Train cars crackle with lightning as they thunder on elemental rails through the countryside. Veterans of a hundred-year war now not only defend their fragment of a shattered kingdom, but protect again nameless horrors from apocalyptic mists. Dragonmarked monopolies dominate the trade of the Khorvaire and increasingly push the boundaries of their governing laws. The world is in desperate need of heroes, and only you can answer the call. Welcome to the World of Eberron. This guide will help you run the Eberron Campaign setting using the Pathfinder 2e system.

# WHAT IS EBERRON?

Eberron started with a contest run by Wizards of the Coast to develop a new campaign setting. The winner of the competition was Keith Baker with the Eberron Campaign Setting. In 2005 after developing the setting in concert with Wizards of the Coast, the Eberron campaign setting was published for Dungeons and Dragons 3e.

Eberron is a pulp action world with widespread magic where morality is a shade of grey. There are many threats in the world of Eberron; some threatening nations, others the world, and few who can stop them. That's where the PCs come in, the need for heroes is desperate, but there is hope.

# WHAT IS THE PATHFINDER'S GUIDE TO EBERRON

The Pathfinder's guide to Eberron is a homebrew conversion of the Pathfinder 2e mechanics to support the world and Lore of Eberron. It would be prohibitive to provide all of the lore that Eberron has developed over the years - and any lore provided by this guide would be poorly repeated imitations of better summaries. This guide uses the following books as references and will provide page numbers to learn more. D&D 3 Eberron Campaign Setting by Keith Baker, Exploring Eberron by Keith Baker, and the Eberronicon. All of these are available for purchase on the Dungeon Masters Guild and provide all of the background information you might need to run the world of Eberron.

## **WHY PATHFINDER 2E?**

Pathfinder 2e's levelling system supports the pulp action of Eberron well. At low levels, your adventurers will fight against threats to towns or cities, while at high levels these become trivial and adventurers' will be called on to fight one or more of the threats to nations or even the entire world.

Since Eberron was developed for the D&D 3 system, translating mechanics and items to Pathfinder 2e is frequently straightforward. The Pathfinder's Guide to Eberron primarily provides support for Ancestries, Dragonmarks, Equipment, Spells, and conversions of specific mechanics or lore of the world tied to the D&D 3 and D&D 5e.

## ANCESTRIES

## **D&D 3 EBERRON CAMPAIGN SETTING**

The Eberron Campaign Setting (ECS) is the book that started it all. Released in 2005, this is the primary source of mechanics and lore added in this guide. It provides a detailed description of the world, mechanics, and lore.

#### **EXPLORING EBERRON**

Exploring Eberron (EE) independent book developed by Keith Baker focused on the D&D 5e system. Exploring Eberron explores in depth much of the world that never made the cut for official books.

## **EBERRONICON**

The Eberronicon - A Pocket Guide to the World (EPG) is a community project that provides a high level summary of the world of Eberron and all of the lore to date.

## DRAGONMARKS

Dragonmarks are a new system of focus spells provided by the Dragonmarks which manifest on many of the Ancestries present in the world of Eberron. This guide provides the steps and support to use Dragonmarks in Eberron.

## **EQUIPMENT**

With the wide magic of Eberron, access to magic items and crafting supplies is different from the world of Golarion. New magic items are provided, along with common more mundane adventuring gear and weapons.

# **S**PELLS

With the arms race brought about by the last war, and

There are several unique playable Ancestries in Eberron, such as the Bugbear, Eberron Changeling, Gnoll, Kalashtar, Shifter, and Warforged. The Pathfinder's Guide to Eberron provides support for these new ancestries, or ways to play them with the existing Pathfinder 2e ancestries.

With the Pathfinder 2e feats system, there are some feats which tie Golarian lore directly into Ancestry. Suggestions are provided for altering these to fit the world of Eberron (although mechanics are rarely changed).

the magic of dragonmarks, several new spells are introduced into the world. Eberron is a wide-magic, but low-level-magic setting, so the majority of these spells are low level as well.

## **OTHER**

This guide also provides details about running the world of Eberron to the full extent are some what minor guides for building NPCs and PCs that fit the rich lore of the world.

# THE WORLD OF EBERRON

The world of Eberron is an interconnected network of Nations, Territories, and Ancient Empires. Ancient grudges, and fresh wounds simmer in the embers of the last war. Adwill play a major roll in the future of all of them.

## **NATIONS AND TERRITORIES**

As the Last War comes to an end, twelve nations now stand recognized amid the ashes by the Treaty of Thronehold. Although, not all territories are recognized - such as the recently formed Droaam. When building a PC, consider which Nations you lived in, and how the neighbouring nations affected you. How has it affected your past?

For more information on the Nations at a high level: see the Eberronicon (p. 20) or more in-depth in the Eberron Campaign Setting (p. 129). All excerpts are from the Eberron Campaign Setting.

## NATIONAL LORE

Most PCs will be natives to one of the Nations of Khorvaire. This nationality will likely be an important part of their character, so consider giving each PC a Trained Lore skill for their Nation.

## **REGIONAL LANGUAGE**

Languages in Eberron are typically based on location rather than Ancestry. When picking languages, consider the languages local to your home region. As a result of this approach to language, it wouldn't be unreasonable to have characters such as a Dwarf that cannot speak Dwarven or an Elf that only speaks Goblin.

<u>AUNDAIR</u> <u>NATION</u>

FIVE NATIONS

RECOGNIZED BY THRONEHOLD

**Government** Monarchy **Capital**: Fairhaven (92,500)

Population 2,000,000 (Humans 51%, Half-elves 16%, Elves 11%, Gnomes 11%, Halflings 5%, Shifter 3%, Changelings

2%, Other 1%)

**Languages:** Common, Draconic, Elf, Halfling **Religion:** Silver Flame, Sovereign Host

Exports Wine, cheese, grains, agriculture, books

Houses House Cannith West, House Lyrandar, House Orien

**Factions** The Royal Family, The Arcane Congress, Nobles and Vassal Lords

Queen Aurala Ir'Wynarn (NG female human) Queen of Aundair

Adal Ir'Wynarn (LN male human) Warlord and minister of magic, Aurala's brother

Aurad Ir'Wynarn (LG male human) Chief advisor and governor of Fairhaven, Aurala's brother

Aundair is one of the five nations of the original Kingdom of Galifar. Although much of its western forest territory has now become the Eldeen Reaches, Aundair still possesses beautiful swaths of fertile fields that supply the nations of Khorvaire with food and fine wines while large institutions of higher learning output scholars and knowledge.

BRELAND NATION

FIVE NATIONS

RECOGNIZED BY THRONEHOLD

**Government** Constitutional Monarchy

Capital Wroat (80,870)

**Population** 3,700,000 (Humans 44%, Gnomes 14%, Half-elves 10%, Elves 8%, Halflings 4%, Changelings 4%, Goblinoids 4%, Orcs 3%, Other 2%)

Languages Common, Gnome, Elven, Dwarven, Halfling, Orc, Goblin

Religion Sovereign Host, Silver Flame

Exports Weapons, armor, tools, processed ore, metalwork, manufactured goods, heavy industry

Houses House Cannith South, House Medani, House Phiarlan, House Vadalis

Factions The Brelish Crown, The Breland Parliament, The King's Citadel, Nobles and Vassal Lords

Boranel Ir'Wynarn (CG male human) King of Breland

Kor Ir'Wynarn (NG male human) Royal advisor, Boranel's brother

Bortan Ir'Wynarn (LG male human) Royal steward and controller of the crown's finances, Boranel's son

Breland, one of the original Five Nations founded by the human settlers of Khorvaire, mixes a proud agricultural tradition with a more urban and industrial outlook, especially in its massive cities. As with the other Five Nations, Breland's borders have fluctuated over time. It was named for King Galifar I's daughter, Brey, in the year 32 YK.

# **CYRE (DESTROYED - 994 YK)**

NATION

FIVE NATIONS

WASTELAND

**Government** Kingdom

Capital Metrol

Population 1,500,000 in 992 YK (humans, half-elves, halflings, elves, gnomes, changelings, shifters, goblinoids)

Languages Common, Gnome, Elven, Dwarven, Halfling, Goblin

Religion Sovereign Host, Silver Flame

**Exports** Fine manufactured goods, arts, crafts, fashion

Houses House Cannith, House Phiarlan

Dannel Ir'Wynarn (CG female human) Queen of Cyre - deceased

Oargev Ir'Wynarn (LN male human) Prince in Exile, son of Dannel

Destroyed at the end of the Last War, Cyre now exists only in the hearts of the refugees scattered across Khorvaire.

Before the war, Cyre was the seat of the kings and queens of Galifar. The wealth of the kingdom flowed through Cyre, and it was a nexus for commerce and culture. By tradition, Cyre's Princess Mishann had the rightful claim to the throne of Galifar. Cyrans take pride that they alone were in the right in the Last War, but they unquestionably lost more to the war than any other nation. As a Cyran, you stand on the moral high ground, but that may offer little comfort.

DARGUUN

## RECOGNIZED BY THRONEHOLD

Government Feudal (official), Tribal (traditional)

Capital Rhukaan Draal (82,460)

**Population** 800,000 (39% Goblin, 29% Hobgoblin, 13% Bugbear, 6% Kobolds, 6% Human, 7% Other)

Languages Goblin, Common, Draconic

**Religion** Ancestor Worship, Sovereign Host, or the Dark Six.

**Exports** Mercenaries

Houses House Deneith, House Tharashk

Factions The Ghaal'dar, The Marguul, The Heirs of Dhakaan

Lhesh Haruuc Shaarat'kor (LN male hobgoblin) High Warlord Haruuc of the Scarlet Blade

In ages past, hobgoblins and other goblinoids controlled Khorvaire. Over the course of thousands of years a host of goblinoid nations rose and fell. The greatest civilization of this age, the hobgoblin Empire of Dhakaan, bred goblins and bugbears as slaves and warriors. The ancient empire has returned, in a weaker, less influential form, in the new nation of Darguun.

DEMON WASTES TERRITORY

WASTELAND

Population 600,000 (45% humans, 28% orcs, 2% half-orcs, 25% demons (rakshasa, zakya, others))

Languages: Common, Orc, Infernal

**Religion:** Some Variation of Fiendish worship.

Factions The Lords of Dust, The Maruk Ghaash'kala, The Moon Reavers, Night Hags, The Plaguebearers

North of the Eldeen Reaches, life gradually seeps out of the earth. Lush forests fade to a broad tableland of dried soil and cracked rock. Further north, the elevation rises into the bleak chain of mountains known as the Shadowcrags, then drops dramatically. The land beyond, a highland plateau, is broken into badlands, a network of canyons and mesas that forms a natural labyrinth leading out to a plain of blackened sand and volcanic glass. This is the Demon Wastes—the last remnants of the rakshasa civilization that ruled Khorvaire millions of years before the rise of goblinoids or humans. Amid ruins so old that they barely resemble the buildings they once were, fi endish creatures search for fresh blood while ancient forces watch from the shadows. In this realm of death and desolation, long-forgotten treasures and primeval secrets hide in the blasted wastes

DROAAM

**Government** Despotic Regime

Capital The Great Crag (32,500)

**Population** 500,000 (20% Gnoll, 19% Orcs, 18% Goblins, 5% Shifters, 38% Other Races (including half-orcs, harpies, hill giants, humans, kobolds, medusas, minotaurs, ogres, and trolls))

Languages Goblin, Common, Orc, Giant, Gnoll, Draconic, and various monster languages, not all of which have been studied

**Religion** The Dark Six

**Exports** Mercenary services, byeshk

Houses House Deneith, House Tharashk

Factions The Daughters of Sora Kell, The Warlords of Droaam, The Znir Pact, The Harpy Flights, The Dark Pack

Sora Katra (NE female green hag) The voice of the Sora Kell coven

Sora Maenya (CE female annis) The fist of the Sora Kell coven

Sora Teraza (LN female dusk hag) The diviner of the Sora Kell coven

Droaam is a nation ruled by monsters, established by the Daughters of Sora Kell in 986 YK. Few of the civilized races dare to test its borders. Their connection with the rest of Khorvaire is limited to a single House Orienroadway that passes through Graywall and into The Great Crag, and a beneficial business relationship with House Tharashk, who set up mercenary contracts between the inhabitants of Droaam and the outside world. Recently, the House has acquired permission to mine in Droaam, and they have begun exploitation of the nation's vast Byeshk mines and Eberron Dragonshard fields.

THE ELDEEN REACHES NATION

RECOGNIZED BY THRONEHOLD

**Government** Druidic Autocracy

Capital Greenheart (1,000)

**Population** 500,000 (45% Humans, 16% Half Elves, 16% Shifters, 7% Gnomes, 7% Halflings, 3% Orcs, 3% Elves, 3% Other Races)

Languages Common, Elven, Orc, Gnome

Religion Various Druid worships, the Cult of the Dragon Below, the Sovereign Host

**Exports** Agriculture, Animal Husbandry

**Houses** House Vadalis

Factions The Gatekeepers, The Wardens of the Wood, The Cults of the Dragon Below

Great Druid Oalian (N awakened greatpine) Voice of the Wardens of the Wood

The Eldeen Reaches cover the northwestern region of Khor-vaire to the Shadowcrag Mountains. The eastern Reaches feature fertile plains and rolling hills, but dense forests cover the majority of the nation. These forests house some of the most primeval trees on the continent, ancient growths that have survived the rise and fall of empires and witnessed the arrival of humans on the shores of Khorvaire. The forces of magic permeate these woods, and strange beasts and mischievous fey roam the land. Many dangers also lurk in the deep woods, and the humanoids who make their homes in these forests don't always take kindly to visitors.

KARRNATH

FIVE NATIONS

RECOGNIZED BY THRONEHOLD

**Government** Monarchy

Capital Korth (85,000)

**Population** 2,500,00 (Humans 52%, Dwarf 18%, Halflings 10%, Half-elves 8%, Elves 8%, Other 4%)

Languages Common, Dwarven, Elven

Religion Sovereign Host, Blood of Vol

**Exports** Ale, dairy, glass, grain livestock, lumber, paper, textiles

Houses House Deneith, House Jorasco, The Twelve

Factions The Royal Family, Nobles and Vassal Lords, The Blood of Vol, The Order of the Emerald Claw

Kaius III ir'Wynarn (LE male human vampire) King of Karrnath Moranna ir'Wynarn (LE female human vampire) Chief Advisor Etrigani ir'Wynarn (CG female elf) Queen of Karrnath

Tradition, discipline, and excellence in all things define Karrnath. A nation with a proud military history, it has stood for centuries as the strongest of the Five Nations, producing the finest generals and armies the kingdom of Galifar has ever seen. These qualities proved the nation's greatest asset, but also its greatest vulnerability, during the Last War. Although the nation never surrendered, an over reliance on military concerns left it unprepared for different kinds of enemies—plague, famine, and intrigue.

## THE LHAZAAR PRINCIPALITIES

**NATION** 

RECOGNIZED BY THRONEHOLD

**Government** Confederation of Principalities

Capital Regalport (3,300)

**Population** 500,000 (42% Human, 16% Gnome, 14% Half-Elf, 12% Changeling, 5% Dwarf, 4% Elf, 4% Halfling, 3% Other)

Languages Common, Gnome, Dwarven, Elven, Halfing

Religion Blood of Vol

**Exports** Ships, Mercenaries, Trade Goods

**Houses** House Thuranni

Factions Prince Ryger's Seadragons, Prince Mika's Cloudreavers, The Blood of Vol

Ryger ir'Wynarn (LN male human) High Prince of Regalport

**Prince Mika Rockface** (CE female dwarf) Commander of the Cloudreavers

A loose confederacy of pirate lords, sea barons, and mer-chant princes controls the area east of the Hoarfrost Moun-tains. This strip of the continent's eastern shore, along with the chain of islands that wraps around the coast and extends north into the Bitter Sea, makes up the region known as the Lhazaar Principalities. Named for the near-mythic explorer who led the humans to Khorvaire some three thousand years ago, the Lhazaar Principalities have always been grouped together—even though the individual princes rarely see themselves as part of a greater whole.

THE MROR HOLDS NATION

RECOGNIZED BY THRONEHOLD

**Government** Oligarchy

Capital Krona Peak (24,200)

**Population** 700,000 (Dwarves 65%, Humans 12%, Orcs 10%, Gnomes 8%, Other 5%)

Languages Dwarven, Common, Orc, Gnomish

Religion Sovereign Host, The Mockery, Dragon Below

**Exports** Banking, Precious and Non-Precious Metals

Houses House Kundarak, House Orien, House Sivis

Factions The Clans of the Iron Council, The Aurum, Jhorash'tar

Torlan Mroranon (LG male dwarf) Arbiter of the Iron Council

Hemmed in by the Ironroot Mountains and the Hoarfrost Mountains on both sides and the Bitter Sea to the northwest much of the establishments of the Mror Holds are located underground. To the east are the Lhazaar Principalities while the Talenta Plains and Karrnath share its western border.

Q'BARRA NATION

RECOGNIZED BY THRONEHOLD

**Government** Feudal

Capital Newthrone (23,260)

**Population** 300,000 (Lizardfolk 40%, Humans 30%, Kobolds 15%, Halflings 7%, Dwarves 3%, Half-elves 2%, Other 3%)

**Languages:** Common, Draconic, Riedran **Religion:** Sovereign Host, Silver Flame

**Exports** Eberron dragonshards, Rare herbs

**Houses** House Tharashk

**Factions** New Galifar, Blackscale Lizardfolk, The Dreaming Dark, The Lords of Dust, Rhashaak, Poison Dusk Lizardfolk, The Cold sun Tribes

Sebastes ir'Kesslan (male human) King of Newthrone

The frontier nation of Q'barra, settled within the past seventy years and recognized by the Thronehold Accords,

## THE SHADOW MARCHES

**TERRITORY** 

Capital: Zarash'ak (unofficial) (5,960)

**Population** 500,000 (Orc 55%, Humans 25%, Goblins 10%, Half-orcs 7%, Other 3%)

Languages: Orc, Common, Goblin

**Religion:** The druidic path of the Gatekeepers, Cults of the Dragon Below

**Exports** Eberron dragonshards, herbs

**Houses** House Tharashk **Factions** The Gatekeepers

Commonly, the region known as the Shadow Marches conjures images of a fetid backwater where illiterate humans mingle with orcs and other foul creatures, and practice strange rites by the light of the moons. These images are accurate-to a point. A desolate land of swamps and moors, the Shadow Marches have been orc territory for more than thirty thousand years. The region has suffered through a terrible war against the daelkyr that scarred the land, stranded horrible creatures in the shadows, and divided the orc tribes. The daelkyr were eventually defeated, but the schisms caused by the war remain.

THE TALENTA PLAINS NATION

RECOGNIZED BY THRONEHOLD

**Government** Tribal

Capital Gatherhold (2,300)

**Population** 400,00 (Halfling 80%, human 10%, changeling 4%, dwarf 4%, other 2%)

Languages Halfling, Common, Dwarven

**Religion** Ancestral and animal spirit worship

**Exports** Crafts, exotic creatures, native art, mercenaries

Houses House Ghallanda, House Jorasco

**Lathon Halpum** (CG male halfling) Lathon of the tribes

The halflings of the Talenta Plains have no cities and no industrialized magic, but they do have dinosaurs. The halflings domesticated the dinosaurs of the plains and use these creatures as mounts, livestock, and beasts of burden. A sacred bond exists between a hunter and mount, and few people are prepared to face a raging halfling barbarian riding a furious clawfoot raptor.

THRANE NATION

FIVE NATIONS RECOGNIZED BY THRONEHOLD

**Government** Theocracy

Capital Flamekeep (150,000)

**Population** 2,300,000 (human 70%, half-elf 10%, dwarf 9%, elf 4%, other 3%)

Languages Common, Draconic, Dwarven, Elven, Halfling

**Religion** The Silver Flame

Exports Fine crafts, fruit, livestock, missionaries, textiles, wool

**Factions** Council of Cardinals, Knights of Thrane

Jaela Daran (LG female human) The Keeper of the Flame

**Krozen** (LE male human) High Cardinal of the Council

The modern Church of the Silver Flame was founded in Thrane, and most of the people of the nation follow this faith. During the Last War, the people of Thrane chose to set aside the rule of the monarchy and to embrace the leadership of the church. For the last seventy years, Thrane has been a theocracy. The head of the state is 11year-old Jaela Daran, the divinely selected Keeper of the Flame. Jaela depends on the Council of Cardinals to perform the practical work of running the nation.

