: All the standard player character races from the *Player's Handbook* have a place in Eberron (no mechanics changes, though each one has its own particular Eberron-flavored twist.) There are plenty of places in

Eberron offers a variety of answers to these questions. This leaves room for the gamemaster to pick the answers that are best suited to his group and their playstyle. But regardless of these decisions, player characters will have a unique place in the world and a reason to adventure.

-- Keith Baker

Here's a good-sized chunk from the introduction section of the *Eberron Campaign Setting* that deals with what might be the most important aspect of the new world, the thing that sets it apart from any of the other D&D worlds we've ever explored: the tone and attitude of the setting:

Tone

The features that most set **Eberron** apart are its tone and attitude. The setting combines traditional medieval fantasy with pulp action and dark adventure. Make no mistake -- the world of Eberron proudly takes its place among the D&D worlds that have come before, with a cinematic flair and an eye toward the best action-adventure movies ever filmed. The campaign's story elements were designed with this in mind, and we also built it into the game mechanics with the introduction of action points into the D&D game.

The world of Eberron has a rich history built on heroic deeds, evolving magic, and the wounds of a long, devastating war. In the wake of this Last War, action, adventure, good, evil, and a thousand shades of gray paint the landscape in broad, powerful strokes, and ancient mysteries await discovery so that they too can influence the world and its people.

Magic is built into the very fabric of the setting. It pervades and influences everyday life. It provides certain comforts and conveniences unknown either in the modern world or any other world of medieval fantasy. Great cities where castles scrape the sky can be found throughout the continent of Khorvaire, and a thriving aristocracy of merchant families controls much of the world's economy thanks to the edge given them by the mysterious and rare *dragonmarks*.

Heroes come in all shapes and sizes, all classes and races. They travel the world, battling villains and recovering fabulous treasure, dealing with over-the-top action, harrowing challenges, cliffhanger situations, narrow escapes, and ominous mysteries that are as likely to shed light on centuries of secrets as they are to threaten the safety of the current day.

The tone provides a portion of what sets this campaign apart from other D&D worlds, and this tone was first and foremost in mind as we built the complex tapestry that is the **Eberron** campaign setting. Even so, it is a "same but different" approach that allows us to make elements of the new campaign attractive to all D&D players -- you can pick up **Eberron** products and drop large pieces of them into whatever D&D campaign you happen to be playing with minimal, if any, adjustments.

I know that tone and attitude are important aspects of the setting because they're listed as #2 on the following excerpt. It's a section of the introduction that gives you a quick run-down of the stuff you'll want to have in mind as you start running or playing in any campaign set in **Eberron**. If you're curious about what else you should get in your head, take a look:

(Five of the) 10 Things You Need to Know

Every Dungeon Master and player needs to know and remember these things about the world of Eberron:

1. If it exists in D&D, then it has a place in Eberron. A monster or spell or magic item from the core rulebooks might feature a twist or two to account for Eberron's tone and attitude, but otherwise everything in the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* has a place somewhere in Eberron.

Eberron from which monstrous characters (from your copy of *Savage Species*)

could hail -- and fit right in. Eberron also introduces four entirely new character races: changelings, the kalashtar, shifters, and warforged. To find out more about the character races in the *Eberron Campaign Setting*, keep an eye out for *Dragon Magazine* issues #317 and #318.

Classes: Same thing goes here. From barbarians to wizards, every one of the standard character classes is represented in the *Eberron Campaign Setting*. If one of the new classes from the *Minatures Handbook* has caught your fancy, you'll easily find a way to work that character into the recently war-torn world. The *Eberron Campaign Setting* also introduces a new character class -- the artificer (which you can take a look at in *Dragon Magazine* #316).

Feats: One last time, because you've probably got the idea by now: Any of the feats you'll find in any of the books, from the *Player's Handbook* to *Tome and Blood* and so on (including stuff from the *Forgotten Realms Campaign Setting*, *Player's Guide to Faerûn*, or even *Oriental Adventures*), are up for grabs in Eberron. The *Eberron Campaign Setting* also offers up a pile of new feats, including feats that allow you to take advantage of your character's action points, shifter heritage, warforged nature, and more.

Prestige Classes: The prestige classes you'll find in the *Eberron Campaign Setting* are a lot like any of the other prestige classes you've encountered in your character-building career. But, unlike many of them, the prestige classes you'll find in the *Eberron Campaign Setting* have a particular place in the setting. When members of the development/design team started refining the contents of the book, they actually cut the number of prestige classes they were working on in half. They did that so they could focus on creating prestige classes that were truly woven into the fabric of the world. Next month, you'll get a look at one of the setting's prestige classes: the exorcist of the Silver Flame.

Magic: The world of Eberron is all about magic. You probably can't find enough spells in all of your D&D books to adequately fill the libraries of magic your characters might discover in the nation of Zilargo alone. Spellcasting is so ubiquitous in the *Eberron Campaign Setting*, there are even working-class arcane spellcasters known as magewrights -- the folks who enchant the *continual flame* lamps that light the streets of the cities and create other items of magical convenience. Magic is everywhere and in just about anything you can find in the *Eberron Campaign Setting*. (That's not to say that every rock you trip over has got a +1 bonus, though your characters will certainly

2. Tone and attitude. The campaign combines traditional medieval D&D fantasy with swashbuckling action and dark adventure. Alignments are relative gauges of a character or creature's viewpoint, and not absolute barometers of affiliation and action; nothing is exactly as it seems. Alignments are blurred so that it's possible to encounter an evil silver dragon or a good vampire, for example. Traditionally good-aligned creatures may still wind up opposed to the heroes, while well-known agents of evil might provide assistance when it's least expected. To help capture the cinematic nature of the swordplay and spellcasting, we've added action points to the rules mix. This spendable, limited resource allows players to alter the outcome of dramatic situations and have their characters accomplish the impossible.

3. A world of magic. The setting supposes a world that has developed not through the advances of science, but by the mastery of arcane magic. This allows for certain conveniences that were never imagined in other medieval timeframes. Through the binding and harnessing of elemental creatures, airships and land rails become possible. By creating a working class of minor mages, spells provide energy and other necessities in towns and cities. And advances in magic item creation have led to everything from farming implements to sentient, free-willed constructs.

4. A world of adventure. From the steaming jungles of Argonnessen 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 may take the heroes from a hidden desert shrine to a ruined castle in the Shadow Marches and finally to a dungeon deep below the Library of Korranberg. Through the use of magical transportation, heroes can reach a wider range of environments over the course of 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. The peace has held for about a year, at least overtly. The conflicts, the anger, and the pain of the long war remain, however, and the new nations vie for political and economical supremacy as they prepare for the inevitable next war that will eventually break out on the continent.

Next month, you'll get a glimpse at the Exorcist of the Silver Flame, a prestige class affiliated with the Church of the Silver Flame -- just one of the organizations that are likely to play an important role in any campaign that takes place in Eberron.

Dragon Magazine #315



For more insight into the world of Eberron, check out *Dragon Magazine* for a new six-part monthly series: "Countdown to the *Eberron Campaign Setting*."

Issue #315 (that's the January issue, which goes on sale this month), starts off the series by offering more insight into the tone and attitude of the new D&D world, along with a little of Eberron's most recent history.

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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stumble across the magically infused crystals known as dragonshards.)

Psionics: While psionics have always been an optional part of any D&D game -- something you could choose to work into your game or not, the *Eberron Campaign Setting* provides a place for psionic characters, monsters, and so on to call home. The vast kingdom of Riedra and a region of Sarlona called Adar are prime real estate for users of psionics. (Though it's not uncommon to encounter psions, psionic warriors, soulknives, and other psionic characters in the cities of Khorvaire.) The kalashtar, a race you'll discover in the *Eberron Campaign Setting*, are gifted with natural psionic abilities that make psion their favored class. You can find a little more information about the kalashtar in *Dragon Magazine* #317, and can get a closer look at them later in this "Gearing Up for Eberron" series.

Monsters: If you flip through your *Monster Manual* and stop on any page, you'll be looking at a critter that has a lair, nest, den, or home somewhere in Eberron. The image of dinosaur-riding halflings you may have seen is just one example of taking creatures that already exist in the D&D world and finding a place for them to live in the *Eberron Campaign Setting*. (Here's the deal with the dinosaurs: There has never been an ice age on Eberron, so dinosaurs never had a good reason to die off -- they just kept adapting to the world around them. Some species even evolved to a point at which they became domesticated mounts for nomadic halflings.) Of course, Eberron has its own share of indigenous creatures. And in a world infused with magic, you almost can't imagine the things you will encounter. Just so you don't have to imagine, we'll be showing you a few of the monsters of the *Eberron Campaign Setting* in a few months.

Of course, in much the same way that all the traditional D&D elements have their place in the world of Eberron, you can also pull elements out of the *Eberron Campaign Setting* to incorporate in your own D&D world.

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Organizations in Eberron

By Mat Smith

In the action-packed, intrigue-laced, pulp/noir world of Eberron, heroes are certain to encounter a wide array of different organizations, from crime syndicates to knightly orders to merchant houses. There are churches, cults, clans, and more. And whether the organizations in your campaign work behind the scenes, out in the open, or both, the schemes, machinations, plans, purposes, goals, and agendas of those various groups provide an endless number of reasons for your characters to traipse all over the continents of the *Eberron Campaign Setting*.

Motivating Forces in Your Campaign

For the heroes of a pulp/noir world filled with action, adventure, and intrigue, it's not hard to see how even a handful of organizations can become the catalysts for never-ending adventure.

Take *Raiders of the Lost Ark* as a fine example: Indiana Jones was a professor at the University of Chicago. He took on a dangerous assignment from the U.S. government. During the course of his quest for the Lost Ark of the Covenant, he faced rival archeologist Belloq and the forces of the Third Reich. That's three separate organizations and a major NPC foil in just a single adventure. Indy's affiliation with the university provides more than enough motivation for every one of his escapades. The U.S. government is a great entity for introducing new jobs, goals, and motivations. Belloq was very clearly a recurring bad guy who was always slipping in to ruin all of Dr. Jones' hard work, and if he hadn't exploded at the end of *Raiders*, he certainly might have sauntered in to snatch up the Holy Grail action in *The Last Crusade*. And the Nazis were an ideal evil organization to conflict with Indiana Jones -- with plenty of equipment, personnel, and resources, they offered many different threats throughout the entire *Raiders* adventure and resurfaced once more with an entirely different array of challenges for *The Last Crusade*.

When you start flipping through your copy of the *Eberron Campaign Setting*, you'll discover an entire chapter dedicated to but a few of the organizations you may encounter in your campaign. One of the more heroic groups your characters could ally with (or at least be employed by) is the Church of the Silver Flame. Of course, just as you'd find in any organization in the real world, not every member of the Church of the Silver Flame has the same alignment. So, you could just as easily find your heroic party confronted by radical members of the church. Unexpected allies and intriguing enemies can be found in every organization.

Dragon Magazine #316

For more insight into the world of Eberron, check out [Dragon](#) magazine for a new six-part monthly series: "Countdown to the *Eberron Campaign Setting*." **Issue #316** (that's the February issue, which goes on sale this month) gives you an idea of how all of the standard character classes fit in the setting, introduces you to an all-new character class -- the artificer -- and introduces you to another of the setting's prestige classes: the master inquisitive. **Issue #315** (the January issue), offers more insight into the tone and attitude of this new D&D world, along with a little of Eberron's most recent history.

The Church of the Silver Flame

The priests and paladins of the Silver Flame have battled the forces of darkness for hundreds of years. While it is a relatively young religion, it has found staunch support across Khorvaire, especially in the kingdom of Thrane.

Brief History

The Church of the Silver Flame was born in 299 YK. A massive and unexpected volcanic eruption in Thrane released a demon lord and its minions, and for a time it seemed that darkness would cover the land. But the upheaval had also opened a path to the force that had bound the demons for an aeon. This silver flame found a vessel in a young woman named Tira Miron; empowered and inspired, Tira rallied the forces of Thrane and drove the fiends back to the black mountain, sealing them in the vaults of Khyber once more. But Tira's work was not done. Traveling to the cavern where the flame rose from the earth, she allowed her body to be consumed so that her soul could join with the flame itself. Tira now serves as the Voice of the Silver Flame, the intermediary between humanity and the divine.

Over the centuries the Church of the Silver Flame has spread across Khorvaire. Its followers are engaged in a never-ending struggle against the forces of evil. They have fought demons, hunted the lycanthropes almost to extinction, and battled all manner of monsters. But all too often, it is human corruption that proves the most dangerous foe.

The Organization

Headquarters: Flamekeep, Thrane
Leader: Jaela Daran, the Keeper of the Flame
Alignment: Lawful Good

Secrecy: None

Symbol: The symbol of the Church is a silver arrowhead engraved with a stylized flame.

