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In the event of crashing airships, attacks by the Emerald Claw, or invasions by mind-bending corruptions accending from the depths (The Mror Holds declined 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.

CREDITS

Eberron created by Keith Baker

Contributors and Supporters: Thank you to all the many people who have helped in large or small ways through feedback or suggestions, and contributions to the GitHub repository. The Pathfinder2eCreations community, the Eberron Pathfinder2e discord community, and everyone else.

CHANGELOG

V 1.6.1 - 2023-01-13

- Clarifies focus spell selection from dragonmark feats
- Removes extraneous text
- Adds improved credits, changelog, and legal section

V 1.5 - 2023-01-12

 Merged dragonmark focus pool with regular focus pool. Points are now shared.

V 1.4 - 2023-01-07

- Dragonmarked Half-Elf and Half-Orc heritage clarifications. These two heritages are Human heritages - though you are still a Half-Elf or Halforc respectively
- Modified Kalashtar stat boost from Wisdom to Charisma to fit with the psychic class
- Errata and clarifications

V 1.2.1 - 2022-10-10

• Errata and clarifications

V 1.2.0 - 2022-08-09

• Added Planes of Eberron

V 1.1.2 - 2022-06-07

• Errata and clarifications

V 1.1.1 - 2022-04-06

- Moved warforged stats to general rather than heritage
- Moved shifter stats to general rather than heritage
- Removed shapeshifter trait from changelings
- Increased changeling starting languages
- Errata and clarifications

V 1.0.10 - 2022-03-01

• Errata and clarifications

V 1.0.0 - 2021-10-03

• Document created

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 against 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 where morality is a shade of grey, but the call to adventure is always present. Adventure is everywhere, from the continent of Khorvaire: where arcane industry powered a hundred-year-war which now stands in an uneasy truce gone cold war; to Xen'drik where ancient ruins of the giant civilization wait to be discovered; there are many backdrops for a story in Eberron - and equally many dangers. Some of these dangers threaten nations, while others put the fate of the world at risk. Only a few legendary people can ever hope to stand against these threats, which is where the PCs come in. The need for heroes is desperate, but there is hope.

Recommended source material

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.

D&D 5 EBERRON: RISING FROM THE LAST WAR

The most recent version of the Eberron setting, this book provides additional detailed descriptions 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.

PATHFINDERS' GUIDE TO EBERRON

The Pathfinder's guide to Eberron provides Pathfinder 2e mechanics to support the gameplay of Eberron. It would be prohibitive and against the OGL to provide the lore that Eberron has developed over the years. This guide suggests the following books as references D&D 3 Eberron Campaign Setting by Keith Baker, D&D 5e Eberron: Rising from the Last War 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.

USING THIS GUIDE

This guide aims to be as balanced and interesting as possible while using the pathfinder 2e base rules. If something seems too good - or too bad - to be true, it likely is. Work with your GM to figure out a better solution, and if possible submit a question to the Github for clarification or correction. All Uncommon and Rare traits should *always* be verified with your GM.

THE WORLD

There are a number of nations that have risen from the last war, and many continents, ancient empires, and other places that have been around far longer. This document provides stat blocks for all these locations including the planes and any planar effects.

LANGUAGES

There are many varied languages in Eberron, and this document outlines the common, uncommon, and exotic languages of the world that you might encounter.

RELIGIONS

Deities are tied into the mechanics of many of the Pathfinder 2e classes, this document provides the statblocks for their worship.

ANCESTRIES

There are several unique playable Ancestries in Eberron, such as the Bugbear, Eberron Changeling, 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.

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 mechanical 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.

SPELLS

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

There are many other details sourced from canon and kanon about running the world of Eberron to its full depth of lore. Eberron is a rich living world, and it can truly shine with some minor tweaks to the Pathfinder 2e system! Occasionally, notes are used to clarify the design intent of an option, and sometimes explain the rarity of the option.

Text boxes such as the following are used to provide references for further reading.

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. Tensions are high, and the need for heroes is desperate.

The world of Eberron is composed of five main continents: Aerenal, Argonessen, Frostfell, Khorvaire, Sarlona, and Xen'drik. Most PCs will start on the continent of Khorvaire, one of the major humanoid population centres of Eberron.

KHORVAIRE

Khorvaire once stood as a united, proud human nation. However, in the wake of the last war it has splinted into the following separate nations and territories.