VALENAR NATION

RECOGNIZED BY THRONEHOLD

**Government** League of Warclans

Capital Taer Valaestas (19,060)

Population 70,000 (elves 43%, human 28%, half-elves 15%, halflings 5%, hobgoblins 5%, other 4%)

**Languages** Elven, Common **Religion** Ancestor worship

**Exports** Horses, mercenaries

Houses House Lyrandar

Factions The Keepers of the Past

Vadallia (N male elf) High King

In the midst of the Last War, an army of Tairnadal warrior elves from Aerenal seized this region from Cyre, invoking a claim to the land from long before humanity's arrival on the continent. The elves of Valenar devote themselves to the arts of war. Their cavalry has no equal in Khorvaire, and they combine a talent for magic with stealth and swordplay. Cyre employed the Valenar as mercenaries until the elves betrayed Cyre and took a corner of the nation for themselves. These lands escaped the destruction visited upon the rest of Cyre. After the Mourning, no one wanted to challenge the Valenar's claim to the land they had taken; in the interests of peace, the Treaty of Thronehold recognized the new elf kingdom of Valenar.

ZILARGO NATION

## RECOGNIZED BY THRONEHOLD

**Government** Triumvirate

Capital Trolanport (27,500)

**Population** 250,000 (Gnome 60%, human 16%, dwarves 11%, kobolds 7%, other 6%)

Lanugages Gnome, Common, Dwarven, Goblin

Religion Sovereign Host, The Silver Flame

**Exports** Alchemical goods, education, elemental binding stones, entertainment, maps, precious stones, ships

**Houses** House Kundarak, House Sivis

**Factions** The Aurum, The Library of Korranberg, The Trust

At first glance, the homeland of the gnomes appears to be a paradise. City streets are bright and clean, the universities and libraries are the finest in Khorvaire, everyone seems happy and helpful, and crime is all but unheard of. But Zil society teems with layers of intrigue and blackmail invisible to human eyes. The Trust, a ruthless secret police force, eliminates any threat to society.

# **LANGUAGES**

# **TABLE 1-1: COMMON LANGUAGES**

Language	Main Speakers	Script
Common*	All major nations, Trade Language of Khorvaire	Common
Draconic	Argonnessen, Kobolds, lizardfolk, dragons	Draconic
Dwarvish	Mror Holds, Dwarves	Dwarven
Elvish	Aerenal, Valenar, Elves, Drow	Elvish
Giant	Droaam, Xen'drik	Giant
Gnomish	Zilargo, House Sivis	Dwarvish
Goblin*	Droaam, Darguun, Goblinoids	Goblin
Halfling	Talenta Plains, House Ghallanda, House Jorasco	Common

<sup>\*</sup>Major language, most PCs will likely speak at least one if not both.

All these languages are available to all players at the Common rarity, which replaces the Uncommon or Rare traits if present.

# **TABLE 1-2: UNCOMMON LANGUAGES**

Language	Main Speakers	Script
Argon	Barbarians of Argonnessen and Seren	Common
Aquan	Water-based creatures	Elven
Druidic	Druids (only)	Druidic

Gnoll The Znir Pact, Gnolls Trade language of Khorvaire

Orcish The Gatekeepers, Orcs Goblin
Riedran Lower classes of Sarlona Old Common

All of these languages are uncommon, available to only PCs who had access to speakers of the language. All the following languages recieve the Uncommon trait, replacing the Rare trait if present.

## **TABLE 1-3: EXOTIC LANGUAGES**

Language	Main Speakers	Script
Abyssal	Demons of Shavarath	Infernal
Auran	Air-based creatures	Draconic
Celestial	Archons of Shavarath	Celestial
Daan	Formians, lawful outsiders of Daanvi	Daan
Daelkyr	Daelkyr, mind flayers, other aberrations, creatures of Xoriat	Daelkyr
Ignan	Fire-based creatures	Draconic
Infernal	Devils of Shavarath	Infernal
Irial	Ravids, positive energy users of Irian	Draconic
Kythric	Slaadi, chaotic outsiders of Kythri	Daan
Mabran	Nightshades, shadows, creatures of Mabar	Draconic
Quori	Quori, the Inspired, kalashtar	Quori
Risian	Ice-based creatures	Dwarven
Sylvan	Fey, creatures of Thelanis	Elven
Syranian	Angels of Syrania	Celestial
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Chokers, underground denizens	Daelkyr

All these languages are Rare, available to only PCs who had access to speakers of the language. All the following languages recieve the Rare trait, replacing the Uncommon trait if present.

# **PANTHEON**

# **ANCESTRIES**

Humanoids of all kinds have made their mark on the continent of Khorvaire. Presented in alphabetical order, the playable Ancestries in this section have especially shaped the land's recent history.

## **TABLE 2-1: ANCESTRY RARITY**

Ancestry Rarity **Bugbears** Uncommon **Dwarves** Common Drow Uncommon **Eberron Changelings** Uncommon **Elves** Common Gnolls Uncommon Gnomes Common Goblins Common Half-Elves Common Half-Orcs Common Halflings Common Hobgoblins Uncommon Humans Common Kalashtar Uncommon Kobolds Common Lizardfolk Uncommon Orcs Uncommon **Shifters** Uncommon Warforged Common

\*All others not noted here are Rare.

## TABLE 2-1: VERSATILE HERITAGE RARITY

Heritage	Rarity
Aasimar	Uncommon
Tieflings	Uncommon
Beastkin*	_

\*See shifter ancestry

# **CORE ANCESTRIES**

Pathfinder 2e integrates a significant amount of Golarian lore into the mechanics and feats of core ancestries. While all of the mechanics are solid, the flavour associated with the ancestries and their feats occassionally diverge from the flavour or lore of Eberron. In the majority of cases it is close enough to Eberron that it doesn't warrant a rewrite, however you should consider modifying the flavour of your PC to fit the world of Eberron. As always, work with your GM if you are unsure.

This guide doesn't aim to provide information about the Ancestries, but instead guidance about implementing their mechanics in the world.

## **BUGBEARS**

Bugbears are **uncommon** in the world of Eberron. Bugbears (also referred to as the Guul'dar) in Eberron are primarily residents of the nation of Darguun and Droaam, and less monsterous than is typical of the Bugbears in Pathfinder 2e.

The Bugbear Ancestry is provided in this document.

For more information on Goblinoids of Eberron, see Exploring Eberron (p. 96).

## **DWARVES**

Dwarves are **common** in the world of Eberron. Dwarves of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Dwarves Ancestry.

For more information on the Dwarves, see Exploring Eberron (p.112)

## DROW

Drow are an Ancestry that are something of a hot topic. Drow in Eberron (like all Ancestries) are not inherently tied to any specific alignment. Drow do exist in Eberron, primarily on the continent of Xen'drik. It would not be unreasonable (although it would be uncommon) to see Drow on the continent of Khorvaire. Drow are **uncommon** in the world of Eberron.

If playing a Drow, use the Elf Ancestry with one of the Cavern Elf, Seer Elf, or Whisper Elf.

For more information on the drow, see the Eberronicon (p. 8).

The use of these Heritages for Drow does not preclude their use with Non-Drow Elves. With GM permission, you could also use any Elf Heritage to play a Drow.

## EBERRON CHANGELINGS

The Changelings presented in the Pathfinder 2e rules, and Eberron Changelings are significantly different in their lore and mechanical implementation. While Pathfinder 2e changelings are the decendents of Hags, Eberron changelings are a unique shapeshifting Ancestry. Changelings are **uncommon** in the world of

<sup>\*\*</sup>All others not noted here are Rare.

For more information about the Ancestries of Eberron, see the Eberronicon entries.

The Pathfinder 2e mapping is denoted in brackets if necessary. All of the following ancestries note their rarity, which replaces any pre-existing rarity trait if it exists.

Eberron.

The Eberron Changeling Ancestry is provided in this document.

For more information on Changelings of Eberron, see Exploring Eberron (p. 33).

## **ELVES**

Elves are **common** in the world of Eberron. Elves of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Elf Ancestry.

For more information on Elves of Eberron, see Eberron Campaign Setting (p. 14).

# GNOLLS

Gnolls are **uncommon** in the world of Eberron. Gnolls in Eberron are close, but not quite the same as the Pathfinder 2e implementation. Gnolls of Eberron are instead a pact of clans that has managed to break free of the bindings of the Overlords, and has developed as a fiercely independent mercenary culture.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Gnoll Ancestry.

For more information on Gnolls of Eberron, see Exploring Eberron (p. 93.)

## **GNOMES**

Gnomes are **common** in the world of Eberron. Pathfinder 2e gnomes are significantly more Fey aligned than the standard Eberron gnome, which results in feats and heritages that don't quite align with the Eberron vision of gnomes. However, these differences are primarily lore based and relatively easily adjusted.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e gnome ancestry.

For more information on Gnomes of Eberron, see Eberron Campaign Setting (p. 14).

## **GOBLINS**

Goblins are **common** in the world of Eberron. Pathfinder 2e has made significant modifications to the Goblin Ancestry to provide additional flavour. While this deviates from the world of Eberron, it adds additional fun lore for the DM to work with that should be fairly simple to integrate into the world. Goblins (also referred to as the Golin'dar) in Eberron are primarily residents of the nation of Darguun and Droaam.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e goblin Ancestry.

For more information on Goblinoids of Eberron, see

## HALF-ELVES

Half-Elves are **common** in the world of Eberron. Also called Khoravar, the vast majority of Khoravar are the decendents of two Half-Elves rather than a Human and Elf parent. While Pathfinder 2e provides the rules to apply the Half-Elf ancestry to non-human Ancestries, this should be considered **rare**.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e half-elf heritage.

For more information on Khoravar of Eberron, see Eberron Campaign Setting (p. 15).

## HALF-ORCS

Half-Orcs are **common** in the world of Eberron. Half-Orcs lineages are more varied than the Half-Elves. It is as likely as not that your parents were Human and Orc as both Half-Orc. While Pathfinder 2e provides the rules to apply the Half-Orc ancestry to non-human Ancestries, this should be considered **uncommon**.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e half-orc heritage.

For more information on Khoravar of Eberron, see Eberron Campaign Setting (p. 16).

## **HALFLINGS**

Halflings are **common** in the world of Eberron. Halflings of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e halfling Ancestry.

For more information on Halflings, see Eberron Campaign Setting (p. 16).

## HOBGOBLINS

Hobgoblins are uncommon in the world of Eberron. Hobgoblins (also referred to as the Ghaal'dar) in Eberron are primarily residents of the nation of Darguun and Droaam, and less monsterous than is typical of the Hobgoblins in Pathfinder 2e. Pathfinder 2e has made significant modifications to the hobgoblins ancestry to provide additional flavour. This deviates from the world of Eberron, and unlike the goblin, these changes are more difficult to integrate with the world of Eberron.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Hobgoblins Ancestry.

Exploring Eberron (p. 96).

For more information on Goblinoids of Eberron, see Exploring Eberron (p. 96).

## HUMANS

Humans are **common** in the world of Eberron. Humans of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Humans Ancestry.

For more information on Humans, see Eberron Campaign Setting (p. 12).

## KALASHTAR

Kalashtar are **uncommon** in the world of Eberron. Kalashtar are a unique Ancestry to Eberron. Kalashtar were born with a bond to an otherworldly being. They have memories of a life they've never lived, vision of battling fiends and an endless struggle against darkness.

The Kalashtar Ancestry is provided in this document.

For more information on Kalashtar, see Exploring Eberron (p. 40).

## KOBOLDS

Kobolds are **common** in the world of Eberron. Kobolds of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Kobolds Ancestry.

For more information on Kobolds, see the Eberronicon (p. 14).

## LIZARDFOLK

Lizardfolk are **uncommon** in the world of Eberron. Lizardfolk of Eberron are well represented by the Pathfinder 2e implementation.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Lizardfolk Ancestry.

For more information on Kobolds, see the Eberronicon (p. 15).

## ORCS

Orcs are **common** in the world of Eberron. Orcs of Eberron are well represented by the Pathfinder 2e implementation. Orcs of Eberron have deep history with the world, which warrants a read.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e orc Ancestry.

For more information on Orcs, see the Eberronicon

# SHIFTERS (BEASTKIN)

Shifters are **uncommon** in the world of Eberron. Shifters are well represented by applying the Beastkin versatile heritage to the Human Ancestry. When you chose your animal type, the Shifters of Eberron are primarily of the following animalistic traits. Beasthide (Bear, Boar); Longtooth (Tiger, Wolf); Swiftstride (Tiger, Rat, Leopard); Wildhunt (Wolf, Rat, Tiger); Cliffwalk (Monkey); Razorclaw (Leopard. Tiger). Other Beastkin animals presented by the Core Pathfinder 2e rules should be considered **rare**.

This document introduces lore adjustments, additional heritages and feats which can be used for additional flavour on top of the Pathfinder 2e Lizardfolk Ancestry.

Shifters are native to the deepest parts of the Eldeen Reaches, it is likely that many of the variations of Shifters are yet undiscovered. As such, consider allowing the PCs to play Catfolk, Ratfolk, Kitsune, Tengu, or Shoony Ancestries as Shifters of Eberron who are more integrated with their animalistic traits.

# WARFORGED

Warforged are **common** in the world of Eberron. Warforged are a unique Ancestry to Eberron. Warforged were created as soldiers of war, and now as the last war ends many of them have lost their purpose. Consider what this means for you.

Warforged will likely use the Automatron Ancestry in the Guns and Gears rule set. As such, this document does not yet provide any way to play a warforged.

For more information on Warforged, see Exploring Eberron (p. 45.)

(p. 15).

# VERSATILE ANCESTRIES

There exist instances of canon NPCs throughout the world of with the following Versatile Ancestries, as such they are Uncommon in rarity. However, the following Ancesties are typically the result of unique circumstances around the birth of a child.

## **AASIMAR**

Assimar of Eberron are well represented by the Pathfinder 2e implementation.

For more information on Aasimar, see Exploring Eberron (p. 77)

## **TIEFLINGS**

Tieflings of Eberron are well represented by the Pathfinder 2e implementation.

For more information on Tieflings, see the Eberronicon (p. 16).

## **EXOTIC ANCESTRIES**

#### **DRAGONBORN**

Dragonborn are an addition to the world of Eberron as of D&D 4e. Given that they are unique to D&D, that Pazio has (intentionally) avoided implementing their statistics, and that Dragonborn are a late introduction to the world of Eberron, this document does not note them as a Core race and will not provide statistics. If dragonborn are particularly interesting to you consider the either of the Lizardfolk or Kobold Ancestry which have established cultures in Eberron. As always, talk to your GM.

The following Ancestries exist in Pathfinder 2e, however they do not have any equivalent (or common equivalent) in the world of Eberron. If an Ancestry isn't directly noted in this document, it should be considered an Exotic Ancestry. All Exotic Ancestries gain the Rare trait, replacing other rarity traits they may have. The following are all suggestions about how you might be able to integrate them into your Eberron.

## **AZARKETI**

An ancestry native to the depths of the Thunder Sea. While much of the Ancesty's lore does not apply in Eberron, the mechanics are sound.

For more information, see Exploring Eberron (p. 127).

## **APHORITE**

An ancestry native to the Plane of Daanvi, or one of Daanvi's manifest zones.

For more information, see Exploring Eberron (p. 149).

## CATFOLK

A unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities.

## **CHANGELING**

Not much needs to change to implement Pathfinder Changelings in Eberron. However, given the overlap in naming and uncommon nature of the Ancestry, it is denoted as exotic. If using Pathfinder Changelings, consider them entirely distinct from Eberron Changelings.

## **DHAMPIR**

An ancestry native to the Plane of Mabar, or one of Mabar's manifest zones.

For more information, see Exploring Eberron (p. 177).

# **DUSKWALKER**

An ancestry native to the Plane of Dolurrh, or one of Dolurrh's manifest zones.

For more information, see Exploring Eberron (p. 156).

## **FETCHLING**

An ancestry native to the Plane of Mabar or Dolurrh, or one of Mabar's or Dolurrh's manifest zones.

For more information, see Exploring Eberron (p. 156, 177).

## GANZI

An ancestry native to the Plane of Kythri, or one of Kythri's manifest zones.

For more information, see Exploring Eberron (p. 169).

## **GRIPPLI**

As an Ancestry native to the depths of Q'barra, Xen'drik, or Eldeen Reaches.

## **IFRIT**

An ancestry native to the Plane of Fernia, or one of Fernia's manifest zones.

For more information, see Exploring Eberron (p. 161).

# **KITSUNE**

One possibility is as a unique sub-ancestry of Shifter native to the Eldeen Reaches. Alternatively Kitsune could be an ancestry native to the continent of Sarlona.

## **LESHY**

As an Ancestry native to the depths of Q'barra, Xen'drik, Eldeen Reaches, or natives of the plane of Lammina or one of its manifest zones.

For more information on Lamannia, see Exploring Eberron (p.173).

## OREAD

Oreads are difficult to place. Consider them as an ancestry native to the Plane of Risia, or the Plane of Fernia. If not from the plane itself, then one of the respective manifest zones.

For more information, see Exploring Eberron (p. 161, 182).

## RATFOLK

A unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities.

## SULI

Suli are difficult to place. Consider them as an ancestry native to the Plane of Risia, the Plane of Fernia, the Plane of Kythri, or the Plane of Lamannia. If not from the plane itself, then one of the respective manifest zones.

For more information, see Exploring Eberron (p. 161, 169, 173, 182).

## SYLPH

An ancestry native to the Plane of Syrania, or one of Syrania's manifest zones.

For more information, see Exploring Eberron (p. 189).

## UNDINE

An ancestry native to the Plane of Risia, or the Plane of Lamannia. If not from the plane itself, then one of the respective manifest zones.

For more information, see Exploring Eberron (p. 173, 182).

## **TENGU**

A unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities.

# **ANDROID**

Given the conflict an Android presents with the Warforged Ancestry, and that Eberron is entirely cut off from the Multiverse - Androids are discouraged. However - as always - talk to your GM about having an Android as an advanced Warforged experiment or prototype.

## **FLESHWARP**

An ancestry native to the Plane of Xoriat, or one of Xoriat's manifest zones. Alternatively, you could be the result of one of Mordain the Fleshweaver's experiments.

For more information, see Exploring Eberron (p. 199).

## SHOONY

A unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities.

## **SPRITE**

An ancestry native to the Plane of Thelanis, or one of Thelanis's manifest zones.

For more information, see Exploring Eberron (p. 194).

## **STRIX**

An ancestry native to the Plane of Syrania, or one of Syrania's manifest zones.

For more information, see Exploring Eberron (p. 189).

# **BUGBEARS**

Dhakaani bugbears are known as Guul'dar, "strong folk," and are celebrated for their strength and courage. Though they appear slow, they are capable of great bursts of strength or speed when necessary. Many yearn to prove their mettle on the battlefield, risking their lives to earn the glory known as atcha. Others instead find themselves at peace in small isolated clans, moving in flow with the nature around them.

Bugbears are storybook monsters in the tales and nightmares of many peoples. Stories speak of bugbears as great, hairy beasts that lurk in the shadows - waiting silently to spring their ambush. That if you stay off the beaten path or wander too far from your parents, a bugbear will reach out of the shadows and silently strangle you. If you leave the protection of your town at night, bugbears will drag you to their den to devour you alive. If a bugbear cuts off your head, your soul will never reach dolurrh.

These terrible stories of bugbears flowered from seeds of truth. Most bugbears rely on stealth and strength to attack, using great bursts of energy to end fights before the enemy is even aware they are there. Most bugbears even prefer to work at night, aiding their natural stealth despite their great size. While there are stories of bugbear mercenaries taking heads of enemy leaders during the last war, bugbears are no more likely to eat people indiscriminately than humans are. As for the bugbears of the forests, many follow the peace and flow of nature rather than the violence of war. There are many a story of stoic bugbear rangers or druids guiding lost troops through impossible terrain to safety during the war.

Now, as the nation of Darguun forms out of the ashes of the last war, the Guul'dar once again have an increasing presence in the civilized parts of the continent of Khorvaire.

## YOU MIGHT...

- Present an air of indolence the hides the vicious ferocity you display in battle.
- Use your great strength, long limbs, and endurance to perform feats of athletics that few others are capable of.
- Move slowly and in time with the world around you, listening and waiting until the time is right to expend your energy.

## OTHERS PROBABLY...

- Walk and talk cautiously around you, in fear of invoking your ire.
- Look to use your might to their advantage, assuming that you are easily outsmarted.
- Underestimate your silent step assuming that your great mass could not possibly move as quietly as the stories say.