Hierarchy

The Church of the Silver Flame is divided into the church militant and the church ministry. The ministry oversees the administrative functions of the church. The members of the ministry are also responsible for providing spiritual guidance to the followers of the church. They are shepherds rather than soldiers, and they battle evil by nurturing good. Each kingdom is overseen by a network of priests and bishops; this chain of command continues up to the Council of Flamekeep and the Keeper of the Flame. The current Keeper is a girl named Jaela Daran, who was appointed in 995 YK .

The church militant is comprised of warriors, paladins, clerics, and exorcists. Where the ministry attempts to kindle a spark of good in the human spirit, the church militant battles the forces of evil wherever they appear. Members of this spiritual army live ascetic lives in monastic fortresses, alternating periods of devotion and training with circular patrols across the territory protected by the Flame. The church militant has its own internal hierarchy, but it is under the rule of the Keeper of the Flame, and the rank and file of the army are expected to defer to the ministry. The church militant is the sword of the Flame; the ministry is the mind that guides it.

Within both the ministry and the church militant, a promising initiate is often sent on an extended and unstructured pilgrimage, charged to discover the true nature of good and evil by walking in the world and to try to make a difference as an individual. These pilgrims are expected to respond to the needs of the church in the communities they pass through. Any PC cleric or paladin who wishes to be a member of the Church of the Silver Flame should usually be considered a pilgrim.

Motivation and Goals

The Church of the Silver Flame seeks to purify the world. Its most obvious work is its war against supernatural evil; members of the church militant roam the land fighting fiends, undead, and magical beasts. But the church also seeks to fight corruption, greed, and other human evils. The common layman is not expected to fight zombies and ghouls; this is the work of the soldiers of the church. But he is expected to live a noble life and to encourage others to do the same. It is said that those who purify their spirits in this life will join with the Silver Flame after death, strengthening the flame as it binds the forces of evil within Khyber.

Sadly, the priests and parishioners of the church don't always live up to these noble standards. Within Thrane, the warriors and ministers of the Silver Flame are generally dedicated to the ideals of the church -- sometimes with an almost frightening zealotry. But the further away one gets from Flamekeep and the watchful eye of the Keeper of the Flame, the more common it is to find corrupt ministers and warriors who abuse their reputation for personal gain. Southern Breland is particularly infamous for the conduct of its ministers. Periodically, the Council of Flamekeep sends agents to seek out and eliminate corruption within the church -- but the foul often find shelter in the shadows.

Allies

The Silver Flame has close ties to the Knights of Thrane. Most of the knights are devotees of the Silver Flame, but they have chosen to serve the crown instead of taking up the monastical rule of the church militant.

Enemies

The greatest enemies of the Silver Flame are the Lords of Dust. Though few even within the ministry are aware of it, the Silver Flame was born in the ancient struggle between the rakshasas and the couatl, and it is the power of the Silver Flame that holds the rajahs at bay. The Lords of Dust rarely move openly, but over the centuries there have been many clashes between the agents of the flame and this alliance of fiends.

A second deadly rival is the Order of the Emerald Claw. The church militant will take any opportunity to strike down these necromancers and their vile creations -- a situation that may exacerbate tensions between Thrane and Karrn'ath, where the Order has been gaining support.

Notable NPCs

Jaela Daran (LG female human Clr16) is a nine-year old girl who was called to serve as the spiritual leader of the Church of the Silver Flame. She has a streak of pure silver in her hair, a sign of the touch of the divine. She is disturbingly intelligent and charismatic; while her body is that of a little girl, she speaks with the voice of all of the Keepers of the Flame who have come before her.

While Jaela is one of the most powerful clerics in Khorvaire, she is bound to the flame and cannot venture far from it. She is not a hero, but she has been empowered to recognize and guide heroes, and adventurers may be summoned to Flamekeep to receive messages from the Flame.

Opportunities

Any PC who chooses to play a paladin or cleric devoted to the Silver Flame has a tie to the church. A fighter or wizard with strong religious beliefs could also choose to join the church militant. In most cases these characters should be pilgrims -- freed from the strict hierarchy of the church. As a pilgrim, a character will be treated respectfully by others of the faith, but does not have access to the resources of the church; the purpose of his journey is to learn about the world on his own.

The Church of the Silver Flame can serve as a valuable ally to good-aligned parties. It is engaged in an endless battle against evil, and while the church militant has many warriors, few have the potential of player characters. If they chose, PCs who align with the Silver Flame can become champions of the church. However, there are a number of limitations to consider when using the church as a patron. First, good contacts with the church does not automatically equal free healing magic. In small towns or smaller communities, the priest of the Silver Flame may simply be an expert with ranks in Healing, Sense Motive, Knowledge (religion), and Diplomacy -- but no actual magical powers. Even in larger cities, members of the ministry are more likely to be adepts than full clerics. Clerics are rare and exalted, and are usually tied to the church militant, serving on the front lines of the war against evil. While most priests know mundane healing techniques, House Jorasco is the center for magical healing.

Another limitation is the high moral standards of the church. Normal parishioners are not expected to behave as paladins. But the Silver Flame sees the world in black and white, and when dealing with the church of Thrane, PCs will be expected to act as heroes.

But then there is the final issue: The fact that not all priests live up to these standards. Characters who appeal to the church for aid may find that the local priest cares little about their problems. In fact, a truly noble pilgrim or champion might actually become the target of treachery, if a corrupt priest sees the character as a threat to his position.

Adventure Ideas

In any PC is a cleric or paladin in the service of the Silver Flame, the church presents an easy way to draw the characters into a conflict; a local priest calls on the passing pilgrims to overcome an evil that has arisen within the area. Corrupt priests also present opportunities for adventure, as the heroes realize that the work they have been doing for the church has only benefited the priest. How far does the corruption go? If the heroes try to expose the priest, will they simply endanger themselves further?

At higher levels, characters may be directly summoned by the Keeper of the Flame. Jaela may have seen the destiny of the characters in the flame itself; this could be the start of a major campaign arc, as she equips them with relics of the church and sends them on a task that only they can accomplish.

Note that followers of the flame may receive a cold welcome from monstrous communities. Droaam and Darguun have both suffered at the hands of the Silver Flame -- and pilgrims who pass through these regions would be well advised to be prepared for treachery and aggression.

If your character of adventuring group finds itself closely tied to the goals and purposes of the Church of the Silver Flame, you might be drawn to serve as a champion in its endless battle against demons, devils, and other evil outsiders -- to take on the prestige class mantle of an Exorcist of the Silver Flame.

Exorcist of the Silver Flame

The church of the Silver Flame is dedicated to fighting supernatural forces of evil across Khorvaire. Trying to remain above the lingering conflicts of the Last War, the church focuses its energy on combating extraplanar threats such as possessing devils and corrupting demons. Leading this unceasing war are the exorcists of the Silver Flame, spiritual heroes who channel the power of the Silver Flame to ward off evil outsiders, cast out possessing spirits, and smite the material forms of the forces of evil.

Exorcists of the Silver Flame are drawn from the ranks of the most experienced and dedicated champions of the church, primarily clerics and high-level paladins. Multiclass cleric/wizards (and accomplished mystic theurges of the church) are also drawn to the class, though most of these retain their emphasis on divine spells and powers.

Most exorcists of the Silver Flame are active in the world, out on the front lines of the war against evil. A few NPC exorcists might be found in a state of retirement -- so physically and emotionally scarred from their experiences that they border on insanity.

Hit Die: d8.

Requirements

To qualify to become an exorcist of the Silver Flame, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +3.

Skills: Knowledge (the planes) 3 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast 1st-level divine spells.

Class Skills

The exorcist of the Silver Flame's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

Class Features

All of the following are class features of the exorcist of the Silver Flame.

Weapon and Armor Proficiency: Exorcists of the Silver Flame gain no proficiency with any weapons, armor, or shields.

Spells per Day: From 2nd level on, when a new exorcist of the Silver Flame level is gained, the character gains new spells per day as if she had also gained a cleric or paladin level. She does not, however, gain any other benefit a character that class would have gained (improved ability to turn undead and so on). This essentially means that she adds these exorcist of the Silver Flame levels to her levels in cleric or paladin, then determines spells per day and caster level accordingly.

If a character had levels in both cleric and paladin before she became an exorcist of the Silver Flame, she must decide to which class she adds each level of exorcist for the purpose of determining spells per day.

Flame of Censure (Su): An exorcist of the Silver Flame can manifest the mystical power of the Silver Flame to ward off outsiders with the evil subtype. The exorcist makes a Charisma check and consults Table 8-9 in the *Player's Handbook*, using his total character level to determine the most powerful outsider he can affect. He then rolls $2d6 + \text{his level in this class} + \text{his Charisma modifier}$ for turning damage. Using both his character level and class level in this manner means that he is more likely to affect a single, powerful outsider, but unlikely to censure more than one of them.

A censured outsider is stunned for 1 round by the power of the Silver Flame channeled through the exorcist. If the exorcist's character level is at least twice the outsiders' Hit Dice, he banishes the outsider back to its home plane. An exorcist can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$.

Weapon of the Exorcist (Su): An exorcist of the Silver Flame chooses a weapon with which he will dispense the will of the church. The chosen weapon must be a weapon that the exorcist of the Silver Flame is proficient in, and must have been in his possession for the last 24 hours. While wielding this weapon, the exorcist has +1 sacred bonus to damage and the weapon is considered magical for purposes of penetrating damage reduction.

An exorcist of the Silver Flame may only have one weapon of the exorcist at a time.

Weapon of Silver (Su): Starting at 2nd level, the exorcist of the Silver Flame's chosen weapon is now considered silver as well as magical for the purposes of penetrating damage reduction, while he wields it.

Darkvision (Ex): If he does not already have it, an exorcist of the Silver Flame gains darkvision 30 feet at 3rd level. His darkvision is increased to 60 feet at 6th level.

Resist Possession (Su): At 3rd level, an exorcist of the Silver Flame receives a +4 sacred bonus on saving throws against possession, including *magic jar* spells, ghostly malevolence, and fiendish possession. He also receives a +2 sacred bonus on saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

Smite Evil (Su): Starting at 3rd level, once per day an exorcist of the Silver Flame may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per exorcist level. If the exorcist accidentally smites a creature that is not evil, the smite has no effect but the ability is still used up for that day. An exorcist who is also a paladin and/or cleric adds his daily uses of this ability from each class together, and adds his exorcist level to his paladin level and/or cleric level to determine bonus damage. For example, a 5th-level cleric/10th-level paladin/3rd-level exorcist of the Silver Flame can smite evil 4 times per day (3/day from his paladin levels and 1/day from his exorcist levels) and deals +18 points of damage on a successful smite.

At 7th level, the exorcist may smite evil one additional time per day.

Detect Thoughts (Sp): At will, an exorcist of the Silver Flame can use *detect thoughts*, as the spell. The DC is $10 + \text{class level} + \text{Charisma modifier}$.

Weapon of Good (Su): Starting at 4th level, the exorcist of the Silver Flame's chosen weapon is now considered good as well as silver and magic for the purposes of penetrating damage reduction, while he wields it.

Burning Exorcism (Su): At 5th level, an exorcist of the Silver Flame gains a +2 bonus on Charisma checks to force possessing spirits out of the bodies they inhabit, as well as on all dispel checks and caster level checks to harm, banish, or overcome the spell resistance of evil outsiders. This includes dispel checks to dispel a *summon monster* spell when the summoned monster is an evil outsider. However, the bodies they inhabit take 1d6 damage (half sacred, half fire).

Weapon of Flame (Su): Starting at 6th level, the exorcist of the Silver Flame's chosen weapon deals an additional 1d6 fire damage while he wields it.

Weapon of Law (Su): Starting at 8th level, the exorcist of the Silver Flame's chosen weapon is now considered lawful as well as good, silver, and magic for the purposes of penetrating damage reduction, while he wields it.

Weapon of Sacred Flame (Su): Starting at 9th level, the exorcist of the Silver Flame's chosen weapon deals an additional 1d6 sacred damage while he wields it.

Warding Flame(Su): At 10th level, an exorcist of the Silver Flame, at will as a free action, can bathe himself in silver flame. As long as the warding flame covers him, he gains a +2 sacred bonus to Armor

Class and Saving Throws. In addition, he gains spell resistance 25 against evil spells and spells cast by evil creatures.

Any evil creature that makes a successful melee attack against the exorcist of the Silver Flame while he is bathed in the warding flame must make a fortitude save or be blinded (as per *blindness/deafness* spell, with a DC 20 + the exorcist's Charisma modifier.)

The warding flame also provides bright illumination up to 30 feet from the exorcist and shadowy illumination up to 60 feet. The warding flame can be dismissed at any time.