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).

NATIONAL LORE

Most PCs will be natives of 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.

AUNDAIR

FIVE NATIONS KHORVAIRE 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:** Sovereign Host, Silver Flame

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

BRELAND NATION

KHORVAIRE 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, armour, 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

CYRE (DESTROYED - 994 YK)

NATION

FIVE NATIONS

KHORVAIRE

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

DARGUUN NATION

KHORVAIRE

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 Dark Six, Sovereign Host

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

DEMON WASTES TERRITORY

KHORVAIRE

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

DROAAM NATION

KHORVAIRE

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 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

THE ELDEEN REACHES NATION

KHORVAIRE

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 druidic sects, the Sovereign Host, Cults of the Dragon Below

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

KARRNATH **NATION**

FIVE NATIONS KHORVAIRE 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) King of Karrnath

Moranna ir'Wynarn (LE female human) Chief Advisor

Etrigani ir'Wynarn (CG female elf) Queen of Karrnath

THE LHAZAAR PRINCIPALITIES

NATION

KHORVAIRE 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%

Languages Common, Gnome, Dwarven, Elven, Halfling

Religion Agnostic, 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

THE MROR HOLDS NATION

KHORVAIRE 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, Cults of the 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

O'BARRA NATION

KHORVAIRE

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 SHADOW MARCHES

TERRITORY

KHORVAIRE

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

THE TALENTA PLAINS NATION

KHORVAIRE F

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

THRANE NATION

FIVE NATIONS KHORVAIRE

IORVAIRE 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 Silver Flame, Sovereign Host

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

VALENAR NATION

KHORVAIRE

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

ZILARGO NATION

KHORVAIRE

RECOGNIZED BY THRONEHOLD

Government Triumvirate **Capital** Trolanport (27,500)

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

Languages 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

SARLONA

Sarlona is a land of ancient civilizations and the origin of human civilization and culture. The lands are primarily ruled by the Riedran inspired, which work to extend the grasp of the dreaming dark into the world.

For more information on the Sarlona at a high level: see the **Eberronicon** (p. 24) or more in-depth in the **Secrets of Sarlona** (p. 9).

ADAR NATION

SARLONA

Government No formal government

Capital Kasshta Keep (unofficial)

Population 320,000 (Human 51%, kalashtar 45%, other 4%)

Languages Riedran

Religion Path of Light, Aarakti (Arawai), Braahyn (Balinor)

Factions Keepers of the Word, Storm Guardians, Endseekers

Chanaaka (LG male human) Speaker of the Word (unofficial)

RIEDRA NATION

SARLONA

Government The Unity

Capital Durat Tal (631,022)

Population 13,878,000 ((Percent varies by region) Changelings, chosen/inspired, dwarves, half-giants, humans, ogres, shifters, other)

Languages Riedran

Religion Path of Inspiration

Factions The Dreaming Dark, The Unity

SYRKARN TERRITORY

SARLONA

Government None

Capital Nderitese (unofficial)

Population 260,000 (Human 44%, eneko 42%, half-giant 12%, kalashtar 1%, other 1%)

Languages Giant, Riedran

Religion Agnostic, Sovereign Host, Karrak the Final Guardian

Factions The eyes of Riedra, Various Tribes and Clans

THE TASHANA TUNDRA

TERRITORY

SARLONA

Government None

Capital Nasq (unofficial capital of Qiku nation)

Population 400,000 (Shifters 70%, dwarves/duergar 20%, humans 5%, half-giants 3%, maenads 2%)

Languages Riedran

Religion Druidic Sects

Exports Medicinal and magical lichens, herbs, spices

Factions The Dreaming Dark, The Unity

THE LANDS BEYOND

The many other continents are composed of large unified empires, or near uninhabited wilderness waiting to be explored. The following entries all detail entire continents and their cultures at a high level.

For more information on other lands at a high level: see the **Eberronicon** (Aerenal, Argonnessen, Frostfell, Everice p. 19; Xen'drik p. 25) or more in-depth in the **Eberron Campaign Setting** (p. 216).