## PHYSICAL DESCRIPTION...

These stealthy and strong goblinoid creatures can thrive in the mayhem of battle and move slowly with the world around them - conserving great reserves of energy until needed. Standing between 6 to 8 feet tall and 250 to 300lbs, bugbears outsize most humanoids that they meet. Bugbears are typically extremely muscular, able to lift and move great weights with their long limbs. They are covered in thick short yellowish fur and share the same pointed ears as their goblinoid cousins. Using their long limbs bugbears can wield weapons with greater reach than most.

Despite their great size, Bugbears show an uncanny ability to sneak up on the unsuspecting. They can use their quiet step and darkvision to move quietly through the night. Unnoticed if they so desire.

Bugbears reach physical adulthood around the age of 16, and they can live up to 80 years. However, given that most strive for glory in battle or perform dangerous manual labour, death by old age is relatively uncommon among Bugbears.

## SOCIETY...

The goblinoid society of Darguun is "bound together both by the philosophy of muut and atcha and by the spiritual connection of the Uul Dhakaan. Their lives are shaped by a relentless martial culture and a rigid caste system." [1]

"Muut is typically translated as 'duty,' though it can also be seen as 'the honor of the empire'— something everyone must work to maintain. Muut is what is expected of you, what you owe to your comrades. Dhakaani don't expect thanks for doing something that has to be done; rather, they are disgusted by those who shirk their responsibilities. The closest dar equivalent to "thank you" is ta muut, which simply means, 'You do your duty.'

By contrast, atcha refers to 'personal honor' or 'glory,' an opportunity to exceed what is required of you. No dar is content to simply do what is expected; the quest for atcha is a powerful driving force that urges dar to chase their full potential. In battle, the exhortation paatcha means, 'This is a chance to gain honor!"[2]

However, not all bugbears are part of the Dhakaani, and many of these bugbears are integrated with the cultures around them. Some may have adopted the human cultures of the cities in which they were born or the druidic customs of their isolated clans in the forests of the world.

See Exploring Eberron (p. 96) for more information on Dhakaani Society.

## ALIGNMENT AND RELIGION...

The Alignment and Religion of an individual bugbear depends on the culture in which they were raised. For the bugbears of the Dhakaani empire, their alignment is driven to a lawful behaviour as fits their spiritual connection to the empire.

"The general mindset of the dar is ill-suited to the abstract concept of faith, whether in higher powers or the world itself. They believe in the past. They believe in their leaders. But they don't believe that there are cosmic powers or prophecies that control

NAMES...

fate."[3]

Goblinoid names often feature drawn-out vowel sounds (represented by doubled letters), as seen in the names of both their ancient empire (Dhakaan) and their newborn country (Darguun). Goblins, hobgoblins, and bugbears use the same names and naming conventions, despite their tribal differences.[4]

## SAMPLE NAMES

Male Names: Aruget, Chetiin, Daavn, Dabrak, Dagii, Drevduul, Duulan, Fenic, Gudruun, Haluun, Haruuc, Jhazaal, Kallaad, Krakuul, Krootad, Mazaan, Munta, Nasaar, Rakari, Reksiit, Tariic, Taruuzh, Thuun, Vanii, Vanon, Wuudaraj

Female Names: Aaspar, Aguus, Belaluur, Denaal, Draraar, Duusha, Ekhaas, Eluun, Graal, Gaduul, Hashak, Jheluum, Kelaal, Mulaan, Nasree, Raleen, Razu, Rekseen, Senen, Shedroor, Tajiin, Tuneer, Valii, Wuun

#### **HIT POINTS**

10

#### SIZE

Medium

## **SPEED**

20 feet

#### **ABILITY BOOSTS**

Strength

Free

## **LANGUAGES**

Common

Goblin

Additional languages equal to your Intelligence modifier positive). Choose from Gnomish, Dwarvish, Elvish and any other languages to which you have access (such as the languages prevalent in your region).

## **TRAITS**

Goblin

Humanoid

## **DARKVISION**

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

# **BUGBEAR HERITAGES**

Bugbears have less variation in their physical stature than goblins, but there are still a few distinct heritages that present in bugbears. Choose one of the following bugbear heritages at 1st level.

## **GHAAL GUUL'DAR**

You are bigger than most bugbears, and you use that to your advantage. You are trained in Athletics (or another skill if you were already trained in Athletics). In addition, you gain the Assurance general skill feat in the Athletics skill.

## KHESH GUUL'DAR

Your stealth is uncanny, your step light, and your muddy yellow fur seems to blend with the natural world more than most bugbears. You are trained in Stealth (or another skill if you were already trained in Stealth). In addition, you gain the Terrain Stalker feat.

## THRADAASK GUUL'DAR

You have resilience and an unshakable spirit that can keep you standing through wounds that would be fatal to others. You gain the Diehard general feat and gain a +1 circumstance bonus to all Recovery Checks.

# **ANCESTRY FEATS**

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Bugbear, you select from among the following ancestry feats.

## **1ST LEVEL**

## **BUGBEAR LORE**

FEAT 1

BUGBEAR

You've studied bugbear traditions and survival tactics. You become trained in Athletics and Survival. For each of these skills in which you were already trained, you become trained in a skill of your choice. You also become trained in Bugbear Lore.

## **BUGBEAR WEAPON FAMILIARITY**

FEAT 1

BUGBEAR

You are trained with the composite longbows, composite shortbows, longbows, shortbows, flails, and war flails.

In addition, you gain access to all uncommon goblin weapons. For the purpose of determining your proficiency, martial goblin weapons are simple weapons and advanced goblin weapons are martial weapons.

## BULLY

BUGBEAR

Your long limbs and great strength provide you an advantage in physical contests on the battlefield. Whenever you use an Athletics skill with the attack trait on a creature smaller than you, you gain a +1 circumstance bonus.

## **COURAGE**

FEAT 1

FEAT 1

BUGBEAR

Your courage on the battlefield is unmatched. You gain a +1 circumstance bonus to saves against effects with the fear trait, and a +2 circumstance bonus to your Will DC against Intimidate skill actions, such as Demoralize.

## **HEAVY BLOWS**

FEAT 1

BUGBEAR

Your long limbs give extra strength to your blows. Your fist unarmed attacks no longer have the nonlethal trait and gain the shove weapon trait.

# **STALKER**

FEAT 1

BUGBEAR

Stealth is an important tool in your arsenal. You can move 5 feet farther when you take the Sneak action, up to your Speed. In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

## STORYBOOK MONSTER

FEAT 1

BUGBEAR

You use bugbears' reputation to your advantage. Against any of the common ancestries of Eberron, you gain a +2 circumstance bonus to intimidation checks.

## **VIGOROUS HEALTH**

FEAT 1

BUGBEAR

Your physique is robust and can withstand blood loss startlingly well. Whenever you would gain the drained condition, you can attempt a DC 17 flat check. On a success, you don't gain the drained condition.

## STH LEVEL

# **BUGBEAR ENDURANCE**

FEAT 5

**BUGBEAR** 

Frequency once per hour

Trigger You would be reduced to 0 Hit Points but not immediately killed.

You stand through wounds that would drop most mortals. Make a DC 10 flat check. On a success you avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

## STEADFAST

FEAT 5

BUGBEAR

## **Prerequisite** Courage

When you gain the fleeing condition, its value is reduced by 1 (to a minimum of 1). In addition, you may choose to Delay your turn even if you have the fleeing condition - standing resolute in the face of fear.

# **STURDY STANCE**

FEAT 5

BUGBEAR

You use your natural mass to resist effects that would move you against your will. Gain a +1 circumstance bonus to DCs to resist Athletics checks with the attack trait.

# **TYRANT**

FEAT 5

BUGBEAR

## **Prerequisite** Bully

You're able to control the battlefield by throwing your muscle around. The effects of Bully apply to any creature at most one size larger than you. If your check is a critical failure, it is a failure instead.

## **UNARMED REACH**

FEAT 5

BUGBEAR

You have an extraordinarily long reach - and practice using it. With a combination of lunges and arcing swings you can deliver blows at a distance on the battlefield. Your unarmed attacks gain the reach trait. In addition, you can make any Athletics skill check with the attack trait as if it had the Reach trait.

## **WORK HORSE**

FEAT 5

BUGBEAR

You can use your mass and strength to carry more than most humanoids for longer durations. You gain the Hefty Hauler skill feat. In addition, when you have the encumbered condition. the speed penalty is reduced by 5.

## 9TH LEVEL

## **BUGBEAR FORTITUDE**

FEAT 9

BUGBEAR

Your hardiness lets you withstand more punishment than most before going down. Increase your maximum Hit Points by your level. When you have the dying condition, the DC of your recovery checks is equal to 9 + your dying value (instead of 10 + your dying value).

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and the DC of your recovery checks is equal to 6 + your dying value.

If you also have Bugbear Endurance, the flat check DC is reduced by 1.

## **HEAVY HAULER**

FEAT 9

BUGBEAR

## **Prerequisite** Work Horse

You do not suffer any penalties from the Encumbered condition. You still cannot carry bulk greater than 10 plus your strength modifier.

# STAND BY THE STRONG

FEAT 9

BUGBEAR AUDITORY **EMOTION**  MENTAL

Frequency once per day

Trigger An ally within 30 feet of you makes a saving throw against an effect with the fear trait.

You can use your reaction with a shout to reinforce your ally's courage in battle. If you ally can hear you, your ally gains a +2 circumstance bonus to their save.

**Special** You can use your reaction after you know the result of the check.

UNSTOPPABLE FEAT 9

BUGBEAR

Walking speed penalties can't reduce your Speed below 10 feet. In addition when you use the Escape action, critical failures and successes are one step better.

#### 13TH LEVEL

FLEXIBLE MIGHT FEAT 13

BUGBEAR

Your long limbs and great strength are impossible for enemies to control. When you are Grabbed or Restrained, you may continue to use actions with the manipulate and attack trait.

MARTIAL REACH FEAT 13

BUGBEAR

You have an extraordinarily long reach and practice using it on the battlefield. When wielding any Melee weapon with which you are at least trained, it gains the Reach trait. If it already has the reach trait, the trait stacks.

SILENT STALKER FEAT 13

Prerequisite Stalker

BUGBEAR

You can move up to your Speed when you use the Sneak action, and you no longer need to have cover or greater cover or be concealed to Hide or Sneak.

#### 17TH LEVEL

# **BUGBEAR JUGGERNAUT**

FEAT 17

**Prerequisite** Bugbear Endurance

Trigger You use Bugbear Endurance

BUGBEAR

You refuse to fall no matter how many blows land. Bugbear Endurance gains the following levels of success based on the flat check.

**Critical Success** As in success, but this activation of Bugbear Endurance doesn't count against its frequency. **Success** As in Bugbear Endurance, but your wounded condition does not increase.

# **DWARVES**

The origin of the dwarves is shrouded in mystery. Some of their legends tell of a great migration that led the ancient dwarves to Khorvaire from "a land of endless ice." Many believe this refers to the arctic lands of the Frostfell, while others claim that the first dwarves must have come from the frozen plane of Risia. Wherever their roots, these migrant dwarves established a mighty nation beneath the surface of Khorvaire.

### **LORE ADJUSTMENTS**

- References to the Forgefather should instead be to Onatar, though Dwarves are not necessarily beholden to the Sovereign host. (Anvil Dwarf)
- References to Kols should be instead to Boldrei, though Dwarves are not necessarily beholden to the Sovereign host. (Oathkeeper Dwarf)

# **DWARF HERITAGE MODIFICATIONS**

# **ELEMENTAL HEART DWARF**

Whether through a connection to Fernia, Kythri, or another source of primal elemental energy, you can exude a burst of energy. Some believe this heritage is a gift from dragons or elemental spirits. Choose one of the following damage types: acid, cold, electricity, or fire. Once chosen, this can't be changed. You gain the Energy Emanation activity.

Modified Elemental powers from the gift of gods to instead reference planar manifestations.

# **DWARF FEAT MODIFICATIONS**

VENGEFUL HATRED FEAT 1

DWARF

You heart aches for vengeance against those who have wronged your people. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with the aberration trait. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice. In addition, if a creature critically succeeds at an attack against you and deals damage to you, you gain your bonus to damage against that creature for 1 minute regardless of whether it has the chosen trait.

Special Your GM can add appropriate creature traits to the ancestral foes list if your character is from a community that commonly fights other types of enemies.

The Dwarves of the Mror holds have been fighting a long statemated battle against the Aberrant horrors rising from the deeps. While the orcs have been a common enemy of the Dwarves in the past, it's unlikely an average dwarf has ever enountered a giant or drow.

# **EBERRON CHANGELINGS**

Long ago there was a woman named Jes, and she had one hundred children. Her rivals conspired against her and swore to kill her children. Jes begged the Sovereigns for help, but their only answer was the wind and rain. In the depths of her despair, a lonely Traveller took her hand. "I will protect your children if they follow my path. Let them wander the world. They may be shunned and feared, but they will never be destroyed." Jes agreed, and the Traveller gave her his cloak. When she draped it over her children, their old faces melted away and they could be whoever they wanted to be. And so it remains. Though the children are shunned by all, the gift of the Traveler protects them still.

Changelings can shift their forms with a thought. Many changelings use this gift as a form of artistic and emotional expression. It's also an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat changelings with suspicion.

Wherever humans live, changelings reside also; the question is whether their presence is known.

Changelings are born to one of three paths. A few are raised in stable communities where changelings are true to their nature and deal openly with the people around them. Some are orphans, raised by other races, who find their way in the world without ever knowing another like themselves. Others are part of nomadic changeling clans spread across the Five Nations, families who keep their true nature hidden from the single-skins. Some clans maintain safe havens in major cities and communities, but most prefer to wander the unpredictable path of the god known as the Traveler. [5]

#### YOU MIGHT...

- Shift your shape to a persona that matches your mood or current activity. Though you, never use a particular form for too long before moving on to the next.
- Travel light, and keep an eye on the road, never settling down - whether that be a fear of being driven away or simply a restless desire to travel.
- Take great interest in the people around you, their stories, and their histories. After all, these new learnings might be the basis for one of your future personas.

# OTHERS PROBABLY...

 Others assume that because you have the uncanny ability to change their faces at will, that you will use it for malevolent ends, cheating honest folk before moving on.

# PHYSICAL DESCRIPTION...

Changelings are typically 5 to 6ft tall, weighing between 120 to 180lbs. Their base form is a nondescript humanoid shape with white skin, hair, and featureless eyes - not unlike a manikin. Beyond this, because of their ability to shift-shape changelings do not have a set physical description.

#### SOCIETY...

Changeling society is fragmented, and no two groups of changelings have the same culture. See Exploring Eberron pg. 33 for more information about the various types of changeling cultures.

#### ALIGNMENT AND RELIGION...

Changelings tend towards pragmatic neutrality, though few changelings embrace evil. As changelings are primarily products of the culture in which they grow, their alignment tends to match the alignment of their peers. Similarly, for religion, a changeling is likely to follow the dominant faith of their peers. However, most changelings find a connection to the Traveller of the dark six and a draw towards chaotic tendencies as if the Traveller still guides them.

#### NAMES...

A changeling might use a different name for each mask and persona and adopt new names as easily as they change faces. The true name of a changeling tends to be simple and monosyllabic; however, there are often accents to a changeling's name that are expressed through shapeshifting, something single-skins will likely miss. So, two changelings might have the name Jin, but one is Jin-with-vivid-blue-eyes and one is Jin-with-golden-nails.

Changelings have a fluid relationship with gender, seeing it as one characteristic to change among many. [5]

# SAMPLE NAMES

- Employ you for your ability to shift your shape to any number of forms, whether this is for entertainment, acting, or protection.
- Don't understand the fluid nature you have with gender, form, or personality.

Changeling Names: Aunn, Bin, Cas, Dox, Fie, Hars, Jin, Lam, Mas, Nix, Ot, Paik, Ruz, Sim, Toox, Vil, Yug

See the Exploring Eberron entry on Changeling personas on pg. 34.

# SHIFT SHAPE \*\*\*\*

CONCENTRATE OCCULT EBERRON CHANGELING POLYMORPH TRANSMUTATION

#### Frequency Once per 10 minutes

You can change your appearance and your voice. You determine the specifics of the changes, including your colouration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another ancestry, although your game statistics do not change. You cannot duplicate the appearance of a creature you have never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. However, your clothing and equipment are unchanged by this trait.

Shift shape counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing that you are a shapeshifted changeling, and you add your level even if you're untrained. You can Dismiss this spell.

**Special** You stay in the new form until you use shift shape to revert to your true form or until you die.

As per the wording of shift shape, it requires two applications of shift shape to change from one disguise to another. Once to revert to your true form, and once to shift to the new disguise.

#### **HIT POINTS**

6

#### **SIZE**

Medium

#### **SPEED**

25 feet

#### **ABILITY BOOSTS**

Charisma

Free

#### **LANGUAGES**

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from any other languages to which you have access (such as the languages prevalent in your region).

#### **TRAITS**

Eberron Changeling Humanoid Shapeshifter

#### **SHAPESHIFTER**

You gain the Shift shape action as noted in the Changeling entry.

# CHANGELING HERITAGES

Changelings are nearly homogenous in their physiology, however the formitive years of a changeling have a large impact on their future. Choose one of the following changeling heritages at 1st level.

# CHANGELING TRAVELER

You're an urban nomad, wandering from city to city. You become trained in the Society Skill (or another skill if you were already trained in Society) and gain the Streetwise skill feat. You have experience fitting into the local culture and blending with the common folk, so you're easily able to get a feel for the pulse of the local settlement. You may use the streetwise skill in any settlement in which you have spent at least a day.

# HIDDEN CHANGELING

While changelings are common in major cities, there are many villages and towns where changelings are treated with fear and suspicion. You might have been born into such a community, possibly never even knowing another changeling. As a hidden changeling, you have crafted a single identity that you consider to be your true face. You gain a +4 circumstance bonus to Impersonate checks to pretend you are of the ancestry which you were raised as. In addition, you gain the adopted ancestry feat for that ancestry.

While you gain a circumstance bonus to pretend you are of an ancestry, this does not apply to deception checks you make while you are that ancestry. For instance, a human guard might be unable to see that you are not human and are actually a shapeshifted changeling, but might still be able to see that you are not the guard you are pretending to be.

# PERSONA CHANGELING

You have developed multiple personas that have developed as entirely separate lives - and are connected to the network of changeling personas across Khorvaire. You gain the Different Worlds feat. In addition, when you approach a new community you may already be aware of local changeling personas that you can use. At the GM's discretion, make a DC 15 flat check. If you succeed, you may interact with this settlement as if you had a second identity from the Different Worlds feat, but without the benefit of the lore skill. You could have already

established a persona as a priest who will receive sustenance at the local temple, a folk hero who will be sheltered by the common people, or a veteran soldier who can always get a bed at the local garrison. Once this check has been made against a settlement, you may not make it again for another month.

# WATCHFUL CHANGELING

You're experienced with the deceptions of shapeshifters, given that you specialize in it. You are trained in the Deception skill (or another skill if you were already trained in Deception), and gain the Lie To Me skill feat. In addition, you gain a +2 circumstance bonus to detect polymorphed creatures.

# **ANCESTRY FEATS**

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Changeling, you select from among the following ancestry feats.

#### **1ST LEVEL**

### CAMOFLAUGE

FEAT 1

#### EBERRON CHANGELING

You can change your skin pattern to more closely match your environment. While in standard cover or in difficult terrain of rubble, snow, or underbrush, you gain the +4 circumstance bonus to your stealth checks to sneak or hide or otherwise avoid detection.

### **CLAWED ADAPTATION**

FEAT 1

#### EBERRON CHANGELING

When you shift shape you can add claws, fangs, spines, horns, or a different natural weapon of your choice to your form. Your unarmed strikes deal 1d4 piercing or slashing damage, as appropriate to the natural weapon you chose. These attacks are in the brawling weapon group and gain the agile, finesse, and unarmed traits.

# **EBERRON CHANGELING LORE**

FEAT 1

#### EBERRON CHANGELING

You excel at navigating social situations and keeping secrets. You gain the trained proficiency rank in Diplomacy and Deception. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Eberron Changeling Lore.

**Special** If you are a Persona Changeling, the DC of your checks to find a persona in a settlement is reduced by 2.

# **RAPID SHIFT**

FEAT 1

#### EBERRON CHANGELING

You can shift your form more quickly than most Changelings. Shift Shape no longer has a maximum frequency and loses the concentrate trait.