This June, you'll be able to pick up and start exploring the ***Eberron Campaign Setting***. Every month until then, we'll offer up more material to help you get an even better idea of what you'll encounter when you do. Next month, you'll get a look at some of the exciting artwork being created for the ***Eberron Campaign Setting***, along with some insight from Eberron's art director, Robert Raper, and a couple of the highly talented artists who helped the vision of Eberron come into focus.

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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Extreme Explorer Prestige Class

The ancient depths of Sharn, the tangled jungles of Q'barra, the howling crags of the Demon Wastes, and the cyclopean ruins of Xen'drik are like home to the extreme explorer. Whether motivated by a thirst for knowledge about Eberron's most ancient civilizations, a hunger for the long-lost secrets of tremendous arcane power, or simply a lust for gold, extreme explorers subject themselves to tremendous danger to achieve their goal—and somehow manage to escape in one piece, often by the skin of their teeth. The extreme explorer is the iconic action hero of Eberron: courageous, resourceful, determined, and just plain lucky.

The key feature of the extreme explorer is his use of action points. He gains more action points than most other characters, and gains bonus action feats to help spend those points in dramatically heroic ways. Members of any class can qualify to become extreme explorers without much difficulty.

Extreme explorer is a uniquely heroic class, making NPC explorers quite rare. Extreme explorer NPCs work best in the campaign as plot devices. They can fail to return from an expedition deep beneath Sharn, send their notebooks to a PC pupil before disappearing forever in Xen'drik, or hire the PCs to accompany them into the Demon Wastes.

Hit Die: d8.

Requirements

To qualify to become an extreme explorer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Knowledge (dungeoneering) 4 ranks, Survival 4 ranks.

Feats: Action Boost.

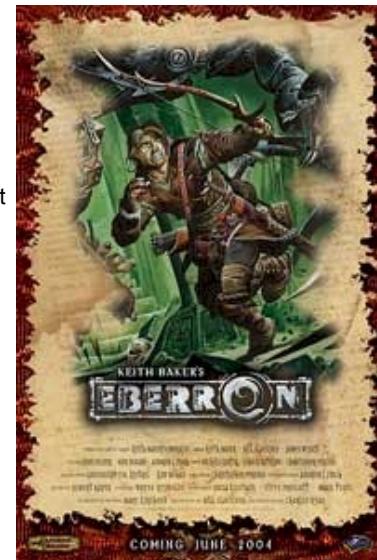
Class Skills

The extreme explorer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Listen (Wis), Open Lock (Dex), Ride (Dex), Search (Int), Speak Language, Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points per Level: 6 + Int modifier.

Table 4-4: The Extreme Explorer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Additional action points, trap sense +1
2nd	+1	+0	+3	+0	Dodge Bonus +1, Evasion, Extreme Hustle,
3rd	+2	+1	+3	+1	Trap sense +2, bonus action feat
4th	+3	+1	+4	+1	Dodge Bonus +2, Extreme Action
5th	+3	+1	+4	+1	Trap sense +3, bonus action feat



Class Features

All of the following are class features of the extreme explorer.

Weapon and Armor Proficiency: Extreme explorers gain no proficiency with any weapons, armor, or shields.

Additional Action Points: The extreme explorer's action point maximum per level is increased by 2.

Trap Sense (Ex): An extreme explorer has an intuitive sense that alerts him to danger from traps, providing a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every 2 extreme explorer levels thereafter (at 3rd and 5th level). Trap sense bonuses gained from multiple classes stack.

Dodge Bonus (Ex): At 2nd level, the extreme explorer's intuitive sense expands to combat. When unencumbered and wearing light armor or unarmored, he gains a +1 dodge bonus to his Armor Class. At 4th level this bonus is increased to +2. The extreme explorer loses this bonus when he is immobilized or helpless, when he wears any armor other than light armor, when he carries a shield, or when he carries a medium or heavy load.

Evasion (Ex): An extreme explorer of 2nd level or higher can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if an extreme explorer is wearing light or no armor. A helpless extreme explorer does not gain the benefit of evasion.

Extreme Hustle (Ex): As a free action, the extreme explorer can spend 1 action point to gain a move action. He may only do this once per round.

Bonus Feats: At 3rd level and at 5th level, the extreme explorer gains a bonus feat. These bonus feats must be selected from the following list: Action Surge, Heroic Spirit, Pursue, Spontaneous Casting.

An extreme explorer must meet all prerequisites for a bonus feat in order to select it.

Extreme Action (Ex): Any time the extreme explorer spends 1 action point to increase the result of a d20 roll, there is a chance that he will recover the action point. If the action is successful, and if the result of the action point roll is 8, the extreme explorer recovers the action point.

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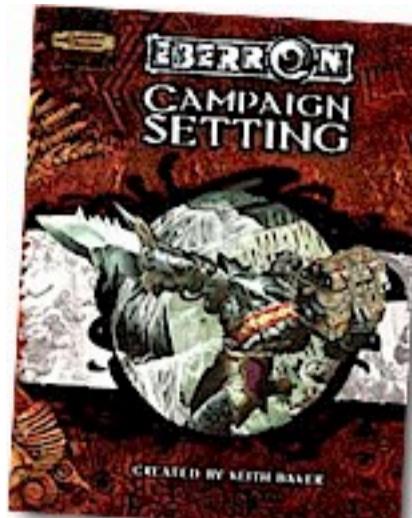
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The Art of Eberron

By Mat Smith

Sometime in the early part of last summer, we created a promotional brochure-type thing to give away at Gen Con after the seminar about the [Eberron Campaign Setting](#). The piece needed to be exciting and evocative, but couldn't include much specific detail about the new setting (partly because many, many things were being worked out and partly because everything was very secret). What we did have was a binder full of really intriguing concept art. So we decided to turn the brochure into a travelogue -- a journal-type diary of a fast-paced trek across Eberron that was filled with sketches and observations made by a half-orc bard named Thunvarch. The travelogue not only allowed us to demonstrate how Eberron was, at its heart, a **Dungeons & Dragons** world for **Dungeons & Dragons** characters, but it also illustrated how different Eberron was from any other place we've ever adventured.



When you get the chance to flip through a copy of the *Eberron Campaign Setting* this June, you'll see what I mean -- the artwork in the *Eberron Campaign Setting* makes a huge impact on how you perceive the world.

Interview with Robert Raper, Art Director for Eberron

Considering how important the artwork in the *Eberron Campaign Setting* is for establishing so much of the tone and attitude of the world, I thought it would be interesting to check in with the guy who's responsible for getting the art to do all that heavy lifting -- the art director for **Eberron**, Robert Raper. I caught up with Robert while he was busy at work at his computer, making a few tweaks to the cover art for the *Eberron Campaign Setting*. He tweaked, I looked through some concept art, and we chatted a bit about what he'd been up to.

How did you get started?

Because of the scope of the *Eberron Campaign Setting* (and the fact that it will be reincarnated in novels, electronics games, and miniatures, as well as roleplaying games), it was first necessary collaborate with several people. We set up a meeting with myself, Bill Slavicsek (who channeled Keith Baker), Peter Archer, and our three concept artists: Steve Prescott, Dana Knutson, and Mark Tedine.

I didn't want to be heavy-handed with art direction, so we provided them (the artists) with a short synopsis of the world, gave them an idea of the kind of look and feel we were shooting for, and set them loose. Each one of the artists was charged with creating artwork that really played to their strengths.

Steve worked on character designs and creatures. (Wait until you see his Mournland Crab!) Dana focused on creatures and environments, such as the awesome monoliths of the Inspired. Mark worked on all three (characters, creatures, and environments) and came up with some really striking new looks -- the dwarves of the Mror Holds are a great example.

What kind of direction did you give the concept artists?

I used a lot of analogies when I was trying to describe the setting. It's not steampunk, nor is it the Middle Ages or dark ages -- it's not traditional fantasy. **Eberron** is a world formed by a combination of cottage industry and a renaissance that came about as the result of a devastating magical war (nearly on the scale



Darguun Warlord

of a nuclear war).

I told the artists to think of how things would evolve and be refined in their design in a world filled with magic. (It's kinda like how the Flintstones had an elephant for a dishwasher. In the **D&D** world of Eberron, you would create the same convenience with magic. Instead of an elephant, you'd have an elemental.) To use a *Spinal Tap* reference, **D&D** goes to ten. The **Eberron Campaign Setting**, goes to eleven. And Emiril Lagasse would tell the artists to "turn it up a notch."

What did you work on after starting the concept art?

Once we had the concept art started, I pitched the cover and overall visual look for the book itself. I wanted the **Eberron** line to really stand out on the shelves while tying in to the existing **D&D** products they'd be up there with. I also wanted all of the books to have the same cover treatment across the line (like I did with the **Forgotten Realms** books). I chose a rich, saturated red from the **D&D** palette to use as the principal color and had Daniel Hawkins sculpt the cover, leaving a prominent place on the front for artwork created by the cover artist I chose for the **Eberron** line: Wayne Reynolds.

What was it about Wayne Reynolds' work that made you settle on him for the cover?

Wayne is one of the best interior illustrators in the **Dungeons & Dragons** rulebooks -- everything he does is gold. And people recognize his work as being very **D&D**. (I recommended him for the job of creating the artwork for the **D&D** 3.5 marketing campaign.) Between the **Dungeons & Dragons**

logo and Wayne's art on the cover, there's no doubt that this is a **D&D** book, only different (only better). Wayne's style is a blend of fine art with a hint of comic book, which makes it ideal for **Eberron**. The cover art he's done for the **Eberron Campaign Setting** is really dynamic, using forced perspective, cocked "camera angles," and an almost over-the-top sense of action -- it's exactly what I was looking for.

Many of the interior artists you're using in Eberron, however, are new. Why not use other popular D&D artists?

That's true: Almost all of the illustrators I have working on **Eberron** have never been used before for any **D&D** product. There are a couple reasons for doing that. The simplest reason is logistics. Dawn Murin and I share a lot of really talented artists, and it made sense to broaden the talent pool we're drawing from (though she already wants to use Steve Prescott). The other reason is more compelling: I wanted to make sure that **Eberron** was visually different from **Dungeons & Dragons** and the **Forgotten Realms**. **Eberron** has all the stuff you'd expect in **D&D**. It's got all the depth you'd find in the Realms. But in **Eberron**, everything is amplified. The action is more intense. Everything is more interesting -- and it's up to the PCs to discover it all.

What's your favorite stuff in the book? What's new or different?

We haven't gotten all the art in yet, so it's hard to say. But it's all good. There will be a lot of really interesting things to check out when the book's finished. There are a lot of cool mutated creatures (monsters from your typical **D&D** game) that you'll find in the Mournlands -- like the mutant centaur, which I'd describe as being the kind of centaur you'd run into on Mars in the movie *Total Recall*. The barbarians in **Eberron** aren't necessarily bulky, musclebound, Conan types; they're more like Manny from *Brotherhood of the Wolf* -- thin and wiry, but you still wouldn't want to mess with them. The living spells are really cool -- some of the magic used in the Last War was so powerful that some of the spells linger on, with a life of their own. Also, you won't find any Celtic knots in there.



Warforged

Anything else to add?

I always hated DMs who wouldn't let you have magic. Campaigns like that are just too mundane. I'm all about the fantasy. And that's what you're going to get. The **Eberron Campaign Setting** is new -- it's **D&D**, but better.

Robert Raper is also the art director for the [Forgotten Realms](#), [d20 Modern](#), the [Star Wars Roleplaying Game](#), and the [Wheel of Time Roleplaying Game](#).



Running Barbarian

Q&A with Eberron Concept Artist Steve Prescott

What did you do for the *Eberron Campaign Setting*?

This was one of those rare times when my timing was perfect and the planets aligned in my favor. I was looking for work and contacted Robert Raper having only worked with him briefly one time before. It just so happened that the **Eberron** pre-production was coming up and (lucky for me) Robert saw some creative aspect that he liked in my artwork. So I was hired on to be one-third of the concept artist crew (along with Dana Knutson and Mark Tedin).

Robert contracted me to do 60 fully visualized conceptual drawings of anything mentioned in the **Eberron** notes or beyond. He specifically wanted me to work on the different cultures and races of Eberron -- character/costume design, etc., which was right up my alley (but I still dabbled a little with other things such as environments and monsters).