AERENAL CONTINENT

KINGDOM

Government The Sibling Kings, the Undying Court

Capital Shae Cairdal (52,460)

Population 2,650,000 (Elves 77%, undying 19%, half-elves 3%, other 1%)

Languages Elven, Common, Draconic

Religion The Undying Court

Exports Crafts, bronzewood, densewood, livewood

Factions The Cairdal Blades, The Deathguard, The Tairnadal, The Stillborn

ARGONNESSEN CONTINENT

CONTINENT

Government The Eyes of Chronepsis

Capital Region The Great Aerie

Population 261,310 (dragons 18%, other 82%)

Languages Draconic

Religion Chronepsis, The Sovereign Host

Factions The Conclave, The Eyes of Chronepsis, The Light of Siberys, The Chamber

FROSTFELL CONTINENT

CONTINENT

Government None

Capital Region None

Population Unknown

XEN'DRIK CONTINENT

CONTINENT

Government None

Capital Region Stormreach (unofficial)

Languages Common, Elven, Giant

LANGUAGES

The following languages are present in the world of Eberron. Most humanoids in the world of Eberron speak at least one of the common languages. Uncommon languages are typically only be found in isolated cultures. Exotic languages exist but are typically the language of extra-planar entities.

TABLE 1-1: COMMON LANGUAGES

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

^{*}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	Infernal
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 receive 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 receive the Rare trait, replacing the Uncommon trait if present.

RELIGIONS

Without the presence of physically manifesting gods, Eberron is a world of diverse religions and faith in the higher powers. Many different religions have formed in the different cultures of the world, each following a unique faith. These many diverse religions draw their divine power from the strength of their faith, rather than drawing it as a gift of a divine source.

Anyone can worship a deity, but those who do so devoutly draw divine power from the strength of their faith. Each deity below has a short description, followed by their alignment, edicts, anathemas, and devotee benefits. In Eberron, you are not required to fit exactly into your deity's alignments, edicts, or anathemas. As a devout follower of the faith, you may follow a lawful good sovereign, but be chaotic evil in nature. Similarly, if you break the Edicts and Anathemas of your diety, divine retribution is unlikely - though you may still draw the ire of your church. If you do so break these guidelines, it is up to you to explain how this difference came to be, and how you resolve this as a divine follower.

THE SOVEREIGN HOST [NG]

The Sovereign Host consists of the deities most commonly worshipped by the majority of Khorvaire's population. Most people revere the Host as a whole pantheon, offering prayers to different deities in different situations. Even clerics are often devoted to the entire Host rather than to a specific patron. If you are a cleric of the sovereign host, you may take divine font, abilities, skills, domains, spells, edicts, anathemas, or favoured weapons of your worship from any Sovereign. However once you have selected one of these sources, you may not mix further increases (such as in the case of cleric spells at 1st, 3rd and 5th level). The pantheon is neutral good, and its favoured weapon is the longsword-the weapon of its martial champion, Dol Dorn.

ARAWAI: GODDESS OF AGRICULTURE [NG]

Arawai is neutral good and her domain is fertility, plant life, and abundance.

Areas of Concern Fertility, crops, abundance, plants, the wilderness, birth

Alignment NG

Divine Font Heal

Divine Ability Wisdom or Constitution

Divine Skill Nature

Domains Earth, family, healing, nature, stars, sun, passion, toil, water

Cleric Spells 1st: temporary tool, 2nd: shape wood, 3rd: wall of thorns.

Edicts Encourage hard work that benefits all, ensure the health of crops and vegetation, protect forests and farmland from ravagers.

Anathema Destroy healthy crops, waste food, refuse to help others in your community.

Favoured Weapon Flail

AUREON: GOD OF LAW AND KNOWLEDGE [LN]

Aureon is lawful neutral and his domain is lore and magic.

Areas of Concern Law, knowledge, learning, logic, magic

Alignment LN

Divine Font Heal or Harm

Divine Ability Wisdom or Intelligence

Divine Skill Arcana

Domains Duty, Fate, Knowledge, Magic, Truth

Cleric Spells 1st: mage armour, 3rd: zone of truth, 7th: contingency

Edicts Seek out lost lore, to make discoveries, and increase their magical power.

Anathema Fail to stop abuses of magic or hunt down lawbreakers and dangerous creatures of wild magic.

Favoured Weapon Staff

BALINOR: GOD OF BEASTS AND THE HUNT [N]

Balinor is a neutral nature deity associated with hunting and animal life.

Areas of Concern Animals, the hunt.