# SHAPECHANGER'S INTUITION

FEAT 1

#### **EBERRON CHANGELING**

A lifetime of experience helps you see through disguises. When you come within 10 feet of a creature that is transformed into another form or is Impersonating a specific creature, the GM rolls a

# **SKIN CANT**

**EBERRON CHANGELING** 

FEAT 1

You are familiar with the innate language of changelings and have picked up languages beyond this. You gain the Skin Cant language and an additional common language of your choice. In addition, if you spend a week of downtime training someone, they can learn to pick up on single word messages.

#### **SKIN CANT**

Skin cant is a method of visual communication available only to Changelings, though others may learn to understand it. You can shift your appearance in subtle ways to communicate messages to others who understand the language. This form of communication only has the visual trait.

#### THE TRAVELLER'S GIFT

FEAT 1

#### **EBERRON CHANGELING**

Have you heard of the Traveller? As a changeling whether or not you have, you have developed a knack for the Traveller's talents. Choose one cantrip from the occult spell list. You can cast this spell as an occult innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

## PERONABLE PERFORMER

FEAT 1

#### EBERRON CHANGELING

Performing for others has always been second nature to you. You gain the Virtuosic Performer skill feat. If the performance you pick is visual, you can augment your performance with a use of shift shape to take on a visually appealing form. If you do so, the circumstance bonus is +2 whether or not you are master in performance.

#### WELLVERSED TRAVELLER

FEAT 1

#### **EBERRON CHANGELING**

You have a way of communicating that leaves others hanging on your words. You become trained in Diplomacy (or another skill if you are already trained in Diplomacy). You may pick Bargain Hunter, Bon Mot, Group Impression, or Hobnobber. If you get a critical failure when using the skill feat you picked, it is a failure instead.

secret Perception check for you to realize that the creature is transformed, even if you didn't spend an action to Seek against that creature.

#### **STH LEVEL**

# **CLIMBING ADAPTATION**

FEAT 5

#### **EBERRON CHANGELING**

When you use Shift Shape, you can choose one to manifest an increased climbing ability. This can be a set of claws, modified arms, or some other set of obvious physical changes that aid your climb. You gain a climb speed equal to half your walking speed. These changes are obvious to observers.

# **DEEP SHIFT**

FEAT 5

#### EBERRON CHANGELING

Your ability to shape change is more than skin deep. When you use Shift Shape, the form you shift into no longer needs to have the same basic arrangement or number of limbs. You can transform into a form similar to any medium creature; humanoid, beast, or otherwise. You can add or remove limbs, digits, or even organs. Any feature added beyond your normal features (such as additional eyes, legs, or hands) is non-functional beyond the basics of keeping up appearances. Any removed features limit your physical abilities respectively. For instance, if you shift your shape to have no limbs then you similarly lose the ability to move and manipulate objects. These transformations can never modify your mental statistics.

You cannot create non-fleshy materials such as chitin or metal plates. So though you could shape yourself into a construct creature, the material is very clearly flesh and is insufficient to deceive observers.

In addition, your gear does not change shape with you and may not fit the form you choose to transform into if it is significantly different (such as shift shaping from your humanoid form into a wolf).

The intent of the deep shift feat is to allow a changeling to take on a visual appearance of any fleshy creature, and perform basic actions for the purposes of deception or performance. The shift should generally not provide any new abilities, movements, or otherwise, that a simple visual change doesn't support. Similarly, it should generally not remove standard abilities, movements, or otherwise of the character unless the new form clearly does not support the continued use of the feature.

# **EMOTIONAL EMPATHY**

FEAT 5

EBERRON CHANGELING

## Frequency Once per minute

You are in tune with the emotions of those around you. You gain a +2 circumstance bonus to perception checks to sense motive. If you succeed on a sense motive check (even if it reveals nothing), you gain a +1 circumstance bonus to the next Diplomacy, Deception, or Intimidation check you make to interact with the creature.

# SKIN GLIDER 🔽

FEAT S

CONCENTRATE

EBERRON CHANGELING

Trigger You begin to fall more than 30 feet.

When you begin to fall, you're able to shift your shape to maximize your air resistance, not unlike a flying squirrel. Your fall slows to 60 feet per round. This rapid change is extremely obvious to any observers watching, and all of them become aware that you are a changeling.

**Special** If you have the Rapid Shift feat, the trigger is instead when you begin to fall more than 5 feet.

#### 9TH LEVEL

# **AMORPHOUS**

FEAT 9

#### EBERRON CHANGELING

You have managed to develop a malleability that allows you to change the size of your transformations. When you shift shape, you can take on small or large forms. You are subject to the restrictions, but do not gain any bonuses from the new form (such as the ability to wield larger weapons).

# **AQUATIC ADAPTATION**

FEAT 9

EBERRON CHANGELING

#### Prerequisite Deep Shift

When you use Shift Shape, you can choose one to manifest gills and webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. These changes are obvious to observers.

#### MIND OF THE TRAVELLER

FEAT 9

#### EBERRON CHANGELING

The Traveller's gifts have manifested an ability for you to read others, and see or trouble before it happens. You can cast mind reading once per day as an occult innate spell. When you do so, mind reading loses the verbal and somatic casting requirements, and a critical

failure becomes a failure instead.

#### RAPID REGENERATION

FEAT 9

TERRIFYING SHIFT

**FEAT 13** 

EBERRON CHANGELING

Frequency once per day

You're able to shift your shape to repair wounds and injuries. You gain fast healing equal to half your level for 1 minute. While Rapid Regeneration is active, you revert to your base changeling form and can't use shift shape. This counts against the frequency of your shift shape.

# SKIN DANCER

FEAT 9

EBERRON CHANGELING

**Prerequisite** Expert in Performance.

You are a master of the unique changeling art of skin dancing. You are able to create intricate patterns and even images on your skin, and shift them about in mesmerizing ways. You can achieve effects such lighting coursing up your arms, or and fire dancing in a crown around your brow.

You gain the Virtuosic Performer skill feat in the specialty of dance (if you already have the Virtuosic Performer in dance, you may choose an additional different specialty). When you use the Virtuosic Performer feat for dance, you gain a +1 status bonus if you augment your performance with a special use of shift shape, or +2 if you are Legendary in Performance. This use counts against the frequency, but lasts for the full duration of your performance.

**Special** Skin dancer counts for the favourable form of the Personable Performer feat as well.

#### 13TH LEVEL

# MARVELOUS MIMIC

**FEAT 13** 

**EBERRON CHANGELING** 

**Prerequisite** Deep Shift

Your ability to change is at a level only seen in true mimics. When you shift shape, you can take on the appearance of any medium creature or object - within practical limits. This transformation doesn't change your statistics in any way, and you don't gain any special abilities of the form you assume (including potential functional features of an object - such as a key, ladder, rope, or crowbar).

You can recreate non-fleshy materials such as chitin or metal plates such that they are visually and tactilely deceptive to quick inspections. Materials created in this way do not have any functional properties of the EBERRON CHANGELING

Frequency Once per 10 minutes

With a rapid change of your form, you take on a monstrous form for an instant before shifting back. When you Demoralize, you can choose to replace the auditory trait and with the visual trait. You can then attempt a demoralize check against each enemy that can see you within 30 feet.

17TH LEVEL

# THE TRAVELLER'S PROTECTION >

**FEAT 17** 

EBERRON CHANGELING SECRET

**Frequency** once per form of shift shape

With your ability to read a situation and change your form in precise and subtle ways, people second-guess whether or not they actually did see through disguise as if the Traveller protects you still.

If a creature succeeds on a check to see through your impersonation, you become aware of their increasing disbelief. The GM will make you aware that a creature succeeded on their check. You may choose to use the Traveller's protection to force a reroll of the dice to take the lower of the two options. If you do so, their check gains the misfortune trait, and the outcome of this new roll is a secret to you.

Similarly, if you fail an impersonation check against a creature, you are aware of your blunder. The GM will make you aware that you have failed the check, and you may choose to use the Traveller's protection to force a reroll to take the higher of the two options. If you do so, the check gains the fortune trait, and the outcome of this new roll is a secret to you.



# **ELVES/DROW**

Tens of thousands of years ago, the elves of the distant continent of Xen'drik rose up against the giants who ruled over them. This rebellion is the defining event in elf history. As the ancient war progressed, the magebreeders of the giants bound magic into the elves who remained loyal to them, forming the drow — assassins bred to prey on their other kin. Ultimately, the elves fled from Xen'drik and settled the island nation of Aerenal, where they split into two distinct cultures: the introspective Aereni and the warlike Tairnadal. Thus, a war nearly forty thousand years ago established the pattern of how elves live today.

### LORE ADJUSTMENTS

- References to the alghollthus should instead be to the giants. The Elves were long ago enslaved to the giants, and only through rebellion did they break free of the giant's control. (Defiance unto death)
- Elves were always a part of the world of Eberron, and have no experience travelling between worlds. Thanks to the great arcane powers of the giants, the Elves still have some remnants of that magic which make certain feats easier for them. (Magic Rider)

### **NEW ELF FEATS**

UNDEAD HUNTER FEAT 1

ELF

You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against undead with negative healing. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

The Undying Court of Aerenal is supported by positive necromancy. Undead supported by negative necromancy are believed to be actively consuming the life force around them. This is an affront to the undying court, and these sorts of creatures are marked for elimination.

ANCESTOR'S WISDOM FEAT 9

ELF

You carry the spirit of your ancestors with you, and you can ask them for counsel. You can cast augury twice per day as a 2nd-level occult innate spell.

# **GNOLLS**

Powerfully-built humanoids that resemble hyenas, gnolls are cunning warriors and hunters. Their frightening visage and efficient tactics have given them an ill-starred reputation.

Formed from both War and the Wild, gnolls were recruited and bred by both Rak Tulkhesh and the Wild Heart. As foot soldiers of the overlords, they fought against orcs and other early humanoids, as well as battling the gnoll clans of other overlords. Even after the overlords were defeated and bound by the Silver Flame, gnolls continued to be their pawns.

Then, centuries ago, two gnolls from rival clans faced one another on a battlefield soaked in the blood of their kin—then questioned the path that had led them there. The two urged others to deny the voice that called for endless war, to refuse to chase death in the service of a fiend. Two became four, then eight, until entire clans heeded the call. Clan leaders dragged their idols to the place now known as Znir—a word that simply means "stone"—and there, they shattered the images of the fiends they once served. Together, the gathered hunters, shamans, and warriors swore an oath: They might be many clans, but from this day forward, they would be one pack. They would allow no one—not chib, god, or demon—to hold dominion over them. [6]

#### YOU MIGHT...

- Always try to work smarter, not harder.
- Be very physically demonstrative—often hugging, punching, or licking your friends.
- Chew through scraps and bones others would throw away.

# OTHERS PROBABLY...

- Are intimidated by your size, teeth, and eerie laugh.
- Assume that you are dishonourable or worse.
- Respect the brutal efficiency of your hunting style.

#### PHYSICAL DESCRIPTION...

A typical gnoll stands over seven feet in height, but this is belied by their hunched posture. Males and females are similar in appearance, and other species have difficulty telling them apart. Gnolls have thick fur over their bodies; depending on clan, this can be uniform in colour or broken up with spots or stripes. Their eyes are yellow or green and gleam with reflected light. While these are common traits, the fiendish heritage of gnolls sometimes manifests itself in its appearance. An unusual gnoll could have glowing red eyes, fur with stripes that glow like flames, or other unusual traits. Typically these don't grant special abilities, though you could attribute a class ability or feat to such a mutation. [6]

# SOCIETY...

The Znir gnolls include a dozen different clans, each of which holds distinct traditions. Once the clans were devoted to different faces of the overlords, but when they shattered their statues, each clan chose one of the moons. All gnolls skillfully hunt and fight, but the Barrakas are known to be the finest trackers of the Pact; the Aryth, the deadliest archers; the Olarune, the strongest warriors and most forceful in the vanguard. Typically, mercenary units are comprised of gnolls of a single clan, assigned based on the nature of the task that lies ahead, and contracts are usually negotiated for a period based on cycles of the clan's moon.

The clans maintain distinct territories within the Znir region, but all gnolls are welcome around the hearth of any clan; the Znir take pains to crush any tension that arises between the clans. Shamans and leaders from each clan maintain a council at the Znir, around the broken idols. Here they mediate disputes, assign contracts to clans, and allocate funds and equipment. The Eyre clan has honed their skills as smiths and tanners, and they craft much of the equipment used by the Znir gnolls—though there is still a strong tradition of scavenging among the Znir, and warriors often claim trophies from fallen foes, [6]

# **ALIGNMENT AND RELIGION...**

Gnolls have very strong pack instincts, and an unsentimental, matter-of-fact approach to life, and prioritize results over methods.[7] They instinctively work together in combat and think nothing of placing themselves in harm's way to protect their kin. If a gnoll character adopts a group of adventurers as their temporary pack, these things apply to the other characters—but the gnoll will be surprised and angry if their non-gnoll packmates don't show them the same respect. This means the typical gnoll trends towards a Lawful alignment, but good and evil depend on the current terms of their contract. [8]

## NAMES...

Newborn Gnolls are given a root name, typically that of a bone, plant, or animal (though never Hyena, as this is considered narcissistic and arrogant). As a gnoll reaches certain milestones in life, they add descriptors to their name. Root names are often passed down through families, while descriptors are chosen to fit the gnoll's personality, usually in raucous ceremonies. [7]

#### SAMPLE NAMES

Baobab, Jackal, Onyx Elephant in Shadows, Red Thorn, Unbent Iron Reed, White Acacia, Wistful Tooth, Woodpecker

# **GNOLL STATISTICS**

Gnolls gameplay statistics, heritages, and additional feats are provided by the Pathfinder 2e Mwangi Expanse book. The following Heritages and feats should be considered an additional pool to pick from in addition to the Pathfinder 2e information already provided.

# **GNOLL HERITAGES**

You can select once of the following heritage at 1st level to reflect abilities that representative of the training and development you recieved while you were raised in a specific clan. These skills and abilities are specialties of your clan, passed down to you from your ancestors. You have only one heritage and can't change it later. While you must belong to that clan if you pick one of these heritages, any base pathfinder 2e heritages can belong to any clan. The base heritages are not limited to any particular clan, though some clans might have more or fewer members from a particular base heritage. The pathfinder 2e heritages do not count for clan heritage requirements.

## **BARRAKAS CLAN**

Your clan is tied to the moon Barrakas - the Lantern. Considered the best trackers of the Znir pact, you gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the location of a creature, but it remains hidden. In addition, you become trained in survival and you gain a +1 circumstance bonus to Survival checks to Track creatures that you have previously sensed with your scent.

# DRAVAGO CLAN

Your clan is tied to the moon Dravago - the Herder. Your connection to the moon Dravago grants you resistance to the cold. You gain cold resistance equal to half your level (minimum 1). In addition, due to your large paws and sharp claws, snow and ice do not count as difficult terrain for you.

### **EYRE CLAN**

Your clan is tied to the moon Eyre - the Anvil. You become trained in Crafting (or another skill if you were already trained in Crafting), and you gain the Quick Repair skill feat. In addition, if you roll a Critical Failure on a Repair check, you get a failure instead.

# **LHARVION CLAN**

Your clan is tied to the moon Lharvion - the Eye. Your clan has unnatural insights and experience with the otherworldly. You become trained in Occultism (or another skill if you were already trained in Occultism) and gain the Root Magic skill feat. When crafting Root Magic talismans you are always able to produce one for yourself, in addition to one which you give to one ally (excluding yourself).

# **NYMM CLAN**

Your clan is tied to the moon Nymm - the Crown. Your clan specializes in leadership in battle, and the ability to direct allies simultaneously. You gain access to the Bark Orders action.

# **BARK ORDERS**

AUDITORY GNOLL LINGUISTIC

#### **Frequency** once per day

You can command your allies to reposition. Any allies who hear and understand this order can use a reaction to Step. Any ally who uses their reaction then becomes immune to bark orders for 10 minutes.

# **ARYTH CLAN**

Your clan is tied to the moon Aryth - the Gateway. Considered the best Archers of the Znir gnolls, you become trained in Simple and Martial ranged weapons. Advanced gnoll weapons count as martial weapons for you.

# **OLARUNE CLAN**

Your clan is tied to the moon Olarune - The Sentinel. Considered the strongest and most disciplined of the Znir gnolls, you gain the Shield Block general feat and the Rapid Cover action.

# RAPID COVER ◆

GNOLL FLOURISH

Frequency Once per day

**Requirements** You are wielding a raised tower shield

You are trained to hold the line against any charge. You may take cover behind the shield, gaining the higher bonus for the tower shield.

#### RHAAN CLAN

Your clan is tied to the moon Rhaan - the Book. The Rhaan clan maintains the history of the clans through story and song, and you have a deeper connection to the Primal energies of the world. Choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating and connecting to the Primal energies of Eberron; this is a 10-minute activity that has the concentrate trait.

#### SYPHEROS CLAN

Your clan is tied to the moon Sypheros - the Shadow. You have a natural resilience to the dark manifestations of the world. You gain negative resistance equal to half your level (minimum 1). You also have Darkvision instead of Low-Light vision.

#### THERENDOR CLAN

Your clan is tied to the moon Therendor - The Healer's Moon. You become trained in Medicine (or another skill if you were already trained in Medicine), and you gain the Battle Medicine skill feat. In addition, when you roll a medicine check to Administer First Aid a critical failure becomes a failure, and a failure becomes a success.

#### **VULT CLAN**

Your clan is tied to the moon Vult - the Warding Moon. You gain the Armor Proficiency general feat. In addition, you may cast the Shield cantrip as an innate occult spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

#### ZARANTYR CLAN

Your clan is tied to the moon Zarantyr - the Storm. You can take advantage of the chaos of battle, ripping and tearing through the enemy. You gain the Rampage reaction.

# RAMPAGE >

GNOLL

Frequency Once per day

Trigger You reduce a creature to 0 hp.

You take advantage of the opening. You may spend your reaction to step, stride half your speed, or make a strike.

The Znir pact typically deploys entire mercenary groups composed of one or two clans for a contract, depending on the nature of the mission.

Aryth, Barrakas, and Rhaan are typically involved in scouting.

Dravago is typically deployed to any northern engagements.

Eyre, Nymm, and Therendor are typically deployed to support other clans or participate in coalition forces.

Lharvion and Sypheros are typically deployed to anything involving the potential for extraplanar contact, or the undead.

Olarune, Vult, and Zarantyr are typically deployed to where heavy fighting is expected.

Although these are the specialities of each of the clans, all clans are expected to be able to perform in any context.

# REMOVED ANCESTRY FEATS

The following feats provided by pathfinder should be ignored as they conflict with new mechanics or lore.

#### **1ST LEVEL**

# **SENSITIVE NOSE**

FEAT 1

GNOLL

This feat is replaced with the Barrakas Clan heritage.

# MODIFIED ANCESTRY FEATS

The following feats should replace Gnoll feats of the same name.

#### **1ST LEVEL**

#### **GNOLL WEAPON FAMILIARITY**

FEAT 1

GNOLL

You're practised with the weapons and arms of the Znir pact. You are trained with **composite longbows**, **great bows**, flails, khopeshes, mambeles, **myrnaxes**, spears, and war flails.

In addition, you gain access to all uncommon Gnoll weapons. For the purpose of determining your proficiency, martial gnoll weapons are simple weapons and advanced gnoll weapons are martial weapons.

#### **STH LEVEL**

# **DISTANT CACKLE**

FEAT 5

GNOLL

Prerequisites Witch Gnoll, Lharvion, Rhaan, or Sypheros Clan Heritage

It takes a very brave person to enter the laughterhaunted forest where you dwell. You can cast ventriloquism once per day as a 1st-level occult innate spell.

#### **GNOLL WEAPON MASTER**

FEAT 5

**Prerequisites** Gnoll Weapon Familiarity

GNOLL

You are brutally efficient with the weapons of your gnoll ancestors. Whenever you critically hit using **composite longbows**, **great bows**, flails, khopeshes, mambeles, **myrnaxes**, spears, or war flails, you apply the weapon's critical specialization effect.

#### 13TH LEVEL

#### **GNOLL WEAPON EXPERTISE**

FEAT 13

GNOLL

**Prerequisites** Gnoll Weapon Practicality

Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in **composite longbows**, **great bows**, flails, khopeshes, mambeles, **myrnaxes**, spears, and war flails.

# **NEW ANCESTRY FEATS**

The following feats should be considered in addition to the base Gnoll ancestry feats.