So, Wizards of the Coast flew me out to Seattle for a week to work hands-on with the creative team -- having meetings in the morning and then working with Dana and Mark for the rest of the day pounding out concepts and ideas. We didn't get 60 drawings apiece done in the week that I was out there, so much of the project was done through the magic of group emails. But that initial week of working with a team was absolutely invaluable. There's no way I could have done the work I did if I had done the whole project at home here in Columbus -- without directly being there and without the much more efficient communication (and enthusiasm) that comes from seeing the team's reaction to sketches and ideas. Imagine showing a drawing and your response is either an e-mail that says "Great job!" or a bunch of guys leaning over a big table to get a better view and seeing their faces light up as they place your drawing into action in their heads -- then the quick exchanges of ideas, the thinking out loud that floods out in the next ten minutes. E-mail doesn't offer that kind of forum. Many concepts were formed in just a few quick, fun responses during a meeting. It was very cool. Dana and Mark live in Seattle so I was essentially the wild card -- the relatively unknown artist that was being flown in from the other side of the country -- I'm still flattered when I think about it! But what a great and successful idea that was -- it put me on a creative high, basically. I had so much fun that I actually ended up doing about five drawings more than I needed to and could have done many more!

What is it about the art that makes it "Eberron" rather than just "D&D"? (What did you do to give your work an "Eberron" look and feel?)

That's hard to say. The **Eberron** project was really my first foray into Wizards' fantasy games so I personally didn't have an established "look" for **D&D** to try and build on or avoid (which was probably why they hired me!). Basically, I approached the work as if I was redesigning **D&D** to my own flavor to fit the **Eberron** template.

from different cultures (African, Turkish, Native American, Arabian, etc) so I naturally infused a lot of that to help define each **Eberron** culture. Of course, it was key to have such provocative ideas for me to run with and the **Eberron** world definitely provided that. Overall, the look has a slightly more modernized feel than **D&D**. There are fantastic modes of transportation and bigger cities -- and a lot more political intrigue. I think there is more of a focus on being "worldly" than in **D&D**.

Designing cultures and classes, I worked a lot of layers into the costumes. Some fighters have thick overcoats over different layers of armor instead of just half-plate or just chainmail -- things like that. I also tried to establish at least one very basic element for each race's apparel. The Talenta Halflings use bold geometric shapes on their clothes like thick colorful stripes or patterns made of triangles and squares. Lhazaar folk use a lot of insulative animal hides and furs layered in creative ways. The barbarians who live on the continent of Argonnessen wear a lot a lot of shells, beads, scales from huge sea creatures, and shark teeth, etc.

What excites you the most about the look and feel of Eberron?

There's no way for this to NOT sound ego-driven but I'm most excited that I got to be part of creating this whole new realm -- that people are going to (I hope!) get excited about the different aspects of the game, namely the parts that I had a hand in creating. Not so I can boast about it, but because it'll feel really good to know it is successful -- that I helped make something that people are inspired by, that they have fun with, something evocative -- mainly that, "Hey, I'm doing something right!"

But I'm also excited to keep working on **Eberron** and keep expanding on this world. It was defined and detailed enough to give us artists plenty to work with, yet has so much room for expansion -- there's still a lot of **Eberron** to be discovered. I really hope the game is popular enough that it'll keep me having fun with it for a long time!

What did you have fun working on?

I had fun working on *everything*! I seriously could have continued doing conceptual design work on **Eberron** for another year at least. I wanted to get in and design every aspect in detail -- what kinds of foods the Valenar Elves eat, the ships the Lhazaar people run around in, the different military outfits of the Emerald Claw -- everything! It's hard to pick out one or even a couple of my favorites things but I had a lot of fun with the Talenta Halflings, Valenar and Aerenal Elves, and the warforged, of course. I also had fun dabbling in creating new creatures like the Mournland Crab, the Sea Tiger, the Tribex, and the Dragonhawk -- those were all fun to do. I guess my favorite pieces were some of the class/culture designs - the warforged wizard, Talenta Halfling bard, Lhazaar warrior, the Hobgoblin Darguun Warlord, and I loved drawing the Argonnessen barbarians.

But that's just *within* the project -- the best part was the whole experience. This was undoubtedly a major highlight in my career: to be picked up so quickly and flown out to Seattle -- plane tickets, hotel, and rental car paid for -- and work on a huge project for the biggest RPG company in the world with such an enthusiastic and skilled group of directors and artists. I still have trouble processing it. What a change from being cooped up by myself in my studio! It all seemed to just click, and the result was probably the most creative work I have done so far. On top of all that, I got to meet and make friends with some great people: Robert Raper, Mark Tedin, and namely Dana Knutson and Dawn Murin. I was sad to fly back home even though I missed my



Half-orcs in Shadow Marshes



Warforged Wizard



Quick Q&A with Wayne Reynolds

What did you do for the *Eberron Campaign Setting*?

So far I've worked on the wrap-around covers for the ***Eberron Campaign Setting***, as well as the covers for the first four supplements/adventures, including *Sharn:City of Towers*.

What is it about the art that makes it "Eberron" rather than just "D&D"?

Where the **D&DGreyhawk** and **Forgotten Realms** settings are loosely based upon Western ancient/medieval concepts and cultures (with obvious exceptions), **Eberron** takes additional visual references from the more tribal cultures of Africa, Ancient South America and the Ancient Middle East. Added to that is a bit of herme-technology (magically enhanced machinery).

What excites you the most about the look and feel of Eberron?

It's the diversity of images. When I was presented with the original **Eberron** concept art I was completely blown away with the imagery that was in there. There are so many concepts to excite the imagination. I was especially taken with the Warforged. When I'm painting a picture with one of those metal guys in it, I start to imagine what sort of culture they have. Even though they're constructed from metal, they still wear clothes. So there has to be an element of vanity in their society. These are the sorts of things I think about while I'm working.

What did you have fun working on? What's your favorite piece?

I've enjoyed working on all the **Eberron** art. It's enough for me to depict something that really inspires the imagination. If I can convey something that excites the imagination of the viewer, then my job is done. As to my favorite piece . . . that's a tricky one. I'm so self-critical that I'm generally dissatisfied with my own work. I'd probably go for the *Sharn:City of Towers* cover. There's a lot going on in the picture. I was surprised I managed to fit it all in.

This June, you'll be able to pick up and start exploring the ***Eberron Campaign Setting***. Every month until then, we'll offer up more material to help you get an even better idea of what you'll encounter when you do. Next month, you'll get a quick history lesson on what's been taking place in **Eberron**, along with a look at the unique cosmology of the ***Eberron Campaign Setting***.

Dragon Magazine #317

For more insight into the world of **Eberron**, check out [Dragon](#) magazine for the next installation of a six-part monthly series: "Countdown to the ***Eberron Campaign Setting***." **Issue #317** (that's the March issue, which goes on sale this month) introduces you to three of the unique character races created especially for the ***Eberron Campaign Setting***: changelings, the kalashtar, and shifters (with a close look at shifters), along with a glimpse at how all the standard character races fit into the new world.

Issue #316 (that's the February issue) gives you an idea of how all of the standard character classes fit in the setting, introduces you to an all-new character class -- the artificer -- and introduces you to another of the setting's prestige classes: the master inquisitive. **Issue #315** (the January issue), introduces you to the ***Eberron Campaign Setting*** and offers more insight into the tone and attitude of the new **D&D** world, along with a little of Eberron's most recent history.

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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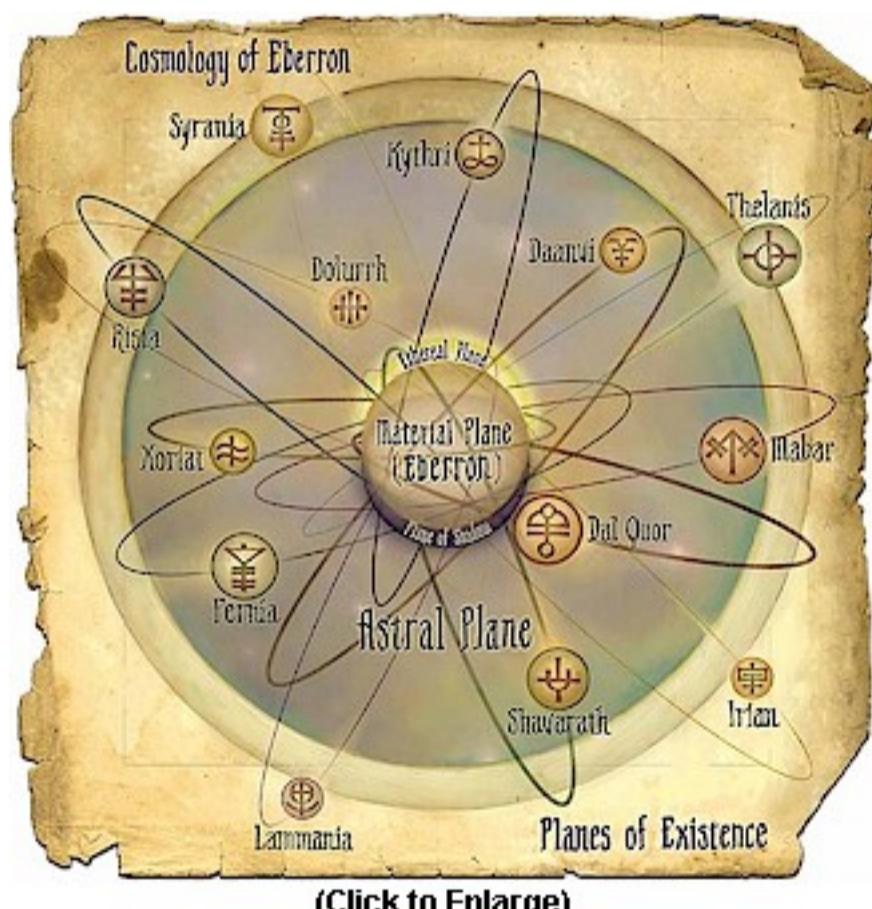
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Some Perspective on the World of Eberron

By Mat Smith

While **Eberron** may be a new campaign setting, it's a world created with a lot of history. A good amount of Eberron's past will be slowly discovered and revealed as time goes on. But when the *Eberron Campaign Setting* releases, you'll find yourself exploring and adventuring in a world caught up in the aftermath of a terrible war that darkened the world for a hundred years and more.

Another chunk of knowledge you'll find useful and/or interesting about the world of Eberron is how its cosmology works. That is, where Eberron fits in with the other planes of existence. Interestingly, planar travel in the *Eberron Campaign Setting* is somewhat different from other settings in which you may have adventured, because the option to shift from one plane to another is not always an option. Each of the other planes that exist in the *Eberron Campaign Setting* is accessible to or from Eberron only during certain periods of time. These windows of opportunity vary from plane to plane in both their duration and frequency, as you'll discover when you check out this excerpt from Chapter 5:



(Click to Enlarge)
(Launch Eberron Orrery)
See the planes in motion!

Planes of Existence

Eberron spins within its own Material Plane, enfolded by three coexistent transitive planes: the Ethereal Plane, the Plane of Shadow, and the Astral Plane, just as in the core **D&D** cosmology (see Chapter 5 in the *Dungeon Master's Guide*).

Within Eberron's Astral Plane, thirteen planes spin in a complex orbit around the Material Plane. These planes combine the features of inner and outer planes: some have an elemental nature, some have alignment tendencies, and others are simply alien worlds. These planes are home to all the extraplanar creatures detailed in the *Monster Manual*. In contrast to the core **D&D** cosmology, these planes are *not* the home of the deities, and only one of them, Dolurrh, is a plane where mortal spirits go upon their death.

The thirteen orbiting planes are separate from each other, with no connections between them. They are

Recent History of Eberron

As the campaign begins, Eberron emerges from a long and devastating war. The nations of the continent of Khorvaire were once part of a great kingdom of legend, the mighty kingdom of Galifar. When King Jarot died, his five heirs, each in command of one of the Five Nations that comprised the kingdom, refused to bow to tradition. Instead of allowing the eldest son to take the crown, the siblings rallied their vassals and each vied to take control of the kingdom. Over time, this decades-long conflict became known as the Last War, for everyone imagined that when it finally ended the taste for bloodshed and battle would be wiped from the face of Khorvaire.

The Last War continued for more than a century, with each of the Five Nations alternately fighting against or alongside one or more of the others as alliances and animosities shifted as fast as the wind in the Shargon Straits. In time, other nations formed as deals were made and opportunities presented themselves. After 102 years of fighting, the leaders of the recognized nations of Khorvaire (which now numbered twelve) met at the ancient capital of Galifar to draft a peace. With the signing of the Treaty of Thronehold, the Last War came to an end.

Today, the nations of Khorvaire seek to rebuild and prosper as the new peace spreads across the land. While technically at peace, the nations continue to vie for economic and political supremacy. Minor skirmishes break out every so often, especially in the more remote sections of the continent and on the most hotly contested borders. Espionage and sabotage are the preferred method of diplomacy, as the nations engage in trade and discussion in public while working intrigues and double-crosses in the shadows.

coexistent with the Astral Plane, but separate from the Ethereal Plane and the Plane of Shadow, so certain spells (*ethereal jaunt* and *shadow walk*, for example) aren't available to casters on these planes. Each of them occasionally becomes coterminous with the Material Plane, allowing connections between the planes (see Planar Connections, below).