#### **1ST LEVEL**

# **AGGRESSION**

FEAT 1

GNOLL

Gnolls often seem very aggressive to other creatures - partially because gnolls themselves don't consider such casual intimidation to be a hostile act. You gain a +1 circumstance bonus to intimidation checks made while in exploration mode, and a +1 circumstance bonus to your Will DC against Intimidate skill actions, such as Demoralize.

# **PACK ATTACK**

FEAT 1

GNOLL

Frequency once per round

**Prerequisites** Aryth, Nymm, Olarune, Vult, or Zarantyr clan heritage.

With the aid of your allies, you hone in on vital points of the enemy. On a successful melee strike, you can deal an extra 1d4 extra precision damage to any creature that's within reach of at least two of your allies.

# **BONE EATER**

FEAT 1

GNOLL

You are used to subsisting on scraps of meat that would poison or be inedible to others. You can eat and drink things when you are sickened.

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All these benefits apply only when the affliction or condition resulted from something you ingested.

#### **RUNNER**

FEAT 1

GNOLL

You move more quickly on foot. You gain the Fleet feat. In addition, when you step you may ignore difficult terrain.

# **ZNIR LORE**

FEAT 1

GNOLL

You've picked up skills and tales from the Znir pact leaders. You gain the trained proficiency rank in Occultism and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Gnoll Lore.

#### **STH LEVEL**

#### **GNOLL COMMUNICATOR**

FEAT 5

GNOLL

The Gnoll language is unique, with a range of pitches that are difficult for humanoids to hear, let alone duplicate.

When in combat with allies that you have been travelling with for at least a week, you can communicate simple orders and messages to them. These barks and laughs are unintelligible to any creature without the gnoll trait that has not been similarly trained in the gnoll language.

#### ESSENCE OF THE MOON

FEAT 5

**SURVIVOR** 

FEAT 5

GNOLL

#### Prerequisites clan heritage

Your connection to the tribe and your moon is strong. You gain the bonus associated with your clan.

**Aryth** With keen eyes, your shots land true. You may ignore the penalty for targetting a creature in the second range increment of your ranged weapons, and the volley trait of your weapons is reduced by 15 feet.

**Barrakas** The range of your imprecise smell sense is increased to 60 feet. In addition, when you track creatures that you have previously sensed with your scent you gain a +2 circumstance bonus.

**Dravago** You gain Terrain Expertise in the arctic (or a different terrain if you have the arctic already) and become trained in survival (or expert if you are already trained).

Eyre You can repair damaged weapons and armour on the field, and return companions to the fight swiftly. You gain a +1 circumstance bonus to Crafting checks to repair items, and you don't need a repair kit for non-magical item repairs as long as you have any amount of junk, spare parts, or debris at your disposal. The gear you are repairing can be worn for the duration of the repair, but the wearer cannot do anything without interrupting the repair.

**Lharvion** Once per day, you can cast Protection. At 7th level, the spell is heightened to 2nd level, and every 2 levels thereafter, the spell is heightened an additional spell level.

**Nymm** The frequency of bark orders becomes once per hour instead. Additionally, you may instead single out an ally to use their reaction to make a strike.

**Olarune** The frequency of Rapid Cover becomes once per hour instead. In addition, when you use the shield block reaction you have resistance 10 to any damage over the shield's hardness.

**Rhaan** Your connection to the primal energies of Eberron lets you reach the fey more easily. You gain the Summon Fey primal spell which you can cast once per day. At 7th level, the spell is heightened to 2nd level, and every 2 levels thereafter, the spell is heightened an additional spell level.

**Sypheros** The DC of your recovery checks is equal to 9 + your dying value, or 8 + your dying value if you have the Toughness general feat. In addition, whenever someone returns you to life using magic that would normally leave you debilitated for a

GNOLL

You are capable of surviving on very little and have experience making do without. You gain the Forager skill feat, and the penalty for subsisting after 8 or fewer hours of exploration is decreased by 2.

#### 9TH LEVEL

# **GNOLL OF MANY TRIBES**

FEAT 9

GNOLL

You may pick an additional Gnoll clan heritage, as you begin to understand their learnings. You may pick this feat multiple times, each time picking a different clan. When you pick a clan, it must not be the same as a clan that you already have learned from.

# INTIMIDATING FEROSITY

FEAT 9

GNOLL

Survivors of gnoll attacks speak of the terrible fear that seized them before encountering a gnoll on the battlefield, leaving them frozen in place. Whenever you get a critical success on a demoralize check, if the creature is lower level than you, you may choose to make the creature stunned 1.

# **NEITHER GOD NOR DEMON**

FEAT 9

GNOLL

**Trigger** You attempt a saving throw against a divine magical effect, but you haven't rolled yet.

The Znir pact shattered the images of the fiends they once served and swore they would allow no one—not chib, god, or demon—to hold dominion over them. Channelling the power of your ancestors, you ferociously resist divine magic. You gain a +2 circumstance bonus against divine spells, and if you roll a critical failure on the saving throw against that spell, you get a failure instead.

## **PACK FRENZY**

FEAT 9

**Prerequisites** Pack Attack

GNOLL

More than able to just hone in on vulnerabilities, an enemy is always vulnerable to you simply by the support of your pack. Any creature that's within reach of you and at least two of your allies is flat-footed to you.

# **ARMORED WARRIOR**

FEAT 9

GNOLL

Prerequisites Eyre, Olarune, Vult Clan

week (such as raise dead or the resurrect ritual), you don't suffer that condition.

**Therendor** With experience performing first aid in adverse conditions, hostile environments do not increase the difficulty of your Treat Wounds checks. In addition, when you make a Treat Wounds check the healing dice are increased to d10s, and if you roll a critical failure it becomes a failure instead.

**Vult** Your warding abilities extend to others as well. You can cast the Forbidding Ward cantrip at will, and once per day, you can cast Protection as innate occult spells. Both these spells are heightened to half your level.

**Zarantyr** The frequency of rampage is reduced to once per 10 minutes. Additionally, if you miss the strike from your rampage it does not count against your multiple attack penalty.

You have trained hard to optimize your armour's protective qualities. You gain the armour specialization effects of medium and heavy armour.

#### 13TH LEVEL

# MOON PRESENCE FEAT 13

GNOLL

#### Prerequisites clan heritage

By the clan and the pact your powers are heightened, and your senses keen. You channel a connection to your clan that few have ever been able to achieve. You gain the bonus depending on your original clan. Gnoll of many tribes does not count for this feat.

**Aryth** The impact of your ranged weapons is aided by your precision. Once per turn, you gain a circumstance bonus to your ranged attack damage rolls equal to the number of weapon damage dice.

**Barrakas** Your scent sense becomes a precise sense. Creatures under the effects of magic that would hide their passing or presence find it foiled by your keen smell unless accounted for. If you make a survival check to track a creature under the effects of Pass Without Trace, the DC has a -4 circumstance penalty (no lower than their regular survival DC).

**Dravago** You gain the Terrain Stalker feat for snow and can move up to half your speed without attempting a Stealth check. In addition, you can translate your experience with the difficult terrain of the arctic to anywhere. Creatures in difficult terrain are flat-footed to you.

**Eyre** You can sharpen weapons, polish armour, and apply special techniques to temporarily gain better effects from your armaments. By spending 1 hour working on a weapon or armour, you can grant it the effects of a +1 potency rune until your next daily preparations, gaining a +1 item bonus to attack rolls for a weapon or increasing armour's item bonus to AC by 1. Once per day, you may choose one of these items to gain a bonus of 2 instead. This has no effect if the weapon or armour already had a potency rune.

**Lharvion** Aberrations of the world are the speciality of your clan, and in particular, the series of blows to best fell one. You become trained in Aberration lore. In addition, if you succeed on a strike against an Aberration, it becomes flat-footed to you until the start of your next turn.

**Nymm** Leadership is what keeps the Znir strong, and you have trained to maximize the potential of yourself and your allies. When you are adjacent to at least one ally, you and adjacent allies gain a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Olarune** You no longer need to take cover to gain the higher bonus from tower shields, instead, you always have the higher bonus. In addition, with your great strength, you can wield tower shields beyond what any other mortal could carry. Anyone may craft tower shields out of any precious material, but only you may wield them due to their great bulk. When crafting a tower shield out of a precious material that is not darkwood, you must have the equivalent value in darkwood (up to the maximum price of the shield). For instance, crafting a standard-grade adamantine tower shield is a total cost of 440 GP with at least 55 GP of adamantine and 55 GP of darkwood.

**Rhaan** The tricks of the fey have become part of your repertoire. You can cast haste and slow as primal innate spells once per day. At 17th level, these are heightened to 7th level.

**Sypheros** The realm of the dead grants you a pathway to many abilities some consider to be unnatural. You can save others from death, and also yourself. The DC of your recovery checks is to 8 + your dying value, or 7 + your dying value if you have the Toughness general feat. In addition, once per day you can cast death ward as an occult innate spell.

**Therendor** Your healing abilities channelled by the power of the moon can bring back those others could not. If a creature has died of mortal wounds within the last minute, you may attempt an Administer First Aid check. On a critical success, the creature is revived, loses the dying condition (but remains unconscious), and becomes drained 1 for 1 week. This check can not overcome extraordinary circumstances, such as diseases, curses, or massive damage to the body. After you attempt this special check, the creature becomes immune to it for a week.

**Vult** You can ward off even the eyes that would follow your movements. You gain nondetection as an innate occult spell once per day, which can only be cast on yourself and is automatically heightened to half your level

rounded up.

**Zarantur** Rin and tear until it is done there is no frequency on rampage but it gains the flourish trait 17TH LEVEL

# **PROFESSIONAL MERCENARY**

**FEAT 17** 

GNOLL

You have trained relentlessly to become the best in your field. You may pick an additional feat from your class of 13th level or lower.

# **GNOMES**

# **LORE ADJUSTMENTS**

• Gnomes are not ancestors First World, though could be considered to have connections to Thelanis. Any references to the First World should be changed accordingly.

# **MECHANICS ADJUSTMENTS**

• Instead of taking Sylvan as a starting language, instead pick a different common language.

# GNOME HERITAGES GNOME FEATS

# **GOBLINS**

# **LORE ADJUSTMENTS**

• References to Baba Yaga or the Jadwiga should be disregarded. Snow Goblins are simply more resilient, perhaps for having been born in a Risia manifest zone.

# GOBLINS HERITAGES GOBLINS FEAT MODIFICATIONS

**OLD BLOOD GOBLIN (PREVIOUSLY CHOSEN OF LAMASHTU)** 

# FEAT 5

GOBLIN

You bear the old blood of the Dhakaani. You have channeled this history, granting you the benefits of another heritage. Choose one goblin heritage that you do not already have; you gain that heritage and its benefits.

# HALF-ELVES

**LORE ADJUSTMENTS** 

**HALF-ELVES HERITAGES** 

**HALF-ELVES FEATS** 

# HALF-ORCS LORE ADJUSTMENTS HALF-ORCS HERITAGES HALF-ORCS FEATS

## **HALFLINGS**

## LORE ADJUSTMENTS

## HALFLINGS HERITAGES HALFLINGS FEAT MODIFICATIONS

PRAIRIE RIDER FEAT 1

HALFLING

You grew up riding your clan's clawfoot or fastieth dinosaurs. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +2 circumstance bonus to Nature checks to Handle an Animal as long as the animal is a dinosaur.

### TITAN FELLER - (PREVIOUSLY TITAN SLINGER)

FEAT 1

HALFLING

You have learned how to use your sling and boomerang to fell enormous creatures. When you hit on an attack with a sling or Talenta Boomerang against a Large or larger creature, increase the size of the weapon damage die by one step.

#### HALFLING WEAPON TRICKSTER

FEAT 1

HALFLING

You favor traditional halfling weapons, so you've learned how to use them more effectively. You have the trained proficiency with the sling, halfling sling staff, Talenta Boomerang, and shortsword. You gain access to all uncommon halfling weapons. For the purpose of determining your proficiency, martial halfling weapons are simple weapons and advanced halfling weapons are martial weapons.

## **HOBGOBLINS**

LORE ADJUSTMENTS
HOBGOBLINS HERITAGES
HOBGOBLINS FEATS

## **HUMANS**

#### LORE ADJUSTMENTS

- References to Baba Yaga or the Jadwiga should be disregarded. Wintertouched humans are simply more resilient, perhaps for having been born in a Risia manifest zone.
- Given the unique nature of the majority of feats from the Lost Omens Character Guide, all human feats
  from that source book should be considered uncommon ask your GM how to integrate the feat into the
  world.

The specific ethnicities and cultures of Golarion do not align with the ethnicities and cultures of Eberron, and the feats based around specific ethnicity requirements should instead be based around specific cultures of people. Consider either removing ethnicity requirements on feats (and disregarding associated flavour text), allocating the feats to specific cultures of Eberron, or allocating the feats to be associated with specific manifest zones in your place of birth. This applies to most feats from the Lost Omens Character Guide.

## HUMANS HERITAGES HUMANS FEATS

## KALASHTAR

Kalashtar are born with a bond to an otherworldly being. They have memories of lives never lived, visions of combat with fiends that they never fought, and the sense of an endless struggle against darkness. For all the pain and suffering in the world, the Kalashtar know that there is a path to light. Some faceless enemies would hunt all the Kalashtar down and would see their bloodlines eradicated. The Kalashtar's path to light is a dangerous one, as death awaits in the shadows.

The kalashtar are a compound people, created from the union of humanity and renegade spirits from the plane of dreams — spirits called quori. Kalashtar are often seen as wise, spiritual people with great compassion for others. There is an unmistakable alien quality to the kalashtar, though, as they are haunted by the conflicts of their otherworldly spirits.

Every kalashtar has a connection to a spirit of light, a bond shared by other members of their bloodline. Kalashtar can't directly communicate with their quori spirits. Rather, they might experience this relationship as a sense of instinct and inspiration, drawing on the memories of the spirit when they dream. This connection grants kalashtar minor psionic abilities, as well as protection from psychic attacks. All of these quori dream spirits are virtuous, but some are warriors and others are more contemplative. Typically, a kalashtar knows the name and nature of their spirit, but some may know nothing of their spirit or the source of their psychic gifts, such as an orphan kalashtar raised among strangers. [7]

#### YOU MIGHT...

- Try to understand the motives and feelings of your allies, and even your enemies.
- Encourage others to dream a little bigger, and set lofty goals to achieve.
- Apply dream logic to mundane situations.

#### OTHERS PROBABLY...

- Think you're human, though you move and act in a slightly otherworldly way.
- Find themselves drawn to the wisdom you display, which seems beyond your years.
- Opening their emotions to you, even before they realize they are doing so.

#### PHYSICAL DESCRIPTION...

Kalashtar appear human, but their spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features, and their eyes often glow when they are focused or expressing strong emotions. [7]

#### SOCIETY...

There are three main kalashtar societies.

The Adaran kalashtar were born in Sarlona, in the distant land of Adar. Today, the Empire of Riedra dominates Sarlona, and imperial forces endlessly siege Adar. The monks and priests of Adar believe that the war against the Inspired and il-Lashtavar won't be won with weapons; instead, prayer and guided meditation will ultimately shift the balance from darkness to light. Adaran kalashtar rarely take direct action without reason. Adaran kalashtar are ascetic, disciplined, and focused on the Path of Light. They are taught to inspire those who live in fear and enlighten those lost to darkness.

The khorvairian kalashtar exist in communities of several major cities of the Five Nations, including the Overlook district in Sharn and Whitewalls in Fairhaven. They prefer to stay close to one another, both to practice their shared traditions and to stand together against any threats posed by the Dreaming Dark. They are familiar with the Path of Light and other kalashtar customs. But there's no Riedran army at the gates; they know the Dreaming Dark is a threat, but it's a ghost in the shadows. These kalashtar simply seek to spread light through their daily actions, such as showing kindness and compassion or mediating disputes.

On the other hand, some of the kalashtar of Khorvaire have embraced a grim path in the battle against darkness. The Shadow Watchers don't believe that evil can be fought merely with kindness and prayer. Members of this order seek to identify sources of corruption and ruthlessly eliminate them. While a Shadow Watcher's focus is on agents of the Dreaming Dark, they can pursue any force of evil, supernatural or otherwise. [8]

#### **ALIGNMENT AND RELIGION...**

While kalashtar can be evil - the communities they are raised in and the light quori that has selected them inclines them towards good. However lofty their goals are, they will achieve their motivations in any number of ways, neither law nor chaos has strong sway over the kalashtar.

Most kalashtar are devoted to the Path of Light, and though its faithful worship no gods, the faith itself can be a source of divine magic.

#### NAMES...

A kalashtar name adds a personal prefix to the name of the quori spirit within the kalashtar. Such names have no relation to the kalashtar's gender.

Kalashtar orphans are unlikely to know the name of their spirit and take names from another source.

#### SAMPLE NAMES

Quori Names: Ashana, Ashtai, Ishara, Hareth, Khad, Kosh, Melk, Nari, Tana, Tari, Tash, Ulad, Vakri, Vash

Kalashtar Names: Coratash, Dalavash, Dolishara, Halakosh, Khoratari, Koratana, Lanhareth, Molavakri, Nevitash, Sorashana, Torashtai, Valakhad, Vishara

#### **HIT POINTS**

6

#### **SIZE**

Medium

#### **SPEED**

25 feet

#### **ABILITY BOOSTS**

Wisdom

Free

#### **LANGUAGES**

Common

Quori

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Riedran, Gnomish, Dwarvish, Elvish and any other languages to which you have access (such as the languages prevalent in your region).

#### **TRAITS**

Kalashtar Humanoid

#### **LINK MINDS**

You gain the link mind cantrip as an innate occult spell that you can cast at will. A cantrip is automatically heightened to half your level rounded up.

LINK MINDS CANTRIP 1

UNCOMMON CONCENTRATE ILLUSION KALASHTAR MENTAL

Cost \*\*\*

Range 30 feet; Targets 1 creature

**Duration** sustained 1 hour

You link your mind with a creature you can see, allowing two-way communication with a creature while they are in range. This link lasts for up to 1 hour if you choose to sustain the effect, or until the target is outside the range. You can communicate basic ideas telepathically with creatures using shared mental imagery even if you don't share a language.

You may only have one active Link Mind in this way at a time.

**Heightened (+1)** The range increases by 15ft.

#### KALASHTAR HERITAGES

The abilities and the personalities of kalashtar are heavily influenced by their quori spirit. Choose one of the following kalashtar heritages at 1st level.

#### DU'ULORA KALASHTAR

The fiendish du'ulora spirit drives your rage and aggression. How you channel this spirit's energy in your daily life is up to you, but you have developed the ability to unleash it on your enemies. You gain the Phantom Pain spell which you can cast as an occult innate spell once per day.

Special If at any point you gain access to the Moment of Clarity feat through class or archetype, you automatically gain it from this heritage.

### HASHALAO KALASHTAR

The hashalaq quori is a force that feeds on doubt and desire. You can choose one of the following paths.

#### HASHALAQ SEDUCER

You become trained in Diplomacy (or another skill if you were already trained in Diplomacy). You gain the Group Impression skill feat. In addition, when you make a group impression you can increase the number of targets by half rounded up.

#### HASHALAO INSIGHTFUL

You become trained in Deception (or another skill if you were already trained in Deception). You gain the Lie to Me skill feat. In addition, you gain a +2 circumstance bonus against any attempt to lie to you.

#### HASHALAQ DECIEVER

You become trained in Deception (or another skill if you were already trained in Deception). You gain the Charming Liar skill feat. In addition, you gain a +1 circumstance bonus to your deception checks.

## KALARAQ KALASHTAR

Kalaraq are the natural leaders of the quori, spirits of pride and ambition. Though rarest of the kalashtar spiritual lineages, you depend on your allies as they depend on you. You become trained in Diplomacy (or another skill if you were already trained in Diplomacy).

If you are using the stamina variant rules, you gain the Encouraging Words skill feat (even without meeting the level prerequisites) and a +1 circumstance bonus when you use the feat.

Otherwise, you gain the following action.

#### **ENCOURAGING WORDS**

FEAT 1

AUDITORY KALASHTAR LINGUISTIC MENTAL SKILL

#### **Requirements** The target ally lost hp within the last round

You give an ally within 30 feet a quick pep talk, helping them recover. Attempt a Diplomacy check. The DC is usually the same as a treat wounds check, though the GM might adjust it based on the circumstances. If you have expert proficiency in Diplomacy, you can instead attempt a DC 20 check to increase the Temporary Hit Points recovered by 5; if you have master proficiency, you can attempt a DC 30 check to increase the Temporary Hit Points by 15; if you have legendary proficiency, you can attempt a DC 40 check to increase the Temporary Hit Points by 25.

No matter the result, the ally is temporarily immune to your Encouraging Words for 1 hour.

**Critical Success** The ally gains 2d8 Temporary Hit Points.

**Success** The ally gains 1d8 Temporary Hit Points.

Critical Failure Your words fall flat, the ally is temporarily immune to Encouraging Words for 1 day.

**Special** The Temporary Hit Points gained through this action can never add up to be greater than the total Hit Points that a creature has lost. If the recipient receives additional healing, the temporary hit points from this source are reduced by an equal amount to maintain this balance.

#### THE STAMINA SYSTEM

Encouraging Words is designed for the stamina system. Keep in mind if you are not using the stamina system, that this feat is an approximation of it. Encouraging Words intends to allow you to keep your allies in the fight longer, but without providing a bonus beyond that. It should not allow "overhealing" as other sources of temporary hit points might allow.

For example, if your ally has 10 maximum hp and has taken 5 damage: if you succeed on your Encouraging words and roll 8 on 1d8 for temporary hit points, that ally gains 5 temporary hit points. This brings them "back to their maximum hit points", even though some of it is temporary. If they receive 3 points of regular healing after this, they lose 3 temporary hit points as well, maintaining their total of 10. As a result, it is possible to lose all the temporary hit points to healing.

#### TSUCORA KALASHTAR

The tsucora are the quori of classic nightmares, feeding on terror. You become trained in intimidation (or another skill if you were already trained in intimidation) and gain the Intimidating Glare feat. When you use the Demoralize action, you can instead project nightmares into the target's mind. If you do so, Demoralize gains the mental trait rather than the visual trait.

For more information on the various quori bonds, see Exploring Eberron pg 41.

#### **1ST LEVEL**

#### ATTUNED SPIRIT

#### KALASHTAR

A lifetime of experience helps you detect other Kalashtar. When you come within 10 feet of a creature that is connected to or possessed by a quori, the GM rolls a secret Perception check for you to recognize the nature of that creature, even if you didn't spend an action to Seek against that creature.

#### **DISTANT LINK**

FEAT 1

FEAT 1

#### KALASHTAR

You can communicate your directed messages with greater power. The range of Mind link is doubled, and you no longer need to see the creature to target them with link mind. Though you do not need to see them, they cannot be Unnoticed or Undetected to you when you initiate your link mind.

#### **DEEP SLEEP**

FEAT 1

#### KALASHTAR

As a Kalashtar, dreams and sleep are part of your very essence. You gain a +2 circumstance bonus to all saving throws against sleep effects and effects that cause or alter dreams.

In addition, sleep is more restorative for you. You regain HP equal to your Constitution modifier times double your level instead of just times your level, and you reduce any drained and doomed conditions you have by 2 instead of by 1.

#### INTUITIVE LINK

FEAT 1

#### KALASHTAR

You can link your mind to others with ease. Mind link loses the concentrate trait, and no longer needs to be sustained.

#### KALASHTAR LORE

FEAT 1

#### KALASHTAR

You have learned the ways of Kalashtar culture. You gain the trained proficiency rank in Diplomacy and Occultism. If you are already trained in both Diplomacy or Occultism (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Kalashtar Lore.

#### OVERCOME ILLUSIONS

FEAT 1

#### KALASHTAR

One of the basic exercises of the Kalashtar is to practice seeing the world in front of you, for what it truly is. You can see through manipulations of reality with greater ease than most. You gain a +2 circumstance bonus to disbelieve illusions.

#### PSY BLADES \*>

FEAT 1

KALASHTAR CONCENTRATION

#### **Frequency** once per 10 minutes

You can manifest weapons of the mind that cut just as well as a true blade. You can manifest a psi-blade in one of your free hands. These simple weapons are attacks that deal 1d4 slashing damage. The blades are in the Knife group and have the agile, finesse, magical, and twin traits.

You can choose to dissipate the blades at any time as a free action.

#### PSY SHIELD •>

FEAT 1

#### KALASHTAR

You can manifest a shield that would ward off blows. You gain shield as an innate occult cantrip, which is automatically heightened to half your level.

#### SHADOW DANCE

FEAT 1

#### KALASHTAR

You have practised the art of nimbly dancing through the shadows to remain unnoticed. You gain a +1 circumstance bonus to your acrobatics checks and Stealth checks while concealed.

### **QUORI HUNTER**

FEAT 1

#### KALASHTAR

You have dedicated yourself to a more direct form of problem resolution against the foes of the path of light. You gain a +1 circumstance bonus to saving throws against quori and the inspired, and you gain a +1 circumstance bonus to damage with weapons and unarmed attacks. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

#### STH LEVEL

### **BROAD COMMUNICATIONS**

FEAT 5

KALASHTAR

You have honed your telepathic abilities, allowing you to communicate with more targets at once. Your mind link can target up to 2 creatures at once, and you can have two active telepathic communications at once.

### CHANNEL FEAR

FEAT 5

KALASHTAR

Prerequisites Tsucora Kalashtar heritage

No matter the confidence a creature projects, everyone has nightmares. You can manipulate the subtle fears that haunt a creature's dreams. You can cast Fear once per day as a 1st-level occult innate spell.

#### CHILDREN OF THE MIND

FEAT 5

KALASHTAR

You are in tune with your mind, and the spirit within. Others who would seek to control you seem to need to struggle against an otherworldly force. You gain a +1 circumstance bonus to Will saving throws against mental effects. If you roll a success on your saving throw against a mental effect that would make you controlled, you get a critical success instead.

#### **ENRAGE**

FEAT 5

KALASHTAR | |

EMOTION

MENTAL

Prerequisites Du'ulora Kalashtar heritage

Frequency once per hour

As a creature succumbs to its feelings of anger and hate, your control over them grows. Choose a hostile foe within 30 feet, that creature must make a Will save against your innate occult DC.

**Success** The creature resists your taunt.

**Failure** For its next turn if the creature can target you but chooses to target something else, it becomes stupefied 1 until the start of its next turn. It can still use Area of Effects as long as you are one of the targets.

**Critical Failure** For its next turn if the creature can target you, it cannot willingly target other creatures. If it cannot target you, it becomes stupefied 2 until the start of its next turn. It can still use Area of Effects as long as you are one of the targets.

#### **MANIPULATE DESIRES**

FEAT 5

KALASHTAR

Prerequisites Hashalaq Kalashtar heritage

Like the quori that guides you, you have learned how to manipulate other creatures based on their desires. You can cast charm once per day as a 1st-level occult innate spell.

## **KALARAQ LEADER**

FEAT 5

KALASHTAR

Prerequisites Kalaraq Kalashtar heritage

The Kalaraq are the natural leaders of the Quori and can guide their followers to stand resolute. When you link your mind to at least one ally, you can choose one of them to gain a +1 circumstance bonus to AC and saving throws.

#### SENSE ALIGNMENT

FEAT 5

UNCOMMON

KALASHTAR

You can pick up on the auras of other creatures, letting you foresee potential threats and allies. You can cast Detect Alignment once per day as an innate occult spell. At 7th level, this spell is heightened to 2nd level.

#### 9TH LEVEL

#### FEEDBACK

FEAT 9

KALASHTAR

You are a master of your mind and have turned it into a minefield for everyone else. You can cast Animus Mine as an innate 2nd level spell once per day. At 13th level, this spell is heightened to 3rd level, and at 17th level, this spell is heightened to 4th level.

Whenever you place any Animus Mine on yourself, you can suppress the effects of the mine for 1 round as a free action to allow someone to safely use a mental effect on you.

### **MENTAL FORTRESS**

FEAT 9

KALASHTAR

You've developed your mental fortitude against the pain of psychic attacks, deflecting the worst of the damage. Gain psychic resistance equal to half your level (minimum 1).

#### **PSY SENSE** FEAT 9

KALASHTAR

With a tingling sensation, you can feel something is wrong before it happens, giving you a slight advantage to react. You gain a +1 status bonus to your initiative rolls.

## THOUGHTSINGER •

FEAT 9

KALASHTAR MENTAL

Target One creature with which you have linked your mind

You are in sync with your companions' mental state and can calm their minds to boost their focus when they need it most. When you use this action, it counts as a preparation to help for the aid reaction. You may use your diplomacy or occultism to encourage your ally for the aid bonus. No matter the result, the target then becomes immune to Thoughtsinger for 1 hour.

## QUORI FOCUS ��

FEAT 9

KALASHTAR

Frequency once per day

**Trigger** Your turn begins.

Your quori spirit sustains the effects that you project into the world. You immediately gain the effects of a Sustain a Spell action to extend the duration of one of your active spells.

#### 13TH LEVEL

## **DISTRIBUTED COMMUNICATIONS**

**FEAT 13** 

KALASHTAR

#### **Prerequisite** Broad communications

You have perfected your telepathic communication abilities and can maintain conversations with ease. Your link mind can target up to 6 creatures at once. While creatures are linked and in range, these creatures can converse not only with you but with each other target of the mind link. If the targets of mind link are directly communicating with each other they must share a language.

## **FORCE SENSITIVE**

FEAT 13

KALASHTAR

The Force is strong with you, and you can feel the creatures of the world around you even before your other senses pick up on it. You gain a special vague aura sense of 60ft. When a creature that has not taken special precautions against scrying or to mask its aura comes within 60ft of you, they are no longer unnoticed by you. This sense is disrupted by any effects that would also disrupt or prevent scrying effects.

#### MIND BENDER

**FEAT 13** 

KALASHTAR MENTAL

When you land a strike, you can manifest a pulse of energy that warps the target's mind. You can add +2 psychic damage to damage your attacks.

#### 17TH LEVEL

#### SPEAKER FOR THE DREAMERS

**FEAT 17** 

KALASHTAR

Your understanding of the path of light and the realm of Dal Quor has become such that you can use them to your advantage - even without exposing yourself to the dark. You can cast Dream Council or Possession once per day as occult innate spells.

# KOBOLDS LORE ADJUSTMENTS KOBOLDS HERITAGES KOBOLDS FEATS

# LIZARDFOLK LORE ADJUSTMENTS LIZARDFOLK HERITAGES LIZARDFOLK FEATS

ORCS
LORE ADJUSTMENTS
ORCS HERITAGES
ORCS FEATS

## **SHIFTERS**

LORE ADJUSTMENTS
SHIFTERS HERITAGES
SHIFTERS FEATS

# WARFORGED LORE ADJUSTMENTS WARFORGED HERITAGES WARFORGED FEATS

## **DRAGONMARKS**

With a flash from the Dragonmark of a Dennith heir, the swing of a blade is deflected at the last moment. As a peace negotiation opens with a feast, the glow of a Mark of Detection stops a potent dose of poison from ending it in war. Dragonmarks are powers that the heirs of the twelve houses use to

Scholars still aren't sure as to the origins of Dragonmarks, yet their effect on the world is undeniable. With the power of marks, powerful bloodlines have formed houses which control large pieces of the economy of Khorvaire. Though they are bound by the laws of the Korth Edict, in the wake of the last war the boundries of these laws are tested by all the houses. Though you bear a mark, it is up to you to decide how you relate to these powerful dragonmarked dynasties.

#### TABLE 2-1: DRAGONMARKED HOUSES

Dragonmark	House	Ancestry	Guild Specialties
Detection	Medani	Half-elf	Bodyguards, investigation, risk management
Finding	Tharashk	Human, half-orc	Bounty hunting, investigation, prospecting
Handling	Vadalis	Human	Animal training and breeding
Healing	Jorasco	Halfling	Healing
Hospitality	Ghallanda	Halfling	Food, lodging, urban information
Making	Cannith	Human	Manufacturing
Passage	Orien	Human	Land transportation
Scribing	Sivis	Gnome	Communication, translation, verification
Sentinel	Deneith	Human	Bodyguards, mercenaries
Shadow	Phiarlan, Thuranni	Elf	Entertainment, espionage, assassination
Storm	Lyrandar	Half-elf	Air and sea transportation
Warding	Kundarak	Dwarf	Banking, storage, prisons
Aberrant	Tarkanan	Any	-

TODO Marks manifest in times of stress Manifest as part of the prophecy Dragonmarked focus items limit ritual focus spells to dragonmarks?

Dragonmarks are unique in that they provide arcane specialization in one specific area, and only that narrow area. Since it is possible to have focus points from multiple sources, any source that provides focus points with the Dragonmark trait cannot be combined with any focus point sources that do not have the Dragonmark trait. The reverse is also true. Dragonmark focus points should effectively be considered their own pool, with their own proficiency rank for spell attack rolls and spell DCs. All Dragonmark focus spells are considered to be of the Arcane tradition.

Otherwise, focus provided by Dragonmarks follow the all the rules for focus spells, including heightening and refocusing.

#### DRAGONMARK TRAITS

**Aberrant Mark:** Aberrant marks are unnatural manifestations of dragonmarks that are more destructive than constructive. You may only select feats and cast spells with this Trait if you possess the Aberrant Mark trait.

**Dragonmark:** Anything with this mark is a constructive.

Mark of Detection: This mark is unique to the Mark of Detection Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Detection trait.

**Mark of Finding:** This mark is unique to the Mark of Finding Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Finding trait.

**Mark of Handling:** This mark is unique to the Mark of Handling Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Handling trait.

Mark of Healing: This mark is unique to the Mark of Healing Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Healing trait.

Mark of Hospitality: This mark is unique to the Mark of Hospitality Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Hospitality trait.

Mark of Making: This mark is unique to the Mark of Detection Making. You may only select feats and cast spells with this Trait if you possess the Mark of Making trait.

Mark of Passage: This mark is unique to the Mark of Passage. You may only select feats and cast spells with this Trait if you possess the Mark of Passage trait.

Mark of Scribing: This mark is unique to the Mark of Scribing Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Scribing trait.

Mark of Sentinel: This mark is unique to the Mark of Sentinel Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Sentinel trait.

Mark of Shadow: This mark is unique to the Mark of Shadow Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Shadow trait.

Mark of Storm: This mark is unique to the Mark of Storm Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Storm trait.

Mark of Warding: This mark is unique to the Mark of Warding Heritage. You may only select feats and cast spells with this Trait if you possess the Mark of Warding trait.

#### **1ST LEVEL**

LEAST MARK FEAT 1

DRAGONMARK

You gain a Dragonmark focus pool of 1. You become trained in the Dragonmark Arcane attack rolls and DCs. It costs 1 Dragonmark Focus Point to cast a Dragonmark focus spell. You refill your Dragonmark focus pool during your daily preparations, and you can regain 1 Dragonmark Focus Point by spending 10 minutes using the Refocus activity to recharge the powers of your Dragonmark. Dragonmark Focus spells are automatically heightened to half your level rounded up.

Dragonmark Focus spells don't require spell slots, and you can't cast them using spell slots. Certain feats can give you more Dragonmark focus spells and increase the size of your Dragonmark focus pool, though your Dragonmark focus pool can never hold more than 3 Dragonmark Focus Points. Dragonmark focus spells follow all rules for focus spells which appear on page 300 of the Core Rule book, but may not be combined with any feats that do not have the dragonmark trait.

#### STH LEVEL

LESSER MARK FEAT 5

DRAGONMARK

**Prequisites:** Least Mark

Your dragonmark grows along with your powers. You become Expert Proficiency in Dragonmark Arcane attack rolls and DCs.

MARKED RESERVES FEAT 5

DRAGONMARK

**Prequisites:** Least Mark

The well of power that you draw from your dragonmark grows deeper. You increase the size of your Dragonmark focus pool by 1, and may pick an additional Dragonmark focus spell. You may take this feat multiple times, though your pool can never increase beyond 3.

#### 13TH LEVEL

GREATER MARK FEAT 13

DRAGONMARK

**Prequisites:** Lesser Mark

You become Master Proficiency in Dragonmark Arcane attack rolls and DCs.

#### 17TH LEVEL

Prequisites: Greater Mark

You become Legendary Professional in Professional Contract of the Contract of

The Mark of Detection is a mark that manifests on the Half-Elven dragonmarked House Medani.

The Mark of Detection is a Half-Elf Heritage. By picking this Heritage at first level you gain access to all of the Mark of Detection ancestry feats.

## MARK OF DETECTION [HALF-HUMAN HERITAGE]

At least one of your parents is a half-elf decendant of a Mark of Detection bloodline, whether or not they manifested a mark. You have slightly pointed ears and other telltale signs of half-elf heritage. You gain the elf trait, the half-elf trait, the Dragonmarked trait, Mark of Detection trait, and low-light vision. In addition, you can select elf, half-elf, human, Dragonmark, and Mark of Detection feats whenever you gain an ancestry feat.

You gain access to one Dragonmark focus spell when you pick this heritage.

#### **DEDUCTIVE INTUITION**

FOCUS 1

CONCENTRATION DRAGONMARK

MARK OF DETECTION

DIVINATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to better uncover secrets. When you Cast the Spell, you can Recall Knowledge, Seek, or Sense Motive. You gain a +1 status bonus to the skill or Perception used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Discern Secrets.

Heightened (5th) The bonus increases to +2.

Heightened (7th) The duration is 1 hour.

Heightened (9th) The bonus increases to +3.

DETECT DANGER FOCUS 1

DRAGONMARK

MARK OF DETECTION

DIVINATION

MENTAL

PREDICTION

Cast >>> somatic

Range touch; Targets 1 creature

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to forewarn your of impending danger. When you Cast the Spell, the target gains a +1 status bonus to initiative rolls and isn't flat-footed against undetected creatures. This bonus remains as long as you Sustain the Spell. The target is temporarily immune to Detect Danger for 1 hour.

Heightened (3rd) The duration is sustained up to 1 hour.

**Heightened (5th)** The bonus increases to +2.

Heightened (9th)

## MARK OF FINDING

The Mark of Finding is a mark that manifests on the Half-Orc dragonmarked House Tharashk.

The Mark of Finding is a Half-Orc Heritage. By picking this Heritage at first level you gain access to all of the Mark of Finding ancestry feats.

## MARK OF FINDING [HALF-HUMAN HERITAGE]

At least one of your parents is a half-orc decendant of the Mark of Finding bloodline, whether or not they manifested a mark. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait, the half-orc trait, the Dragonmarked trait, and low-light vision. In addition, you can select orc, half-orc, human, dragonmark, and Mark of Finding feats whenever you gain an ancestry feat.

You gain access to the following Dragonmark focus spell when you pick this heritage.

**HUNTER'S INTUITION** FOCUS 1

CONCENTRATION DRAGONMARK MARK OF FINDING

DIVINATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to better locate objects. When you Cast the Spell, you can Recall Knowledge (Survival), Seek, Sense Direction, Subsist, or Track. You gain a +1 status bonus to the skill or Perception used for the roll, and this bonus remains as long as you Sustain the Spell.

**Heightened (3rd)** You do not need to sustain Discern Location.

**Heightened (5th)** The bonus increases to +2.

Heightened (7th) The duration is 1 hour

Heightened (9th) The bonus increases to +3.

LOCATE FOCUS 1

DRAGDNMARK

MARK OF FINDING

DIVINATION

Cast • somatic

Range 30 feet; Targets 1 type of object **Duration** sustained up to 1 minute

You call upon your dragonmark's power to guide you to the nearest instance of your target. You need to have an accurate mental image of the type of object. If there's lead or running water between you and the target, this spell dan't locate the object. This means you might find a type of object farther away if the nearest one is behind lead or running water.

**Heightened (3th)** The range increases to 500 feet, and the duration becomes sustained.

**Heightened (5th)** You can target a specific object, you must have observed it directly with your own senses.

## MARK OF HANDLING

The Mark of Handling is a mark that manifests on the Human dragonmarked House Vadalis.

The Mark of Handling is a Human Heritage. By picking this Heritage at first level you gain access to all of the Mark of Handling ancestry feats.

# MARK OF HANDLING [HUMAN HERITAGE]

At least one of your parents is a human decendant of the Mark of Finding bloodline, whether or not they manifested a mark. You gain the Dragonmarked trait. In addition, you can human, dragonmark, and Mark of Handling feats whenever you gain an ancestry feat.

You gain access to the following Dragonmark focus spell when you pick this heritage.

PRIMAL CONNECTION FOCUS 1

CONCENTRATION

DRAGONMARK

MARK OF HANDLING

**ENCHANTMENT** 

Cast >>> somatic

Range 30 feet; Target up to 1 animal **Duration** sustained up to 10 minutes

You call upon your dragonmark's power to better interact with animals. When you Cast the Spell, you can Recall Know edge (Nature), or Command an Animal. You gain a +1 status bonus to the skill used for the roll. If you target an animal, it gains a +1 status bonus to all skill checks that it makes. This bonus remains as long as you Sustain the Spell.