Planar Connections

As the thirteen planes move through the Astral Plane, their paths take them closer to the Material Plane at times, and farther away at other times. A plane's distance from the Material Plane is described in three categories:

Coterminous: On rare occasions, a plane comes so near the Material Plane that it actually touches it. At these times, it is possible to move freely between the Material Plane and the coterminous plane at certain locations on each plane. For example, when Fernia is coterminous to the Material Plane, a character can travel to Fernia by means of a volcano or any extremely hot fire -- and the natives of Fernia can enter Eberron just as easily. Different planes' paths through the Astral Plane bring them into a coterminous relationship with varying frequency: Fernia draws near fairly often (one month every four years), while Xoriat has not done so in over 7,000 years.

When a plane is coterminous with the Material Plane, certain of its traits may bleed over into the Material Plane, or at least certain regions of the Material Plane. For example, when Risia is coterminous to the Material Plane, spells with the cold descriptor are enhanced in certain areas of the Material Plane. Not all planes have traits that spill over to the Material Plane.

Waxing/Waning: As a plane draws close to becoming coterminous it is called waxing, and as it moves away after a period of being coterminous it is waning. There are no special effects on the Material Plane when a plane is waxing or waning.

Remote: When a plane is remote, it is difficult to establish any connection at all between it and the Material Plane. When Fernia is remote, fire spells work less effectively, fire elementals are hard to summon, and it is nearly impossible to reach that plane via *plane shift*. Using *plane shift* to travel to a remote plane or using any spell to call or summon a native of that plane requires a Spellcraft check (DC 30 + spell level); a character with 5 or more ranks in Knowledge (the planes) receives a +2 circumstance bonus on this check.

The Planes in Play: Sages and astronomers of Eberron use complex orreries and extensive charts to track the position of the planes relative to Eberron. No DM should have to go to such lengths. For simplicity in play, bring a given plane into a coterminous position when it suits the needs of your campaign. If consistency is important to you, keep track of when that occurred and when it will happen again, using the information in each plane's description. If not, don't worry about it -- just bring it back into a coterminous position the next time it suits your campaign.

The planes spend most of the time either waxing or waning, so it is safe to assume that, any time it matters, the PCs can summon whatever monster they want to without making a Spellcraft check and even travel to another plane using *plane shift* as they desire. Only put as much effort into tracking the planar positions as the needs of your campaign demand.

The Cosmology of Eberron

Daanvi, the Perfect Order

Orderly fields where formians tend ideal crops, regimented garrisons of disciplined soldiers, and peaceful communities where law reigns supreme manifest throughout the plane of Daanvi, the Perfect Order. Similar in many respects to the plane of Arcadia in the D&D cosmology, Daanvi is a place where all things live in harmony born of order.

Dal Quor, the Region of Dreams

When mortals dream, they psychically project their minds to Dal Quor, the plane where dreams play out. Dal Quor is ringed with dreamscapes -- small, temporary envelopes of pseudoreality where dreamers live their dreams for a short time. Within the ring, however, exists an entirely different world.

Magnificent domed cities called up from the formless void of dreamstuff spread across the inside of the ring of dreamscapes, allowing the quori who live there easy access to their food supply -- the psychic energy of dreaming mortals. Beyond the cities of the quori, a roiling boil of dream-born landscapes melt, burn, grow, and dissolve without any rhyme or reason. Tales persist of a calm eye at the center of this storm, but they are most likely figments of some half-remembered dream.

Dolurrh, the Realm of the Dead

A place of hopelessness, eternal despair, and consuming apathy, Dolurrh is the realm where mortal souls go after death.

Fernia, the Sea of Fire

Flame covers everything on Fernia, the Sea of Fire. The ground is nothing more than great, ever-shifting plates of compressed flame, ash, and debris. The air ripples with the heat of continual firestorms. Oceans of liquid flame ebb and flow, and mountains ooze with molten lava. Fire rages, with no need for fuel or air, across this continually burning landscape.

Irian, the Eternal Day

A brilliant white sun hangs in the center of a crystalline sky, bathing the radiant landscape below in shadowless light. Forests of crystalline growths, mountains of pure quartz, rivers of liquid glass, and sun-bleached deserts of pure white sand define the landscape of this plane.

Irian is awash in positive energy -- not so intense as to harm life, but sufficient to encourage and sustain life in a variety of unusual forms. Creatures of light and life make their home here, but not necessarily creatures of good.

Kythri, the Churning Chaos

A roiling soup of land, water, air, protoplasmic ooze, fire, magma, hissing steam, smoke, dust, ice, blinding light, pitch darkness, acid, flashing lightning, cacophonous sound, and seemingly every other substance and energy found in the universe fills the plane of Kythri. Every part of the plane constantly changes. A creature, native or just visiting, can sometimes exert enough will to hold a location constant and stable -- for a short time.

Lamannia, the Twilight Forest

Lamannia, the Twilight Forest, is a realm of raw and wild nature unbounded, untouched by civilization. Despite its name, the forests that stretch in all directions are not the only terrain feature of the plane; majestic mountains, wide grasslands, sultry swamps, rolling hills, and even deserts and tundras make up the vibrant life of Lamannia. All kinds of plants, animals, magical beasts, and bestial outsiders are found in the Twilight Forest, as well as air, earth, and water elementals. Lycanthropes, too -- rare on Eberron -- are common in Lamannia, since many fled to this plane during the crusade that nearly exterminated them from Khorvaire.

Lamannia has the following traits:

Enhanced magic: Druid spells are extended.

Lamannia Inhabitants: Achaierai, animals (all), arrowhawk (all), belker, celestial animals, bebilith (demon), hellcat (devil), air elemental (all), earth elemental (all), water elemental (all), fiendish animals, djinni (genie), avoral (guardinal), leonal (guardinal), hellwasp swarm, invisible stalker, lycanthropes (all), air mephit, dust mephit, earth mephit, ooze mephit, salt mephit, water mephit, nightmare, thoqua, tojanida (all), vermin (all), xorn (all), yeth hound.

Manual of the Planes: dao (genie), marid (genie), ooze paraelemental (all), smoke paraelemental (all).

Coterminous: When Lamannia is coterminous with the Material Plane, the power of nature grows. In regions of unspoiled nature (particularly the Eldeen Reaches), plants grow more verdant and animals breed more prolifically. *Summon nature's ally* spells are extended throughout the Material Plane.

Lamannia is coterminous for a period of one week every 13 months.

Remote: When Lamannia is remote from the Material Plane, nature's power diminishes. Animals have small litters and plants -- even cultivated crops -- grow poorly. *Summon nature's ally* spells are impeded during this time. Lamannia is remote for a period of one week every thirteen months, exactly 6-1/2 months after its coterminous period.

Mabar, the Endless Night

Utter blackness where no light shines fills the plane of Mabar, the Endless Night. The starless night lasts forever, its gloom never diminishing in the least. The darkness literally devours the life of visitors to this plane, extinguishing every spark of light that dares intrude upon the Endless Night.

Risia, the Plain of Ice

A blizzard above a field of blowing snow that covers an infinite glacier, Risia consists of layer upon layer of cold and ice. Though mountains break the line of the plain here and there, they are formed of solid ice, not stone. Lakes and streams mark the landscape, but they are simply places where the air itself has congealed to frigid liquid, deadly to the touch. The air of Risia freezes the eyes and lungs, the wind steals breath, and the snow buries and entombs all things.

Shavarath, the Battleground

Three great armies mass eternally on the barren plains of Shavarath: a celestial host of archons, an infernal regiment of devils, and a swarming horde of demons. Warfare defines all aspects of their existence. Alliances come and go -- usually involving the devils allying with one or the other of their enemies and then breaking the alliance when the situation changes to their advantage -- but the warfare never ends. Slain soldiers eventually return, usually in a lower form, but the armies of the three forces remain forever in a

rough balance.

Fortresses dot the landscape of Shavarath, each one locked in a great siege. Every fortress eventually falls, and they all shift hands many times before finally being reduced to rubble. As one collapses, a new one is built to replace it. Beyond these fortresses, the rocky and barren landscape stretches in all direction, sporadically accentuated by low hills -- the only distinguishable terrain anywhere on the plane.

Shavarath has the following traits:

Alignment traits: Areas held by the archons are mildly good-aligned and mildly lawful-aligned. Areas held by the devils are mildly evil-aligned and mildly lawful-aligned. Areas held by the demons are mildly chaos-aligned and mildly evil-aligned. These areas shift constantly, the borders as fluid as the tide of war.

Enhanced magic: Spells that create, enhance, or mimic weapons (such as *flame blade*, *keen edge*, or *Mordenkainen's sword*), and spells that excite hostile emotions (such as *rage*, *heroism*, or *antipathy*) are extended.

Impeded magic: Compulsions that calm or pacify hostile creatures, and all charms, are impeded.

Whirling Blades: Creatures not native to Shavarath are subject to attack by whirling blades that travel the plane like flocks of birds. An attack occurs every round once a flock of whirling blades is encountered (70% chance): attack bonus +10 melee (2d6). The blades are treated as magic and evil-aligned weapons for the purpose of bypassing damage reduction.

Shavarath Inhabitants: Hound archon, trumpet archon, babau (demon), dretch (demon), glabrezu (demon), hezrou (demon), marilith (demon), quasit (demon), retriever (demon), barbed devil, bearded devil, bone devil, chain devil, erinyes (devil), horned devil, imp (devil), vargouille.

Monster Manual II: Bladeling.

Coterminous: When Shavarath draws near, echoes of its endless battles manifest on the Material Plane. In any area embroiled in combat, the enhanced and impeded magic traits of Shavarath spill onto the Material Plane (impeded spells require a Spellcraft check, DC 15 + spell level to cast). Also, storms of whirling blades are known to appear at the sites of great battles, both past and present, when Shavarath is coterminous.

Shavarath is coterminous with the Material Plane for one year out of every thirty-six years.

Remote: When Shavarath is remote, no known effects manifest on the Material Plane.

Syrania, the Azure Sky

Crystalline cities float in Syrania's endless expanse of clear blue sky, their spires glittering in the ambient radiance of its perfect atmosphere. These cities are the homes of the angels -- each ruled by a solar. Angels are the only known inhabitants of this plane, and -- though little is known of Syrania -- it seems to be a nearly perfect paradise.

Thelanis, the Faerie Court

Similar to both Eberron and Lamannia, Thelanis is a realm of rugged natural beauty -- primarily lush forests and crystal-clear waters. Among the trees rise shadowy spires of enchanting beauty, surrounded by mesmerizing lights like dancing lanterns. Phosphorescence gleams on plants and stones, lighting the eternal twilight of the plane, while a panoply of stars twinkle in the sky.

Xoriat, the Realm of Madness

Beyond words or comprehension, Xoriat is aptly called the Realm of Madness. Not only do its alien geometry and unspeakable inhabitants seem like the product of a madman's nightmare, but any who visit Xoriat risk finding their minds shattered by the experience.

Xoriat has been likened to a stack of translucent parchment, an apparently infinite connection of layers and dimensions. Its inhabitants exist on multiple layers simultaneously. Massive, drifting entities too large to notice visitors to the plane; free-floating rivers of milk-white liquid; rains of blue globes falling from unseen heights, only to burst and release horse-sized ticks when they strike another object -- such are the madness-inducing features of Xoriat. Gelatinous worms wriggle from layer to layer, wending through tentacled vegetation encrusted

Dragon Magazine #318

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Issue #318 (that's the April issue, which goes on sale this month) takes a long, hard look at the fourth unique character race created especially for the **Eberron Campaign Setting**: a sentient race of constructs known as the warforged.

Issue #317 (March) introduces you to three of the unique character races created especially for the **Eberron Campaign Setting**: Changelings, the Kalashtar, and Shifters (with a close look at shifters), along with a glimpse at how all the standard character races fit into the new world.

Issue #316 (February) gives you an idea of how all of the standard character classes fit in the setting, introduces you to an all-new character class -- the Artificer -- and introduces you to another of the setting's prestige classes: the master inquisitive.

Issue #315 (January) offers more insight into the tone and attitude of the new D&D world, along with a little of Eberron's most

Like Dal Quor, Xoriat's last period of being coterminous with the Material Plane was a disastrous period of warfare. Over seven thousand years ago, Xoriat became coterminous and the daelkyr sent their minions into Khorvaire to conquer it. Before the orc and hobgoblin druids known as the Gatekeepers managed to end the planes' alignment, the mind flayers and lesser minions of the daelkyr had decimated the hobgoblin empire of Dhakaan. The Gatekeepers' magic was less cataclysmic than the giants' attempt to close the connection to Dal Quor, however; Xoriat moved quickly out of alignment but is sure to return one day.