**Heightened (3rd)** You do not need to sustain Handle Animals.

Heightened (5th) The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

Heightened (9th) The bonus increases to +3.

ANIMAL FRIENDSHIP FOCUS 1

DRAGDNMARK

MARK OF HANDLING

INCAPACITATION

ENCHANTMENT

Cast > somatic

Range 30 feet; Targets 1 living animal creature

**Duration** sustained

You call upon your dragonmark's power to calm animal emotions and aid your interactions with animals. When you Cast the Spell, unwilling targets must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

If you use hostile actions against the target, the spell ends.

**Critical Success** The target's Attitude towards you decreases by one step.

Success The target's Attitude towards you is unchanged.

**Failure** The target's Attitude towards you increases by one step.

**Critical Failure** The target's Attitude towards you increases by two steps.

**Heightened (2nd)** When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to maintain its attitude via mundane means.

**Heightened (3th)** If the target fails its save, its Attitude increases to a minimum of indifferent.

**Heightened (5th)** If the target fails its save, its Attitude increases to a minimum of friendly.

## MARK OF HEALING

### Heal shit

HEALER'S INTUITION FOCUS 1

CONCENTRATION DRAGONMARK MARK OF HEALING DIVINATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to better mend wounds. When you Cast the Spell, you can Recall Knowledge (Medicine), Administer First Aid, Battle Medicine, Treat Disease, Treat Poison, or Treat Wounds. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Healer's hand.

Heightened (5th) The bonus increases to +2.

Heightened (7th) The duration is 1 hour.

# **MARK OF HOSPITALITY**

**INNKEEPER'S MAGIC** FOCUS<sub>1</sub>

CONCENTRATION DRAGONMARK MARK OF HOSPITALITY ENCHANTMENT

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to better interact with others. When you Cast the Spell, you can Recall Knowledge (Society), Gather Information, Make an Impression, or Request. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

**Heightened (3rd)** You do not need to sustain Homely Touch.

**Heightened (5th)** The bonus increases to +2.

Heightened (7th) The duration is 1 hour.

## MARK OF MAKING

## Make shit

MAKER'S GIFT FOCUS 1

CONCENTRATION DRAGONMARK MARK OF MAKING ENCHANTMENT

**Cast** >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to drive your creative crafting powers. When you Cast the Spell, you can Repair, or Craft. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

**Heightened (3rd)** You do not need to sustain Crafter's inspiration.

**Heightened (5th)** The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

## MARK OF PASSAGE

### Throw shit

COURIER'S SPEED FOCUS 1

CONCENTRATION DRAGONMARK MARK OF MAKING ABJURATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to enable swift travel. When you Cast the Spell, you can make a check with the Move trait, or Piloting check on a land vehicle. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Swift Passage.

Heightened (5th) The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

# MARK OF SCRIBING

#### Write shit

SCRIBE'S INSIGHT FOCUS 1

CONCENTRATION DRAGONMARK MARK OF SCRIBING TRANSMUTATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to transcribe ease. When you Cast the Spell, you can Borrow an Arcane Spell, Create Forgery, Decipher Writing, Learn a Spell, or Recall Knowledge (Lore). You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Scribe's Intuition.

**Heightened (5th)** The bonus increases to +2.

Heightened (7th) The duration is 1 hour.

## MARK OF SENTINEL

### Guard shit

SENTINEL'S INTUITION FOCUS 1

CONCENTRATION DRAGONMARK MARK OF SENTINEL ABJURATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to heighten your awareness of danger. When you Cast the Spell, you can disarm, grapple, shove, trip, or roll initiative. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Guard's Ward.

**Heightened (5th)** The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

## MARK OF SHADOW

## Hide shit

SHADOW'S VEIL FOCUS 1

CONCENTRATION DRAGONMARK MARK OF SHADOW ILLUSION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to weave illusions. When you Cast the Spell, you can Perform, Hide, Sneak, or initiative (stealth). You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

Heightened (3rd) You do not need to sustain Shadow's veil.

**Heightened (5th)** The bonus increases to +2.

Heightened (7th) The duration is 1 hour.

## **MARK OF STORM**

## Fly shit

## WINDWRIGHT'S INTUITION

FOCUS 1

CONCENTRATION DRAGONMARK MARK OF STORM

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to ward off attacks. When you Cast the Spell, you can an acrobatics check with the Move trait, or Piloting check on a sea or air vehicle. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell.

ENCHANTMENT

Heightened (3rd) You do not need to sustain Windwright's Intuition.

**Heightened (5th)** The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

MARK OF WARDING

## MARK OF WARDING

# WARDER'S INTUITION

CONCENTRATION DRAGONMARK

ABJURATION

Cast >>> somatic

**Duration** sustained up to 10 minutes

You call upon your dragonmark's power to ward off attacks. When you Cast the Spell, you can Disable a Device, or Pick a Lock, Seek to Detect a Hazard, or Search. You gain a +1 status bonus to the skill used for the roll, and this bonus remains as long as you Sustain the Spell. If you craft an object with a stealth DC, the DC is increased by 1.

Heightened (3rd) You do not need to sustain Mark of Warding.

Heightened (5th) The bonus increases to +2.

**Heightened (7th)** The duration is 1 hour.

**Heightened (9th)** The bonus increases to +3.

WARDS AND SEALS

FOCUS 2

FOCUS 1

CONCENTRATION DRAGONMARK MARK OF WARDING

ABJURATION

Cast 🗫 somatic

Alarm, Mage Armour, Arcane Lock

# **CLASSES**

# Classes

- Cleric just pick bro, jk read what I said about pantheon
- Witch... obv Baba Yaga don't exist

# **BACKGROUNDS**

Backgrounds

# **ARCHETYPES**

# Archetypes

Magewright

## **FEATS**

**Feats** 

## **GENERAL**

EDUCATION FEAT 1

GENERAL

Prerequisite you may only take this feat at 1st level

Some lands hold the pen in higher regard than the sword. In your youth, you received the benefit of several years of formal schooling. You become trained in one skill and an additional lore of your choice. At 5th level, you become expert in the lore.

RESEARCHER FEAT 1

GENERAL

You can use your Knowledge skills to extract information from books, scrolls, and other repositories of facts and figures. You become trained in Academia Lore. When you research a topic, you can treat the result of your check as one step better.

WAND MASTERY FEAT 5

GENERAL

When you overcharge a wand, make a DC 10 flat check. On a failure, the wand is broken. On a critical failure, the wand is destroyed.

### SKILL

#### CRAFTING

#### **EXCEPTIONAL ARTISAN**

FEAT 1

GENERAL SKILL

**Prerequisites** trained in Crafting

When you spend downtime to use the Craft activity, you need only spend 3 days at work at which point you attempt a Crafting check.

#### PROFICIENT PROTOTYPER

FEAT 1

GENERAL SKILL

#### **Prerequisites** trained in Crafting

When you spend downtime to use the Craft activity, due to your proficiency with prototyping and planning ahead (or failing quickly), you may complete crafting projects faster. On a successful Craft check, you may reduce the remaining materials required by 1 day in addition to any further downtime you spend. If you are expert in crafting you may reduce this by 2 days, master by 4 days, and legendary by 8 days.

#### DIPLOMACY

# FAVOURED IN HOUSE FEAT 1

DRAGONMARK GENERAL SKILL

#### **Prerequisites** trained in Diplomacy

You are a member of one of the dragonmarked mercantile houses and wield some influence in that house. If your house has a local branch, you may request a favour of them. Make a special Request which cannot critically fail. If you succeed, your house can provide Trained level information that could normally be gained through the Gather Information activity on a success.

Special House Medani, Tarkanan, Phiarlan, and Thuranni can provide upto expert level information.

# **EQUIPMENT**

## Equipment

## **WEAPONS**

#### **TABLE 2-1: MELEE WEAPONS**

Uncommon Martial Weapons		Price	Damage	e Bu	lk H	ands Group Wea	apon Traits
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits	
Double-Bladed Scimitar	10gp	2d4 S	1	2	Sword	Backswing, Elf, Force	ful, Sweep
Myrnaxe	1gp	1d8 S	1	1	Axe	Gnoll, sweep, versatile	e P
Sharrash	2gp	1d6 S	1	1	Sword	Finesse, Forceful, Hal	fling, Trip
Tangat	2gp	1d6 S	1	1	Sword	Finesse, Forceful, Hal-	fling, Sweep

#### **TABLE 2-2: RANGED WEAPONS**

Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Boomerang, Talenta	9 sp	1d4 B	L	1	Boomerang	Agile, Finesse, Halfling, Returning, Thrown 20ft, Nonlethal
Boomerang, Xen'drik	15 sp	1d4 S	L	1	Boomerang	Agile, Finesse, Drow, Returning, Thrown 20ft
Greatbow	5gp	1d8 P	150 ft.	0	2	1+
10 Greatarrows	2sp	-	-	-	-	-

## **WEAPON TRAITS**

Drow: Drow craft and use these weapons.

**Gnoll:** The Znir consider these weapons to be a signature weapon of their pact and don't sell them to outsiders. The only way to acquire a gnoll weapon is to be given one or to take it from a fallen foe.

**Returning:** When you make a thrown attack with this weapon and roll a failure, the weapon returns to you if you have a free hand.

#### CRITICAL SPECIALIZATION EFFECTS

Boomerang: Choose one creature other than the initial target within the first range increment of you. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (including extra dice for its potency rune, if any). This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

### **WEAPON DESCRIPTIONS**

**Boomerang, Talenta:** The halflings of the Talenta Plains use traditional boomerangs - simple curved, polished sticks designed to return to the thrower.

Boomerang, Xen'drik: The drow of Xen'drik use three-pronged boomerangs to hunt prey. Some adventurers and explorers learn to use the weapon while operating in the Xen'drik jungles, but few outside the drow communities ever master the intricacies of the Xen'drik boomerang.

**Double-Bladed Scimitar:** The Double-Bladed Scimitar the signature weapon of Valenar elves. A haft of fine wood supports a long, curving blade on either end. Forged with techniques honed over centuries, these blades are strong, sharp, and remarkably light. Each scimitar is a masterpiece, and as a result the double-bladed scimitar is an expensive weapon (10 gp) — few though ever have the opportunity to purchase one. A Valenar blade in the hands of a non-elf is generally assumed to have been stolen or looted from a fallen foe, and a Valenar elf might feel entitled to demand its return or challenge the bearer to prove they're worthy to wield it.

Great bow Despite its name - the great bow is not significantly larger than a normal longbow. However, the draw of the weapon is deceptively heavy. Great bows are made from horn, a darkwood core, and sinew laminated together to increase the power of its pull and the force of its projectile. This allows the bow to fire larger projectiles significantly faster, resulting in greater penetrating power. You must have at least 14 strength and use two hands to fire it, and it cannot be used while mounted. Any time an ability is specifically restricted to

a longbow, such as Erastil's favoured weapon, it also applies to great bows unless otherwise stated. To craft a great bow, you must have at least 5sp worth of darkwood to form the core of the weapon.

Myrnaxe As mercenaries in a land of monsters, the Znir gnolls prepare to face a wide range of exotic opponents. With this in mind, the Eyre clan produces a weapon they call the myrnaxe, named for the smith who created it. A myrnaxe has a sturdy wooden haft with a curved axe blade on one end and a long spearhead on the other. Functionally, a myrnaxe is a battleaxe, but it can be used to inflict either slashing damage (with the axe blade) or piercing damage (with the spear).

It's common for each head to be made of a different metal, so the spearhead might be silver while the axe blade is made of byeshk—thus maximizing its versatility against multiple foes. When crafting a myrnaxe, you may choose to make each side out of a different material. If you do so, the myrnaxe item uses highest cost and level between the two precious materials. You must have half the normal cost of each precious material to be used, and both sides of the weapon gain the effect of its respective precious material.

#### Sharrash:

**Tangat:** The Tangat, developed by the halflings of the Talenta Plains, features a curved blade (like a scimitar's) mounted on a short haft.

# **ARMOR**

## **TABLE 4-3: ARMOR**

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Leafweave	10 gp	+1	+4	-1	-	10	L	-	Flexible, Primal
Darkleaf Breastplate	20gp	+2	+3	-1	-	12	L	-	Flexible, Primal
Medium Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed S Penalty S	trength B	Bulk	Group	Armor Traits
Darkleaf branded	20gp	+3	+2	-2	-5ft	14	1 Co	omposite	Flexible, Primal

## **ARMOR TRAITS**

**Primal:** This armor is created entirely out of primal components, satisfying rules around no metal such as the Druid Anathema.

## **ARMOR DESCRIPTIONS**

**Darkleaf:** Similar to leafweave armor, darkleaf armor is made of carefully cured and beautifully carved pieces of wood, suppliemented by alchemically treated leaves from the darkwood tree.

Leafweave: The artisans of Aerenal weave suits of armor from bronzewood laves, which are then treated by a special alchemical process that makes them as tough and flexible as leather.

# **AMMUNITION**

## CONSUMABLES

**BREATH OF SIBERYS** ITEM 1+

CONSUMABLE MAGICAL

Usage held in 1 hand; Bulk -

This is a small globe containg a highly refined solution of dragonshards held in a suspended state. When you spend an action to crush this globe against a stave with 0 charges remaining, the stave regains charges equal to the following table.

Charges	Level	Price
1	1	4 GP
2	3	12 GP
3	5	30 GP
4	7	70 GP
5	9	150 GP
6	11	300 GP
7	13	600 GP
8	15	1300 GP
9	17	3000 GP
10	19	8000 GP

**Crafting Requirements** The initial raw materials must be half eberron shards by value.

**BLAST DISK** ITEM 4

CONSUMABLE MAGICAL TRAP

Usage held in 1 hand, see details; Bulk 1

Price 15 gp

A blast disk holds destructive arcane power. A typical blast disk is about nine inches in diameter and one inch thick, made from layers of different metal; dragonshards are embedded in the surface of the disk and arcane symbols are engraved in its surface.

Trigger After activating the item, the trigger immediately comes into play. You can also choose to ignore the trigger and immediately activate the payload.

**Time** When the disk is activated, the user can set a time delay of up to 10 minutes before it releases its effect.

**Proximity** 30 seconds after the disk is activated, it can trigger when someone comes within a certain distance of the disk or when someone first makes contact with the disk, then breaks that contact,

**Impact** The activated disk can be set to detonate on impact, then used by throwing or dropping it.

**Payload** When the blast disk is triggered, it produces one of the following magical effects, chosen when it was manufactured:

Explosive The creates an explosion in a 20-foot burst centered on the disk. Each creature in the area must make a DC 18 basic reflex save, dealing 6d6 fire damage. Explosive blast disk damage ignores up to 10 hardness of objects and structures. Unattended objects and structures automatically critically fail the reflex save.

**Spell** While crafting this item, if a Spell of a lower level than the item is cast into it, you may instead store the effects of the spell in the disk. The stored spell must take 3 actions or fewer to cast, have a hostile effect, and target one creature or have an area.

Once a spell is stored in the disk, the disk gains all the traits of that spell. If the stored spell targets one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. The disk counts as a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

# **DRAGONMARK FOCUS ITEMS**

### DRAGONMARK FOCUS ITEMS

Much of the influence of the dragonmarked houses is based on a simple principle: it's easier to amplify an existing magical effect, such as that of a dragonmark, than to create the same effect from nothing. Taken on their own, the powers granted by dragonmarks aren't overwhelmingly powerful. However, over the course of centuries, House Cannith and the Twelve have developed items that focus and enhance the powers of the mark to produce powerful, reliable effects. In many cases—such as the storm spires of House Lyrandar and the creation forges of House Cannith—the Arcane Congress has been unable to duplicate the effects of these powerful focus items for non-dragonmarked creatures. Other items have since been reproduced in forms that anyone can use, but an item that requires the user to possess a specific dragonmark is always easier to create and less expensive than one that produces the same effect for anyone, giving the dragonmarked houses an important advantage.

Dragonmark focus items are rarely sold in stores. They can only be created using proprietary tools, and are produced exclusively by House Cannith and the Twelve for use by trusted agents of the dragonmarked houses. So while many Medani inquisitives wear Medi spectacles, they acquired them through service to the house, not by purchasing them with gold. While a dragonmark focus item usually has the same general appearance as the item whose effects it duplicates, it bears the image of the required mark somewhere on the item, and often carries the sigil of the associated house. Siberys dragonshards are a vital component of focus items, most including a shard in some form. With that said, a focus item's design can differ from the usual magic item's form—the serpentine mirror has a similar effect to a crystal ball, but it's a flat mirror as opposed to an orb.

The following items are Dragonmark focus items. They function identically to the duplicated item, however their level is reduced by 1. The price, but no other statistics are similarly reduced to the new level. All these items gain the Invested, and Dragonmark trait. You may only invest in the item if you have the requisite dragonmark.

The dragonmarked houses form the foundation of Khorvaire's magical economy, and they're the source of many of the magic items you can buy in the Five Nations. 90% of potions of healing are either made by House Jorasco or produced according to their specifications. If you have two +1 shortswords produced by a Cannith forge, they'll be essentially identical, while an Aereni shortsword would be lovingly crafted by a particular artisan. In dealing with house products, consider whether the item is military or civilian in nature. During the war, a large portion of House Cannith's manufactured goods were designed for military use. If you buy a cloak of protection from a Cannith dealer in Sharn, is it an elegant model made for a noble to wear to the Tain Gala, or is it a Brelish Bear cloak, originally issued to an elite commando? If an item is essentially a tool of war, then it may have actually been used in the war; if so, which nation was it made for? Is it legitimate surplus? Was it likely sold by a retired soldier, or salvaged from a battlefield? Military gear is often more functional than decorative. It may bear the markings of a particular nation, and it's possible it shows signs of use. On the other hand, civilian products need to lure in customers. Consider a potion of healing. The potions Jorasco sold to the Brelish army were known as "coppers" because of the coppery taste of the fluid, and the potency is clearly marked for accurate administration; a Brelish soldier might call a superior potion of healing a "copper-3." By contrast, a civilian potion of healing could be called something like "Vivacity," with a shiny label and available in a variety of flavors. You might find a barker in a part of town where the people are wealthy enough to buy such a product. "Feeling worn down? Perhaps you've had a little fall? Get back on your feet with a shot of Vivacity!"

#### • EE 226

Dragonmark Focus Item **Duplicated Item** Dragonmark Cannith's marvelous miniatures Feather Token Making Cloak of passage Cape of the Mountebank Passage Cloak of shadows Cloak of Elvenkind Shadow Decanter of Endless Water Ghallan jug Hospitality Deni shield Force Shield/Spellguard Shield Sentinel Eves of the Dragonne Eves of the Eagle **Finding** Ori boots **Boots of Speed** Passage

Dragonmark Focus Item **Duplicated Item** Dragonmark Ori horseshoes Horseshoes of Speed Passage Serpentine mirror Crystal Ball Shadow Storm's embrace Snapleaf Storm Warding brooch **Brooch of Shielding** Warding Wind stones Sending Stone Scribing

CHANNELING WAND ITEM 3+

UNCOMMON INVESTED MAGICAL DRAGONMARK

A channeling wand is a short metal wand tipped with a Siberys dragonshard. Each wand is tied to a specific dragonmark, such as the Mark of Healing or the Mark of Making, and you can only attune to it if you possess that dragonmark.

**Activation** (Cast a Spell); **Frequency** Once per day, plus overcharge; **Effect** you can cast the selected focus spell of your house at the indicated level.

Type 1st-level focus spell; Level 3; Price 60 gp

Type 2nd-level focus spell; Level 5; Price 160 gp

**Type** 3rd-level focus spell; **Level** 7; **Price** 360 gp **Type** 4th-level focus spell; **Level** 9; **Price** 700 gp

Type 5th-level focus spell; Level 11; Price 1,500 gp

Type 6th-level focus spell; Level 13; Price 3,000 gp

**Type** 7th-level focus spell; **Level** 15; **Price** 6,500 gp

**Type** 8th-level focus spell; **Level** 17; **Price** 15,000 gp **Type** 9th-level focus spell; **Level** 19; **Price** 40,000 gp

**Craft Requirements** Supply a listed-level casting of the spell

## **DRAGONMARK CHANNEL**

ITEM 2

UNCOMMON INVESTED MAGICAL DRAGONMARK

Usage held in 1 hand; Bulk -

Price 20 gp

This brooch is embedded with a small Siberys dragonshard, usually depicting the crest of its dragonmarked house. Each dragonmark channel is tied to a specific dragonmark, such as the Mark of Healing or the Mark of Making, and you can only attune to it if you possess that dragonmark

**Activation** Interact; **Frequency** Once per day; **Effect** you can cast one of the dragonmark focus spells that you know at 1st level.