This June, you'll be able to pick up and start exploring the *Eberron Campaign Setting*. Every month until then, we'll offer up more material to help you get an even better idea of what you'll encounter when you do. Next month, you'll get a good, hard look at the Kalashtar, a unique race created for the *Eberron Campaign Setting* that possesses natural psionic abilities. I'll also give you an idea of how and where psionics fit into the world.

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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Mind Games in Eberron

By Mat Smith

With this month's release of the [Expanded Psionics Handbook](#), many of you will be contemplating the creation of a new campaign that incorporates the new psionics rules. Others will be sorting through how best to add psionics to your existing game. And some will elect to not use psionics in their game at all.

When the [Eberron Campaign Setting](#) comes out in June, you might find yourself facing the same kind of decisions -- whether you want to use psionics in your game and, if so, to what extent. One of the interesting bits about the world of Eberron is that the campaign setting was designed with those decisions in mind. That is, the [Eberron Campaign Setting](#) was created with the use of psionics in mind, along with various options that would allow you to adjust the amount of psionics in your campaign to suit your particular needs.



At the very baseline level of including psionics in your game, you have an entirely new character race to choose from -- one that manifests psionic power as a racial ability: the kalashtar.

Kalashtar

The kalashtar are a compound race: incorporeal entities from the alien plane of Dal Quor, the Region of Dreams, merged with human bodies and spirits to form a distinct species. They were once a minority among the quori, the native race of Dal Quor, hunted and persecuted for their religious beliefs. Fifteen thousand years after the quori invaded Eberron and the connection between their plane and the Material Plane was severed, the kalashtar were the first of the quori to discover a means to reach the Material Plane once more. Fleeing persecution, they transformed their physical forms into psychic projections that allowed them to enter the Material Plane and merge in a willing partnership with humans. It took centuries for the other quori to discover a similar means to psychically project their spirits out of Dal Quor to possess human bodies, forming the Inspired, while leaving their own bodies behind -- much as mortals project their minds to Dal Quor when they dream. For five thousand years now, the Inspired in their vast kingdom of Riedra have continued to persecute and oppress the kalashtar.



Personality: As a true merge of human hosts and quori spirits, the kalashtar possess keen intellects, but are not ruled by logic. They seek the perfection of their minds and spirits, often to the exclusion of any physical pursuits. They are generally warm and compassionate, but their manners and ways of thinking are alien to the native races of Eberron. They are more interested in psionics than in the magic that pervades Khorvaire, and often lace their discourse with esoteric terms such as *matter*, *kinetics*, and *ectoplasm*.

The kalashtar are outcasts from their home plane and can never return there -- not even in dream. The combination of life in exile and a dreamless existence makes the kalashtar slightly inclined toward madness, and some have speculated that the kalashtar devote themselves to psychic and physical discipline in order to keep themselves safely sane.

Physical Description: The kalashtar appear very similar to humans, but have a grace and elegance that makes them appear almost too beautiful. They are slightly taller than the average human, and their faces have a slight angularity that sets them apart from the human norm, but their deviation from average only makes them seem more attractive.

Relations: The kalashtar are born diplomats and relate fairly well to members of all races -- except, of course, the Inspired. They relate best to humans, with whom they share the greatest physical similarity, but some kalashtar find themselves strongly drawn to other races instead. They oppose the

Inspired in all ways, both within Riedra and beyond its borders, and likewise oppose any group or force that corrupts or degrades mortal souls.

Alignment: The kalashtar are generally lawful good. They combine a sense of self-discipline that borders on the ascetic with a genuine concern for the welfare of all living things, or at least their souls.

Kalashtar Lands: The kalashtar homeland is a region of Sarlona called Adar, a land of forbidding mountains and hidden fortresses in the southeastern portion of the continent. Even in Adar their numbers are small, and the number of kalashtar found in Khorvaire is much smaller still. However, they can be found in the largest human cities. The largest kalashtar population in Khorvaire is in the city of Sharn, because of its proximity to Xen'drik, where many of the Inspired have extended their reach.

Dragonmarks: The kalashtar never possess dragonmarks.

Religion: The kalashtar do not follow gods, but have their own religion called the Path of Light. The center of this belief system is a universal force of positive energy the kalashtar call *il-Yannah*, or "the Great Light." Through meditation and communion with this force, the kalashtar seek to strengthen their bodies and minds for the struggle against the forces of darkness that threaten all life on Eberron. Though *il-Yannah* is not a deity, a few clerics draw power from the Path of Light. A greater number of devout followers of the Path are psions and psychic warriors.

Language: The kalashtar speak Quor, the language of the quori, and the common tongue of their homeland (either Common in Khorvaire or Riedran in Adar). Quor is a hissing, guttural tongue more suited to the alien forms of the quori than their humanoid hosts. It has its own written form, a flowing, elegant script with many circular letters.

Names: Kalashtar names have much in common with the name of their people: they are three to five syllables long, with a combination of hard and hissing consonants. Male names end with one of the masculine name suffixes -harath, -khad, -melk, or -tash. Female names use the feminine suffixes -kashtai, -shana, -tari, or -vakri.

Male Names: Halkhad, Kanatash, Lanamelk, Minharath, Nevitash, Parmelk, Thakakhad, Thinharath.

Female Names: Ganitari, Khashana, Lakanstari, Mevakri, Novakri, Panitari, Thakashtai, Thatari.

Adventurers: Every kalashtar enters adulthood with a fundamental choice: try to live a normal life as a persecuted exile in Adar, or take up a more active role in combating the Inspired in the world. Unsurprisingly, many kalashtar choose the latter option and live a life at least bordering on adventure. Most kalashtar adventurers are motivated primarily by their hatred of the Inspired, but a few -- primarily those advanced along the Path of Light -- are driven by their compassion for all living beings and their desire to fight darkness in whatever form it takes.

Kalashtar Racial Traits

Medium: As Medium creatures, kalashtar have no special bonuses or penalties due to their size.

Kalashtar base land speed is 30 feet.

+2 racial bonus on saving throws against mind-affecting spells and effects, and possession: The kalashtar's dual spirits help them resist spells that target their minds.

+2 racial bonus on Bluff, Diplomacy, and Intimidate checks: The kalashtar are masters of social interaction, influencing others through their commanding presence and subtle psychic powers.

+2 racial bonus on Disguise checks made to impersonate a human: Kalashtar have a close physical resemblance to humans.

Immunity to the *dream* and *nightmare* spells, as well as any other effect that relies on the character dreaming: The kalashtar do not dream.

Naturally Psionic: Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class.

Psi-like Abilities: *Mindlink* (1/day). This ability is like the power manifested by a wilder of 1/2 the kalashtar's Hit Dice (minimum 1st level).

If you are not using the *Expanded Psionics Handbook* in your game, use this description of the *mindlink* power:

You forge a telepathic bond with another creature within 30 feet, which must have an Intelligence score of 3 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from spell resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another), but only lasts for 1 round per character level. This is a mind-affecting spell-like ability.

Automatic Languages: Common and Quor. **Bonus Languages:** Draconic and Riedran.

Favored Class: Psion. A multiclass kalashtar's psion class does not count when determining whether he takes an experience point penalty for multiclassing.

So, just starting out with a kalashtar character gives your campaign a little taste of psionics, but not too much. The *mindlink* power is very cool, but if you think about it, it's not necessarily any more useful than, say, darkvision or an extra feat and skill point per level.

Adding more psionics to your game is as easy as allowing characters access to the psionic classes, feats, and prestige classes you'll find in the *Expanded Psionics Handbook*. (Players can look forward to running into some psionic NPCs and monsters too.)

Of course, if you don't want psionics in your Eberron campaign, it's as simple as just making the decision. The campaign setting was designed to allow you to do just that -- the continent of Sarlona can simply be a place that people (and monsters) don't come from and your characters don't visit.

Even if you start out with a campaign that doesn't use psionics, there's always the option of adding them in later. The good bit about the Eberron Campaign Setting is that it's easy to turn that dimmer switch from "off" to "dim" to "bright" with very little effort. A few immigrant kalashtar PCs and/or NPCs might be the first to bring psionics to the continent of Khorvaire. Your adventuring party might just encounter some alien creatures with powers that defy explanation. A wayward voyage on an elemental galleon could land your adventuring party on the shores of Sarlona. You could even decide to incorporate the idea of a psionic secret society that's been around for ages, infiltrating every corner of the world, and always working from the shadows -- a group that may have never been detected until the PCs discover their existence or become targeted by them. One such group is the very evil organization known as the Dreaming Dark.

The Dreaming Dark

The Dreaming Dark is an order of psychic spies and assassins -- the hidden eyes and hands of Dal Quor, the Region of Dreams. While it generally seems to be allied with the Inspired lords of Riedra, the goals of the Dreaming Dark are subtle and mysterious -- but always deadly.

Brief History

For a thousand years Riedra has been an insular land of mystery. The Inspired wear secrecy like a shroud, and foreigners are not allowed into the lands of the empire. For much of the history of Riedra, there was no contact between the Inspired and the other inhabitants of Eberron, but in recent decades this wall has been lowered; outsiders are not allowed on Riedran soil, but Inspired ambassadors can be found in most of the courts of Khorvaire.

But while the Inspired have only recently established open political contact with Khorvaire, they have long maintained a network of spies stretching across Eberron. This force is known as the Dreaming Dark, and for centuries it has simply watched the world from the shadows while the Inspired built their power within Riedra. But now the Quori are ready to act, and the Dreaming Dark are their hands.

The Organization

Headquarters: Dar Jin, Riedra

Leader: The Devourer of Dreams

Religion: The Dreaming Dark

Alignment: Lawful Evil

Secrecy: High

Symbol: An eye partially concealed under a wing. When this is used as a badge of office, the style of the eye indicates the rank and position of the bearer.

Hierarchy

Should he ever be confronted with the actions of the Dreaming Dark, a Riedran ambassador would deny that his nation had anything to do with the organization. This is actually true. The lords of Riedra are charged to maintain and administer the Quori territory on Eberron. The Dreaming Dark is an entirely separate organization whose rulers dwell in Dal Quor itself. The Dreaming Dark provides information to the Riedran court, but the rulers of Riedra have no actual authority over the agents of the Dark; in fact, a thoughtstealer usually holds a higher place in the hierarchy of Dal Quor than a Riedran governor or general.

The vast majority of agents of the Dreaming Dark are Inspired -- vessels for the Quori spirits of the Region of Dreams. Some of these agents use Disguise or *skins of the shadowed self* to blend in with the local population; others pose as kalashtar. But the Dreaming Dark has another weapon in its arsenal -- the insidious psionic discipline known as *mind seed*. Using this technique, a powerful psion can actually replace the personality of another humanoid creature with its own thoughts and beliefs, even imparting a share of its psionic powers. Over the centuries, the Dreaming Dark has used this power to gain agents across Eberron, even in security-conscious nations like Zilargo, Aerenal, and Argonnessen. These agents are referred to as "shadows", being both weaker reflections of the original and aspects of the Dark. The Dreaming Dark makes limited use of shadows; these agents do not

actually possess true quori spirits, and there have been a few cases where a shadow turned against the Dark. Shadows typically observe and gather information, but over the centuries they have also built fifth columns within their nations. As a result, the Dreaming Dark has influence over criminal organizations, trade guilds, and academic institutions; it even has agents in dragonmarked houses and courts across the world. Some of these groups have no idea that they are serving the Quori; they are simply following a leader without realizing that his soul has been compromised. But there are people who have been raised in shadow families. They do not inherit any sort of psionic abilities, but they are taught to revere the Quori; they believe that if they serve faithfully they will one day be granted the status and power of a shadow. These agents know virtually nothing about the Dreaming Dark; they simply follow the commands of their elders or their shadow contact.

There are a number of basic levels within the Dreaming Dark. The shadows are at the bottom of the hierarchy; they generally serve as passive spies or coordinate the actions of the fifth columns. Above the shadows are the field agents of the Dark. These typically fall into one of three categories:

Thoughtstealers are the eyes of the Dark. Psions specializing in telepathy and clairsentience, they can read secrets in the minds and auras of others. Thoughtstealer hosts are usually trained as rogues or monks. A few thoughtstealers become Quori nightmares, using the powers of the nightmare to read the dreams of their opponents.

Dominators are trained to manipulate minds and events, use psionic power and natural guile. Their psionic powers are focused on controlling thoughts, and while their hosts are usually trained as rogues the emphasis is on Charisma based skills.

Dreamblades are the assassins of the Dreaming Dark. The Quori prefer to use manipulation as opposed to force, but when bloodshed is the only answer the dreamblades are ruthless and deadly. Dreamblades are typically psychic warriors as opposed to psions; the most skilled are Quori nightmares or soulknives. Hosts are trained as fighters, monks, or rogues. The Dark possesses an elite corps of dreamblades who are trained to fight psionic foes; this unit includes psions with disciplines like *negate psionics* and *null psionics field*. These specialists are deployed against rogue shadows and the kalashtar.

The actions of the field agents are coordinated by the Circle of Night. The Circle is comprised of the most powerful psions among the Inspired, and only the members of the circle have the power to implant a *mind seed*. The leader of the Circle is formally known as the Devourer of Dreams, but this title is usually shortened to "the Dreamer". While the Dreamer is the de facto leader of the organization, he serves a still greater power -- the Dreaming Dark itself. Located in the heart of Dal Quor, this is a force composed of the spirits of thousands of Quori and mortal dreamers that have been absorbed over the millennia. The Dreaming Dark has long been the driving force behind the quori, but its motives and goals are impossible for the mortal mind to comprehend. The Devourer of Dreams is the only being who can commune with the Dark without being absorbed and destroyed, and he can channel a fraction of its immense power.

Physically, the agents of the Dreaming Dark are scattered across Eberron. However, when one of the Inspired sleeps, her spirit returns to her fiendish body in Dal Quor. The Dreaming Dark maintains a vast city-fortress in Dal Quor, and the Circle of Night controls the actions of the dark from the heart of this citadel. While all members of the Dreaming Dark have host bodies on Eberron, many members of the Circle of Night make little use of these bodies; as a result they are always to be found in Dal Quor, where they can take the reports of agents of the Dark and provide new orders. For every minute of time that passes on Eberron, ten minutes passes in Dal Quor; as a result, when an Inspired agent spends 4 hours asleep, she has 40 hours in Dal Quor to report to the Circle of Night, coordinate with allies, and prepare for future missions. Shadow agents have less power and control in the Region of Dreams, but the Circle of Night can draw the spirit of a dreaming shadow to the citadel to receive new orders. The net result is that the Dreaming Dark invariably acts with careful planning and perfect coordination; over the course of a night, an agent in Khorvaire could spread a piece of valuable information across the length of the world.

Dragon Magazine

For more insight into the world of **Eberron**, check out [Dragon](#) magazine for the next installation of a six-part monthly series: "Countdown to the **EberronCampaign Setting**."

Issue #319 (that's the May issue, which goes on sale this month) gives you a look at some of the magic that fills the world of Eberron, including an assortment of new spells and clerical domains, and a preview of one of the more interesting and dangerous creatures spawned by the Last War: the living spell.

Issue 318 (April) takes a long, hard look at the fourth unique character race created especially for the **EberronCampaign Setting**: a sentient race of constructs known as the warforged.

Issue 317 (March) introduces you to three of the unique character races created especially for the **EberronCampaign Setting**: Changelings, the Kalashtar, and Shifters (with a close look at shifters), along with a glimpse at how all the standard character races fit into the new world.

Issue 316 (February) gives you an idea of how all of the standard character classes fit in the setting,

introduces you to an all-new character class -- the artificer -- and introduces you to another of the setting's prestige classes: the master inquisitive.

Issue 315 (January) offers more insight into the tone and attitude of the new **D&D** world, along with a little of Eberron's most recent history.

This June, you'll be able to pick up and start exploring every aspect of the **Eberron Campaign Setting**. Every month until then, we'll offer up more material to help you get an even better idea of what you'll encounter when you do. Next month, you'll get a glance at a few of the new monsters you'll soon discover lurking all across Khorvaire and regions beyond (possibly even invading your other home campaigns as well--beware).

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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Monsters of Eberron

By Mat Smith

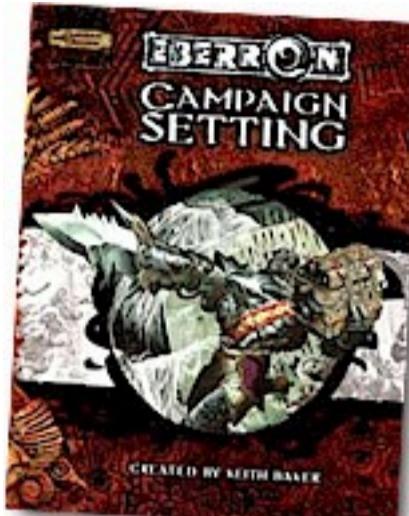
When your characters finally set foot in Eberron, make sure they're fully equipped, armed, and ready for an onslaught of monsters the likes of which you've never seen. Of course, you'll also encounter an unending wave of more familiar creatures.

In **Eberron**, your characters could come face-to-face with any and all of the monsters you've encountered or heard about in any other **D&D** games. (That's because, before anything else, **Eberron** is a **Dungeons & Dragons** world.) Of course, the reverse is also true: Even if you're not currently playing in **Eberron**, watch out for any DM toting an [**Eberron Campaign Setting**](#) -- the new monsters lurking inside aren't confined to just one world of action and adventure.

While every creature in your existing collection of rulebooks and supplements will have a place somewhere in **Eberron**, some will be particularly at home -- several of the iconic monsters (such as beholders, chokers, couatl, doppelgangers, dragons, and so on) have specific places (origin, history, homeland, etc.) in the **Eberron Campaign Setting**.

Although the information about integrating those "iconic" monsters is an important component of Chapter 12: Monsters, the main reason you'll want to flip all the way back there is to get a look at the sampling of new monsters lurking across Khorvaire and regions beyond -- creatures that will keep characters all over every continent of Eberron busy fighting and running for their lives.

Why, here are some now:



Carcass Crab

Huge Magical Beast**Hit Dice:** 12d10+60 (126 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 23 (-2 size, +1 Dex, +8 natural, +6 armor), touch 9, flat-footed 22**Base Attack/Grapple:** +12/+28**Attack:** Claw +18 melee (2d6+8) or barb +11 ranged (1d4 plus poison)**Full Attack:** 2 claws +18 melee (2d6+8) or barb +11 ranged (1d4 plus poison)**Space/Reach:** 15 ft./15 ft.**Special Attacks:** Bite 1d6+4, improved grab, poison**Special Qualities:** Adhesive, darkvision 60 ft., low-light vision, spiny defense**Saves:** Fort +13, Ref +9, Will +4**Abilities:** Str 26, Dex 13, Con 20, Int 5, Wis 10, Cha 9**Skills:** Hide +1*, Spot +7**Feats:** Awesome Blow, Improved Bull Rush, Point Blank Shot, Power Attack, Precise Shot**Environment:** Warm aquatic**Organization:** Solitary**Challenge Rating:** 8**Treasure:** No coins; no goods; standard items**Alignment:** Usually neutral**Advancement:** 13-18 HD (Huge); 19-36 HD (Gargantuan)**Level Adjustment:** --

What looked at first like a mound of corpses and discarded armament now shifts and moves, eight legs and two massive claws emerging from beneath it. Four eyes on stalks snake out from above the claws.

The carcass crab is a warped mutation of natural life found in the Mournland, and occasionally in Valenar and Darguun. Though essentially a giant crustacean, it augments its natural armor by

attaching the detritus of battle -- bits of armor, weapons, and bodies -- to its hard shell with a natural adhesive. This provides both protection and camouflage in the wasted battlefields of the Mournland, the creature's preferred hunting ground.

Combat

Carcass crabs are hardly brilliant or subtle opponents. They make minimal use of their camouflage to get close to potential prey, then try to grab one opponent and scurry off to make a meal of it. It can also hurl poisonous barbs at targets out of claw's reach.

Bite (Ex): A carcass crab can make a bite attack (attack bonus +13) when it is grappling an opponent, in addition to making a single attack with a claw. This bite attack is not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. The crab must begin its turn grappling to use its bite -- it can't begin a grapple and bite in the same turn.

Improved Grab (Ex): To use this ability, the carcass crab must hit with a claw attack.

Poison (Ex): Barb -- Injury, Fortitude DC 21, initial and secondary damage 1d6 Dex. The save is Constitution-based.

Adhesive (Ex): A carcass crab uses a natural adhesive to attach pieces of armor, weapons, and whole corpses to its shell. Typically, this grants the crab an armor bonus of +6 to its AC, equivalent to banded mail, but it is possible to find crabs with better or worse protection. A crab suffers no armor check penalty from this protection.

Spiny Defense (Ex): A carcass crab's shell is covered with sharp spines that protrude from between attached metal and bodies. Combined with spears and swords affixed to its shell, these spines offer the crab some protection against attacks. A creature that hits a carcass crab with natural weapons or unarmed attacks takes 1d6 points of piercing damage.

Skills: *In areas where heaps of corpses and discarded weapons and armor are common, including the Mournland, carcass crabs gain a +8 circumstance bonus on Hide checks.

Nothing says "one tough critter" like a huge, poisonous, spiny crab covered in the bodies, weapons, and armor of all of the other unfortunate characters that went toe-to-pincer with it and couldn't finish the job. Aside from the grisly, portable trophy case (which could provide all kinds of horribly challenging problems when magic weapons, armor, and other stuff get stuck on there), the carcass crab is a formidable one-crustacean ambush. With ranged Dex-draining poison barb attacks and a frighteningly good grapple attack (imagine combing the two), it's got all the basic combat essentials covered. That Awesome Blow feat (which you'll find in your *Monster Manual* on page 303) gives the carcass crab the ability to send characters flying back ten feet before they land prone, giving them a worm's-eye view of their grappled party member growing less and less agile before becoming crab chow. The thing that really makes me shudder is to think about what combat against one of these critters might be like if a few of the bodies stuck to the carapace weren't quite dead (or alive).

Dinosaur, Fastieth

Medium Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Bite -2 melee (1d3+1)

Full Attack: Bite -2 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: --

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +4, Will +0

Abilities: Str 15, Dex 13, Con 12, Int 2, Wis 11, Cha 4

Skills: Jump +11, Listen +6, Spot +6

Feats: Run

Environment: Warm plains

Organization: Solitary, pair, or pack (3-6)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Level Adjustment: --

This human-sized, two-legged lizard has large eyes, brightly-colored and patterned scales, and strong-looking legs.

Fastieths are the most common mounts of the halflings of the Talenta Plains, chosen and bred for speed. They are too small to carry a human, but can carry a halfling with light gear fairly easily and at a good pace.

Combat

Fastieths are not trained for battle and generally prefer to flee rather than fight, but they can deliver a nasty bite if pressed. The bite attack is treated as a secondary attack (-5 penalty on the attack roll) and adds only half of the fastieth's Strength bonus to damage.

Carrying Capacity: A light load for a fastieth is up to 66 pounds; a medium load, 67-133 pounds; a heavy load, 134-200 pounds. A fastieth can drag 1,000 pounds.

This is just one of the species of dinosaur you might run into if you explore particular regions of Eberron. As a world that never had an ice age, apocalyptic comet incident, or other extinction-causing event, Eberron is still home to all of the "terrible lizards" you'll find on pages 60 and 61 of your *Monster Manual*, along with a few species you won't -- such as the fastieth dinosaur. These domesticated fleet-footed reptiles are to the halflings of the Talenta Plains what riding horses are to much of the rest of Eberron. Of course, just as with horses, you can also expect to come across packs of wild fastieth dinosaurs roaming the wilds of the plains.

Dolgaunt

Medium Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Tentacle +3 melee (1d3+2)

Full Attack: 2 tentacles +3 melee (1d3+2)

Space/Reach: 5 ft./5 ft. (10 ft. with tentacles)

Special Attacks: Tentacle whip, vitality drain

Special Qualities: Blindsight 360 ft., damage reduction 5/byeshk or magic

Saves: Fort +1, Ref +3, Will +5

Abilities: Str 14, Dex 16, Con 12, Int 13, Wis 15, Cha 11

Skills: Balance +7*, Climb +6*, Hide +6, Jump +5, Listen +5, Move Silently +6, Spot +5

Feats: Combat Reflexes, Improved Trip[B]

Environment: Underground

Organization: Solitary, cell (2-12), or company (7-12 plus 2-5 4th-level dolgaunt monks plus 20-50 dolgrims)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +3



This gaunt figure resembles a pale, emaciated hobgoblin. It moves with eerie grace despite its blind and empty eye sockets. Its skin is covered in a layer of writhing cilia, and a mane of longer tendrils surrounds its head. Two long, whiplike tentacles extend from its shoulders.

When the daelkyr emerged from Xoriat to conquer Eberron, they captured and transformed many of the world's indigenous creatures to create an army of hideous warriors. Bred from hobgoblin stock, dolgaunts are cold and efficient killers often placed in command of groups of chokers, dolgrims, and other creatures. A dolgaunt is blind but can perceive its surroundings through the sensitive cilia that covers its skin. It can also absorb liquids through these tendrils, allowing it to drain the vital fluids out of any creature that it touches. A dolgaunt is about the same size as a hobgoblin, but far leaner and bonier.