**Craft Requirements** at least 20 sp of siberys shards

## DRAGONMARK RESERVOIR

ITEM 8

UNCOMMON INVESTED MAGICAL DRAGONMARK

Usage held in 1 hand; Bulk -

Price 700 gp

Dragonmark reservoirs are always embedded with a Siberys dragonshard, but come in many forms, most commonly an amulet or bracelet bearing the design of the house crest. Each reservoir is tied to a specific dragonmark such as the Mark of Healing or the Mark of Making, and you can only attune to it if you possess that dragonmark.

**Activation** Interact; **Frequency** Once per day; **Effect** your dragonmark focus pool restores one point, as if you had completed the refocus activity.

**Craft Requirements** at least 90 gp of siberys shards

KUNDAR CHAINS ITEM 4+

UNCOMMON MAGICAL MARK OF WARDING DRAGONMARK

Hands 2; Usage held in 2 hands; Bulk L

These special manacles can restrain even the most difficult of captives. They are applied and function as manacles, however, the manacles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature

from passing through an interdimensional portal. Version 0.17.1

#### **PATHFINDERS' GUIDE TO EBERRON**

These function as manacies (Average) in addition to their extradimensional restrictions.

Type Kundar chains (Good); Level 10; Price 820 gp;

These function as Manacles (Good) in the Dir of a manacles (Good) in the contraction of t

FACETICATE hains (Superior); Level 18; Price 18,600 gp;

ITEM 2

nation of Manacles (Superior) in addition to their extradimensional restrictions. INVESTED MAGICAL

Usage held in 2 hands; Bulk L Price 35 gp

The battle rod was developed as an alternative to the longer war staff, and has gained popularity with wandslingers across Khorvaire. While holding the staff in two hands, you may use it as an arcane focus.

Activate Interact Effect The next cantrip you cast this turn uses the rules for range increments. You may cast the spell at a target up to 2 range increments away. For each range increment above the first, you take a -2 penalty to your attacks or DCs.

FINAL MESSENGER ITEM 1

INVESTED MAGICAL

WARFORGED

Usage -: Bulk -Price 5 gp

TOD0

A final messenger is a tiny homunculus—a delicate winged creature designed to facilitate communication between warforged soldiers during the Last War. If you are a warforged, you can invest in the Final Messenger item to hold a final messenger and integrate it into your body. While it is part of your body, the messenger cannot be targeted by any attack. You can only have one messenger attached to your body at a time.

A final messenger holds four pieces of data, accessible only to the warforged it is attached to:

- A destination for the messenger. This can be very specific (a particular apartment in Sharn) or more general (an open marketplace).
- A target individual. This could be a specific person or a category ("Any Karrnathi warforged").
- A single image recorded through the eyes of a warforged attached to the messenger.
  - -A message of up to 25 words. While the messenger is attached to you, you can use an action to review the data currently stored within the final messenger, and if you choose, to change any or all of these data points.

You can release the final messenger as an action, at which point it flies to its destination by the most direct route possible. Once it reaches the destination it seeks the target individual; if no target has been set, it approaches the nearest warforged. If you are reduced to 0 hit points while a final messenger is attached to you, it immediately detaches and seek out its target. It retains its stored message, but replaces its stored image with the last thing you saw before dropping to zero hit points. A final messenger uses the Homunculus stat block, but loses the Master Link, and all attacks. It gains the Mindless trait adjusting to Int -5, Wis O, and Cha -5.

A messenger can only remain active for 8 hours after it detaches from a warforged body, after which time its energy dissipates and it falls unconscious. An unconscious messenger must complete 8 hours attached to a warforged, after which it regains its energy, as well as regaining all lost hit points.

ITEM 7 SENDING STONE PAIR

MAGICAL

Usage held in 1 hand; Bulk L

Price 300 gp

Sending stone are the backbone of communication across Khorvaire. House Sivis specializes in communication primarily by their replication of more efficient and less costly sending stones.

Activate Cast a Spell; Frequency Once per day per pair; Effect You cast the sending spell directly to the other stone. If the stone is attended by another creature, they become the target of the sending spell.

**ROD OF CLEANSING** ITEM 0 COMMON MAGICAL

Usage held in 2 hands; Bulk 1

Price 4 gp

This light coloured rod ends with the head of a broom, so it serves double purpose.

Activate >> Interact; Effect Clean an area within 10 feet of you that is no larger than 5 cubic feet, removing dirt

THURIMBAR ROD ITEM 2

MAGICAL

Usage held in 2 hands; Bulk 1

Price 50 gp

The Thurimbar rod is a magical instrument developed by the gnomes of Zilargo.

Activate Interact (10 minutes); Effect While holding the rod, you can produce auditory illusions that unerringly replicate the sound of any instrument, with the sound emanating from the rod. If you use the Thurimbar rod itself to perform, you can produce unearthly music unlike any natural instrument.

WAR STAFF ITEM 4

INVESTED

MAGICAL

Usage held in 2 hands; Bulk 1

Price 100 gp

Aundair developed the war staff to help wandslingers match the range of Thranish archers, but it quickly spread across Khorvaire. While holding the staff in two hands, you may use it as an arcane focus.

**Activate** Interact **Effect** The next cantrip you cast this turn uses the rules for range increments. You may cast the spell at a target up to 4 range increments away. For each range increment above the first, you take a -2 penalty to your attacks or DCs.

**Battle Rod:** If Ezren the wizard casts Acid Splash with a Battle Rod on a target 30 feet away, there are no additional effects. If Ezren casts Acid Splash on a target 60 feet away, he takes a -2 untyped penalty to the attack roll. Ezren cannot target creatures beyond the 60 foot range.

**War Staff:** If Ezren casts Electric Arc with a War Staff on two targets 30 feet away, there are no additional effects. If Ezren casts Electric Arc on a target 120 feet away, and a target 60 feet away, the first target makes its save against Ezren's Arcane DC that has a -6 penalty, and the second target makes the save against the same DC but with only a -2 penalty. Ezren cannot

# **MATERIALS**

BYESHK MATERIAL 2+

PRECIOUS

Byeshk is a rare and heavy metal of lustrous purple, mined from the Byeshk and Graywall Mountains along Droaam's borders. It can also be found in the Ironlands, a Khyberian demiplane that's been delved into by the Ghaash'kala and Kech Sharaat. Aberrations tied to the daelkyr—including dolgaunts, dolgrims, and mind flayers—are susceptible to weapons made of byeshk alloys, making the metal highly valued to the Dhakaani, Gatekeepers druids, and others that fight aberrations. Dhakaani weapons forged during the Xoriat Incursion were often forged from byeshk.

**Type** byeshk chunk; **Price** 10 gp; **Bulk** L **Type** byeshk ingot; **Price** 100 gp; **Bulk** 1

**Type** low-grade byeshk object; **Level** 2; **Price** 20 gp per bulk; **Type** standard-grade byeshk object; **Level** 7; **Price** 250 gp per bulk; **Type** high-grade byeshk object; **Level** 15; **Price** 4500 gp per bulk;

Byeshk Items	Hardness	HP	ВТ
Thin Items			
Low-grade	6	24	12
Standard-grade	8	32	16
High-grade	11	44	22
Items			
Low-grade	10	40	20
Standard-grade	12	48	26
High-grade	15	60	32
Structures			
Low-grade	20	80	40
Standard-grade	24	96	48
High-grade	30	120	60
SIBERYS SHARDS			MATERIAL 1

#### PRECIOUS

**Type** byeshk chunk; **Price** 10 gp; **Bulk** L **Type** byeshk ingot; **Price** 100 gp; **Bulk** 1

**Type** low-grade byeshk object; **Level** 2; **Price** 20 gp per bulk; **Type** standard-grade byeshk object; **Level** 7; **Price** 250 gp per bulk;

Type high-grade byeshk object; Level 15; Price 4500 gp per bulk;

Byeshk Items	Hardness	HP	BT
Thin Items			
Low-grade	6	24	12
Standard-grade	8	32	16
High-grade	11	44	22
Items			
Low-grade	10	40	20
Standard-grade	12	48	26
High-grade	15	60	32
Structures			
Low-grade	20	80	40

Byeshk Items	Hardness	HP	BT
Standard-grade	24	96	48
High-grade	30	120	60

# **STRUCTURES**

BRIGHT BASIN ITEM 0

COMMON

MAGICAL

Price 6 gp

Bulk 2

This basin is a static emplacement for any household

**Activate** (10 minutes) Interact; **Frequency** Unlimited **Effect** Any clothing or cloth objects up to 3 bulk placed in the bright basin are cleaned after the 10 minute duration passes.

# **WANDS**

## CANNITH WONDER WAND

ITEM 1

COMMON MAGICAL

Usage held in 1 hand; Bulk L

Price 15 gp

The favoured item of many households, and a Ghallanda approved staple, the new Cannith Wonder Wand® handles the hard work so you can focus on being the best host you can be. With a simple flick of your wrist, you can:

Activate • (Cast a Spell); Frequency With the magic of Cannith Engineering, this wand has the zhuzh can keep up with you! This wand can cast as many times per day as you need it to, without any risk of overcharging. Effect

- Cook Cool, warm, or flavor 1 pound of nonliving material in an instant!
- Lift Slowly lift an unattended object of light Bulk or less 1 foot off the ground, to reach those high shelves.
- **Tidy** Clean an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk. Makes cleaning a breeze!

DUSTER ITEM 0

COMMON

MAGICAL

Usage held in 1 hand; Bulk L

Price 3 gp

This light cloured wand ending in a feather cleans with ease.

**Activate** (Cast a Spell); **Frequency** Unlimited **Effect** Clean an area within 10 feet of you that is no larger than 1 cubic foot, removing dirt and grime.

LAMPLIGHTER ITEM 1

COMMON

MAGICAL

Usage held in 1 hand; Bulk L

Price 3 gp

This dark black wand ending in a copper tip lights small flames.

**Activate** (Cast a Spell); **Frequency** Unlimited **Effect** You can light or snuff out a candle, torch, small campfire, or similar source of flame within 10 feet of you.

TALKING WAND ITEM 1

COMMON

MAGICAL

Usage held in 1 hand; Bulk L

**Price** 5 gp

A wand that ends in a rounded cone like flare.

Activate (Cast a Spell); Frequency Unlimited Effect While you are holding this wand, your voice and other sounds you produce are three times as loud as normal.

# **WEAPONS**

### PRECIOUS MATERIAL WEAPONS

BYESHK WEAPON ITEM 2+

Usage varies by weapon; Bulk varies by weapon

Byeshk weapons deal additional damage to creatures with weakness to Byeshk, or the aberration trait - at the GM's discretion. This weakness unless otherwise noted is equal to half the creature's level rounded up (minimum 1).

**Type** low-grade byeshk weapon; **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of Byeshk + 2 sp per Bulk

**Type** standard-grade byeshk weapon; **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of Byeshk + 11 gp per Bulk

**Type** high-grade byeshk weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of Byeshk + 450 gp per Bulk

### SPECIFIC MAGIC WEAPONS

KEEPER'S FANG ITEM 14

RARE INVESTED EVIL MAGICAL

**Price** 3800 gp

Usage held in 1 hand; Bulk L

These infamous +2 greater striking daggers, prized by assassins, have a Khyber dragonshard embedded into the pommel that channels the souls of victims, but doesn't itself trap them. There's much debate over the actual fate of the souls of those slain by a Keeper's Fang. Common myth says that the souls of victims are trapped in the Lair of the Keeper, and heroes can seek to reclaim a soul from the Sovereign of Death and Decay. Another myth maintains that these weapons channel souls to the overlord Katashka, and that one must deal with the Lords of Dust to restore a victim. Most Keeper's Fangs were created by the Shaarat'khesh assassins of the Empire of Dhakaan. Rather than ascribing the blade's power to the Keeper--whose existence the Dhakaani reject--they believe these blades utterly destroy the souls of their victims.

Activate >; Frequency once per day; Trigger You reduce a creature to 0 hit points with a strike from this blade'

Effect the creature is slain and its soul removed. A creature whose soul has been stolen in this way can be restored to life only by means of a wish spell.

# **WORN ITEMS**

CHARLATAN'S GLOVES ITEM 1

INVESTED MAGICAL

Price 15 gb

Usage worn; Bulk -

Activate (upto 1 minute) Envision, Interact; **Effect** While wearing a pair of charlatan's gloves, you can produce an Illusory image that fits in the palm of your hand. The image can't create sound, light, smell, or any other sensory effect.

Any creature that uses the Seek action to examine it can attempt to disbelieve your illusion. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

DRYBROOCH ITEM 0

COMMON MAGICAL

Price 2 gp

Usage worn; Bulk -

**Activate** Interact; **Effect** While holding or wearing a drybrooch, you can activate the item to summon or dismiss a dome of energy that manifests just above your head. This energy repels moderate quantities of frozen and liquid water, such as rain, snow, bird droppings, or other similar nuisances, but can't be used to protect against harsh environmental hazards or attacks.

Type basic; Level 0; Price 2 gp

The basic drybrooch, produces a field around you that is silvery and translucent

Type bas c: Level 1; Price 10 gp

A more expensive model, this custom drybrooch has a basic illusions woven into the field. One popular drybrooch creates the image of a sunny blue sky overhead.

PSYONIC FOCUS ITEM 3

KALASHTAR

INVESTED MAGICAL

Price 25 gp

Usage worn, Bulk L

This item is a small amulet manufactured by the Kalashtar to focus their psionic powers. You may apply fundamental weapon runes to this amulet. Any runes applied to this amulet also manifest on the psi-blade manifested by the kalashtar feat.

THUNDEROUS AMULET

ITEM 2

MAGICAL

Usage worn, Bulk L

Price 20 gp

A round amulet of two brass circles, one set inside the other and held together by a thin sheet of dark cloth.

**Activate** Interact, (up to 10 minutes); **Frequency** Unlimited **Effect** While you sustain this activation, your voice and other sounds you produce are three times as loud as normal.

SPARK | I

COMMON MAGICAL

Usage held in 1 hand; Bulk L

Price 4 gp

The spark is a small oval stone engraved with Fernian glyphs.

**Activate** Interact; **Frequency** Unlimited **Effect** You can light or snuff out a candle, torch, small campfire, or similar source of flame that you touch with the stone.

UUL'KUR (DREAM KEY)

UNCOMMON MAGICAL GOBLIN

Price 20 gp

Usage worn; Bulk L

This iron token is inlaid with a sliver of a Siberys dragonshard. Most are worn as brooches, but others take the form of coins or keys. While an uul'kur is a common magic item, the secret of their creation is known only to the chot'uul monks of the Heirs of Dhakaan, and they are largely unknown in the Five Nations.

When you sleep with an uul'kur on your person, you remain fully lucid when you dream, and when you wake, you clearly remember everything that transpired. If you understand the workings of the uul'kur, you can use 11 minutes to bind it to your dreams until dawn the next day. While bound, any creature who sleeps with this token on its person shares your dream instead of creating its own, provided you are asleep at the same time.

VOLA'KHESH ITEM 2

UNCOMMON MAGICAL GOBLIN

**Price** 20 gp

Usage worn; Bulk L

This small carved stone is typically bound to a leather strap worn around the wrist or neck. Designed by the Dhakaani duur'kala, the vola'khesh facilitates communication between elite units. They are created in linked sets; up to ten stones can be bound together, and once established, this link cannot be changed. At present, the vola'khesh are only used by the Kech Dhakaan and are unknown to the people of the Five Nations.

If the enchantments were replicated, these tools could be put into use by spies and law enforcement agencies of the Five Nations.

Activation • Interact; Effect whisper a message. This message is heard by all creatures within 120 feet wearing a linked vola'khesh. Magical silence, 1 foot of stone, 1 inch of common metal, or 3 feet of wood will block this effect, but the magic doesn't have to follow a straight line and can travel freely around corners or through openings.

**Crafting Requirements** Any vola'khesh which you are linking to the newly crafted stone must be present for the full duration of the crafting.

## **KRA'UUL: DREAMBOUND ITEM**

ITEM 0+

UNCOMMON MAGICAL GOBLIN

Usage depends on the item; Bulk depends on the item

The chot'uul monks, who guard the dreams of Dhakaan, craft objects that are drawn to Dal Quor with a dreamer. When you dream, your kra'uul objects accompany you. The physical object remains with your body in Eberron, but the idea of it travels with you and you can use it while exploring Dal Quor.

While the techniques of crafting kra'uul objects are known only to the chot'uul, your GM can introduce other dreambound objects. A cursed sword might follow its bearer even into dreams, while a powerful artifact could be even more glorious when seen in Dal Quor.

The process of creating a Dreambound Item is the same as creating the base item. You must know the crafting recipe for Kra'uul items, and if you create a dreambound item the base price is increased by 10%.

# **SPELLS**

Spells

## **AUNDAIR'S SILENT SANCTUM**

**CANTRIP 1** 

**CONCUSSIVE BURST** 

SPELL 1

EVOCATION FORCE

**Traditions** Arcane

Cast >>> somatic, verbal

Range 60 feet; Area 40-foot burst

**Saving Throw** Fortitude

A pulse of energy tears ripples through the air, dealing minor damage over a wide area at a spot you designate.

**Success** The creature is unaffected.

**Failure** The creature takes 1d4 damage.

**Critical Failure** The creature takes double damage, and is Deafened 1.

FORCE BLAST CANTRIP 1

ATTACK

CANTRIP

EVOCATION

FORCE

**Traditions** Arcane

Cast \*\*\* somatic, verbal

Range 180 feet; Targets 1 creature or object

You unleash a bolt of pystical power at a creature or object within range. Make a spell attack roll. The blast deals force damage equal to 1d4 + your spellcasting ability modifier.

Critical Success You deal double damage.

Success You deal full damage.

Heightened (+1) The damage increases by 1d4.

# **MONSTERS AND NPCS**

## **MAGEWRIGHTS**

The magical economy of Eberron is built on the backs of the magewrights: spellcasters who know a handful of cantrips or rituals that allow them to provide vital services. Wizards are exceptional; their ability to prepare any spell with a few hours of study reflects remarkable talent and versatility. By contrast, a magewright knows few spells, but because of their intense focus on those spells, they're able to cast them in ways others cannot.

An artificer is equally exceptional. Most of the people assembling magic items at Cannith forgeholds aren't artificers; they work using industrialized processes, massive tools that enhance the creation process (like the creation forge), and house resources. These craftspeople couldn't just create a wand at home alone. By contrast, as an artificer, you are unconventional, using personalized techniques and improvising solutions.

Just because you can create any common magic item with little time and effort doesn't mean that this is typical or that others could duplicate your work. Never forget that in Eberron, player characters are exceptional. Even at low levels, you have potential that the common magewright can't match. There are also exceptional NPCs, ones who can do things player characters cannot; but remember that as a player character, not everyone who follows your path can match your abilities.

# **ALTERNATIVE RULES**

### Consider the following:

- Ancestral Paragon because dragonmarks need it.
- If you disguise yourself as someone with a visible dragonmark, you take a -2 circumstance penalty. Dragonmarks are unique and magical.
- Forgery: Spells that prevent forgery can be forged. Figure it out. TODO
- - gunpowered like gunslinger, alchemest bomber, etc... all shards. Shards go boom. Unstable, expensive, insane. Don't do it kids.

## **CHANGELOG**

V 0.1

#### • Document created

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Disclaimer: In the event of crashing airships, attacks by the Emerald Claw, or invasions by mind bending corruptions accending from the depths (The Mror Holds decline to comment on whether or not they have dug too deep), don't panic... and keep at least one hero point in your back pocket.

- Bugbears
  - [1] Exploring Eberron Keith Baker pg 109
  - [2] Exploring Eberron Keith Baker pg 99
  - [3] Exploring Eberron Keith Baker pg 109
  - [4] Eberron Rising from the Last War Keith Baker pg 25
  - [5] Eberron: Rising from the Last War. Keith Baker 2019
  - [6] Exploring Eberron. Keith Baker. Pg. 93
  - [7] The Mwangi Expanse. Paizo. Pg 111.
  - [8] Exploring Eberron. Keith Baker. Pg. 95