Dolgaunts live grim, ascetic lives spent training for battle. Forming monastic cells in the depths of Khyber, they occasionally perform surface errands for their sinister masters or work with the Cults of Dragon Below.

Dolgaunts speak Common and Undercommon. They have also developed a mode of communication that uses subtle movements of their skin tendrils; this allows a dolgaunt to silently communicate with other dolgaunts within 30 feet.

Combat

Graceful and deadly, a dolgaunt relies on the reach of its tentacles to harm or hinder its enemies. Dolgaunts do not speak in combat unless they are issuing commands to underlings. Dolgaunts rarely use weapons or armor but may make use of magic belts, bracers, boots, or cloaks.

Vitality Drain (Ex): If a dolgaunt gets a hold of an opponent, it can burrow into the flesh of its victim and draw out vital fluids using the tendrils that cover its skin. On a successful grapple check, the

dolgaunt deals 1 point of temporary Constitution damage in addition to normal damage. An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

Blindsight (Ex): A dolgaunt possesses blindsight out to a range of 360 feet; beyond this range, it can discern nothing. A dolgaunt's blindsight makes it immune to gaze attacks.

Because it is blind, a dolgaunt cannot read or use scrolls.

Skills: *A dolgaunt gains a +4 racial bonus on Balance and Climb checks, as its tentacles and the tendrils on its skin help it find purchase on almost any substance.

Dolgaunt Characters

Most dolgaunts advance as monks, although a few are clerics dedicated to the Cults of the Dragon Below or, in rare cases, to one of the Dark Six. The dolgaunt's favored class is monk.

With ten feet of reach, improved trip, and a Constitution-draining attack, these guys are already bad news (nothing hurts quite like losing Con in the middle of a fight). Couple that with the dolgaunt's damage reduction, and you're in for an unpleasant battle. Start tacking on character levels, and these blindsight-using aberrations will make you wish your characters had chosen to spend the day recovering from wounds, scribing scrolls, training an animal companion, and so on. There does seem to be one piece of good news about dolgaunts: the special substance that bypasses their DR, a rare metal known as byeshk.

Byeshk: Mined in the Byeshk and Graywall Mountains bordering Droaam, this rare metal is prized by smiths for use in jewelry and weapons. It has a lustrous purple sheen and is hard and dense. A bludgeoning weapon whose head is made of byeshk has a +1 enhancement bonus on damage rolls. In addition, byeshk weapons of any type are able to bypass the damage reduction of daelkyr, which are resistant to all other weapons. The market price modifier of a byeshk weapon is +1,500 gp. Byeshk is very difficult to work into armor, and offers no significant advantage over iron armor.

Byeshk has a hardness of 17 and 35 hit points per inch of thickness. An item made of byeshk weighs 50% more than the same item made of iron. Byeshk is difficult to work, increasing the DC of Craft checks to create or repair an item made from it (see "Skills" in Chapter 3: Heroic Characteristics).

Material and Item	Hardness	Hit Points	Cost
Byeshk weapon	17	35/inch of thickness	+1,500 gp

Warforged Titan

Huge Construct

Hit Dice: 12d10+40 (106 hp)

Initiative: -1

Speed: 50 ft. (10 squares)

Armor Class: 25 (-2 size, -1 Dex, +18 armor), touch 7, flat-footed 25

Base Attack/Grapple: +9/+26

Attack: Axe +16 melee (2d8+9/x3) or maul +16 melee (2d8+9/x3)

Full Attack: Axe +16 melee (2d8+9/x3) and maul +11 melee (2d8+9/x3)

Space/Reach: 15 ft./15 ft.

Special Attacks: Powerful charge +3d6, trample 2d6+13

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 28, Dex 8, Con -- , Int 3, Wis 11, Cha 1

Skills: Jump +32

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Powerful Charge

Environment: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually lawful neutral

Advancement: 13-24 HD (Huge); 25-48 HD (Gargantuan)

Level Adjustment: --

A huge golem forged of composite materials swings a massive axe and maul as it shambles forward.

Among the first warforged created during the Last War, titans are a small step forward from massive, mindless war golems. Warforged titans are not true living constructs like other warforged; they are barely sentient, with just enough intelligence to follow changing commands in the heat of battle.

Combat

Warforged titans are slow and stupid, but their awesome strength and sheer size makes them fearsome in battle.

Powerful Charge (Ex): Thanks to its Powerful Charge feat, a Huge warforged titan deals an extra 3d6 points of damage when it charges. A Gargantuan titan deals an extra 4d6 points of damage when it charges.

Trample (Ex): 2d6+13 points of damage; Reflex half DC 25. The save DC is Strength-based.

Construct Traits: A warforged titan has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.



Very few monsters in Chapter 12 could possibly feel more "Eberronian" than the warforged titan. Remnants from the earliest experiments that ultimately created the warforged race of living constructs, warforged titans are immense, tanklike machines that know nothing but battle. (Who knows if they even understand that the Last War is over?) They start off with the always-vexing (that is: challenging) construct traits, tack on DR 10/adamantine, and then add 10 points of resistance against all five energy types. Just punching through the defenses of one of these monsters is going to be a challenge in and of itself, let alone getting the damage to stick. And that's assuming you have the chance to swing a sword or sling a spell. Between its impressive move rate of 50, powerful charge, trample ability, fifteen feet of reach, *and* that awesome blow feat, the warforged juggernaut almost has to consciously decide to allow a character the chance to take a turn in combat just to feel challenged. Gee whiz, these things even have +32 on Jump checks -- they can make a standing long jump of 15 feet without touching the dice. I can just imagine a chasm-side battle with a pair of warforged titans who alternate leaping across to an artificer on the far side who's got readied actions to repair any damage. Hey, at least they can't take character levels.

My advice: Stock up on healing.

Dragon Magazine

For more insight into the world of **Eberron**, check out [Dragon](#) magazine for the next installation of a six-part monthly series: "Countdown to the **Eberron**Campaign Setting."

Issue #320 (that's the June issue, which goes on sale this month) gives you a look at the mysterious dragonmarks and the various abilities they confer to certain members of the powerful dragonmarked houses. You'll also get information about the different types of dragonshards, where they come from, and what they do.

Issue #319 (that's the May issue, which goes on sale this month) gives you a look at some of the magic that fills the world of Eberron, including an assortment of new spells and clerical domains, and a preview of one of the more interesting and dangerous creatures spawned by the Last War: the living spell.

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EberronCampaign Setting: a sentient race of constructs known as the warforged.

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Issue 315 (January) offers more insight into the tone and attitude of the new **D&D** world, along with a little of Eberron's most recent history.

Next month, you'll be able to pick up and start exploring the **EberronCampaign Setting** (and encountering all the monsters that call it "home"). Even then, we'll offer up one last "Gearing Up" article to help you get an even better idea of what you'll discover inside. In next month's final installation of this column, you'll get the chance to pore over a map of Khorvaire and discover various facts and details about its many nations and other regions.

About the Author

Mat Smith is a copywriter who's been playing roleplaying games for a disturbing number of years, and now gets to spend an astonishing amount of time thinking about clever ways to get more people to do the same.

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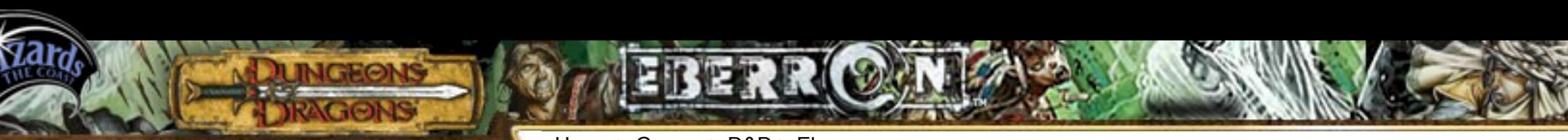
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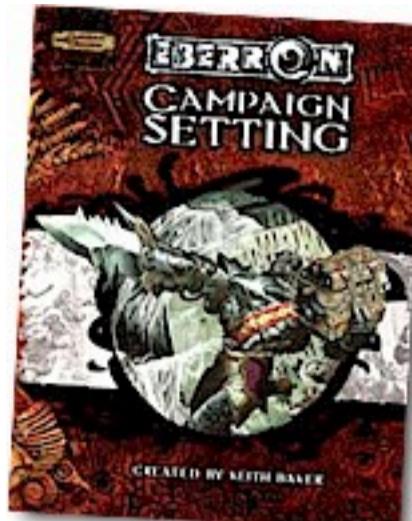
Whirlwind Tour of Khorvaire

By Mat Smith

As you put the finishing touches on your new characters, assemble your first adventuring party, and prepare to begin your exploits in the [Eberron campaign setting](#), you might find it helpful to have a basic idea of where you're going. Since it's entirely likely that your campaign will primarily be set on the great continent of Khorvaire, this overview gives you a general frame of reference for each of the major regions you'll explore or hear about in your travels.

A Little History

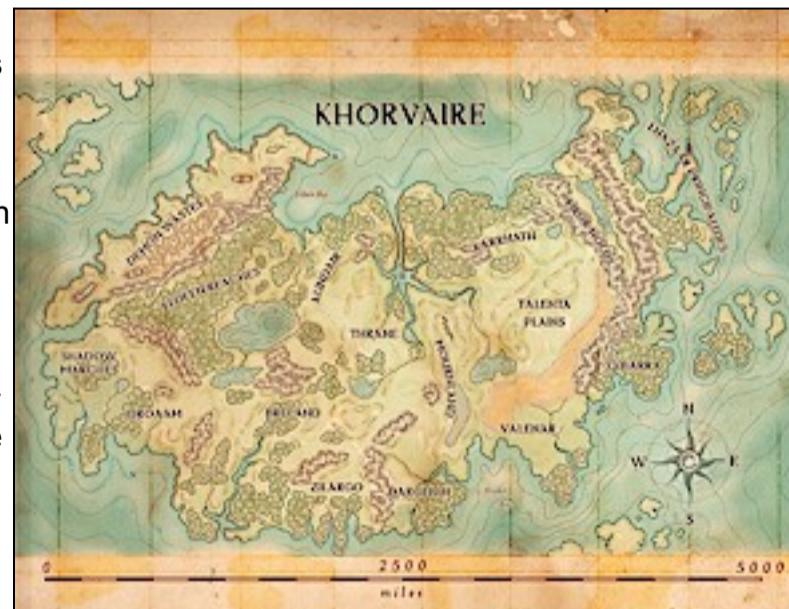
In ages long past, the entirety of Khorvaire was ruled by goblinoids. Those goblinoid nations were already in ruin when humans first arrived, nearly 3,000 years ago. Humans quickly settled the area that became known as the Five Nations (Aundair, Breland, Cyre, Karrnath, and Thrane). As dragonmarks began to appear and the dragonmarked houses began to grow in power, humankind was also spreading out and interacting with the other races it encountered. Human beings traded and formed other partnerships with the dwarves, gnomes, and halflings they encountered. Humanity also came into conflict with and drove off goblinoids and other monster races. Elves migrated from Aerenal, seeking a new way of life on Khorvaire, and soon allied with the other humanoid races. As exploration continued and other portions of Khorvaire were settled, the Five Nations united to become the kingdom of Galifar.



During the nearly 900-year reign of the Galifar kings and queens, human-settled lands continued to expand and the powerful dragonmarked houses were set firmly in place. The wondrous Korranberg Library and Sharn, the City of Towers, were established and grew in reputation. The lands of the kingdom of Galifar stretched from the Barren Sea to the Lhazaar Sea, covering every mile of the continent, though the government was only able to maintain reliable control of the central region. The closer one traveled toward the outer edges of the continent, the more undeveloped and uncivilized the land, and its inhabitants, became. These frontiers gave rise to missionaries, settlers, profiteers, and other explorers.

In 894 YK, King Jarot, the last king of Galifar, died. With his death, the kingdom of Galifar collapsed as civil war erupted, sparked by the scions of Jarot as each battled for control of the eroding kingdom. This terrible conflict, which became known as the Last War, lasted just over a century and came to an end with the signing of the Thronehold Accords by the twelve standing nations: Aundair, Breland, Darguun, the Eldeen Reaches, Karrnath, the Lhazaar Principalities, the Mror Holds, Q'barra, the Talenta Plains, Thrane, Valenar, and Zilargo. Other regions formed during the war include Droaam, the Shadow Marches, the Demon Wastes, and the Mournland (which covers the land formerly occupied by the nation of Cyre.) These various nations and regions make up the current-day continent of Khorvaire, which you can begin exploring with the aid of this interactive map.

The **Eberron Campaign Setting** hits the shelves at your favorite hobby shop or bookstore this month. So, pick up your copy and start exploring.

[Explore Khorvaire](#)[Interactive Map](#)[Flat Image](#)

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