Alignment N

Divine Font Heal

Divine Ability Strength or Wisdom

Divine Skill Survival

Domains Air, Nature, Earth, Might

Cleric Spells 1st: pass without trace, 2nd: invisibility, 3rd: animal vision

Edicts Hunt and maintain the health of the forest, provide for your community, slay creatures terrorizing an area.

Anathema Take more than needed from the wilderness, hunt an animal for sport.

Favoured Weapon Longbow, Composite Longbow

BOLDREI: GODDESS OF COMMUNITY AND HEARTH [LG]

Boldrei is the lawful good deity of community.

Areas of Concern Hearth, community, marriage, government

Alignment LG

Divine Font Heal

Divine Ability Constitution or Wisdom

Divine Skill Diplomacy

Domains Cities, duty, family, protection, truth

Cleric Spells 1st: share lore, 4th: shape stone, 5th: wall of stone

Edicts Seek to improve yourself and your community, trust those you work with, encourage cooperation.

Anathema Betray another's trust, harm your community, place conflict of ideological differences over people's lives.

Favoured Weapon Spear

DOL ARRAH: GODDESS OF HONOR AND SACRIFICE [LG]

Dol Arrah is the lawful good deity of honourable combat, self-sacrifice, and sunlight.

Areas of Concern Honor, sacrifice, light, the sun, diplomacy

Alignment LG

Divine Font Heal

Divine Ability Strength or Charisma

Divine Skill Diplomacy

Domains Confidence, Duty, Freedom, Might, Protection, Sun, Truth, Vigil, Zeal

Cleric Spells 1st: mage armor, 4th: creation, 7th: true target

Edicts Seek those that break oaths and enforce just restitution, uphold your promises.

Anathema Lie, dishonour yourself or your family, shirk your duties, break an oath.

Favoured Weapon Halberd

DOL DORN: GOD OF STRENGTH AT ARMS [CG]

Dol Dorn is the chaotic good deity of war. His domains are Confidence, Duty, Might, Perfection, Protection, and Zeal.

Areas of Concern Physical perfection, strength, martial prowess

Alignment CG

Divine Font Heal

Divine Ability Strength or Constitution

Divine Skill Athletics

Domains Confidence, Duty, Might, Perfection, Protection, Zeal

Cleric Spells 1st: endure, 3rd: haste, 4th: stoneskin

Edicts Offer your strength to aid others, protect those weaker than you.

Anathema Engage in petty showcases of strength, use your strength to take advantage of others.

Favoured Weapon Longsword

KOL KORRAN: GOD OF TRADE AND WEALTH [N]

Kol Korran is the neutral deity of trade.

Areas of Concern Wealth, money, trade, commerce, theft

Alignment N

Divine Font Heal or Harm

Divine Ability Wisdom or Charisma

Divine Skill Society

Domains Ambition, Cities, Travel, Wealth

Cleric Spells 1st: shattering gem, 4th: creation, 7th: magnificent mansion

Edicts Gather new wealth, count your riches, open up new trade routes, discover and retrieve items of great worth.

Anathema Allow those who steal from you to go unpunished, forgo simple opportunities to gain riches. Favoured Weapon Mace

OLLADRA: GODDESS OF FEAST AND GOOD FORTUNE [NG]

Olladra is the neutral good deity of luck and plenty.

Areas of Concern Good fortune, feast, plenty

Alignment NG

Divine Font Heal

Divine Ability Constitution or Charisma

Divine Skill Performance

Domains Freedom, Indulgence, Luck

Cleric Spells 1st: anticipate peril, 2nd: Lucky Number,

3rd: Perseis's Precautions

Edicts Live life freely, drink, host generously, take chances.

Anathema Refuse a reasonable bet, be miserly with your hospitality.

Favoured Weapon Dagger

ONATAR: GOD OF ARTIFICE AND THE FORGE [NG]

Onatar is the patron of all those who make things, in particular artisans and artificers.

Areas of Concern Crafts, weapons, tools, smithing, fire, innovation

Alignment NG

Divine Font Heal

Divine Ability Strength or Intelligence

Divine Skill Crafting

Domains Creation, Fire, Toil

Cleric Spells 1st: temporary tool, 4th: creation, 7th: duplicate foe

Edicts Craft new creations, pay attention to details, share achievements.

Anathema Carelessly destroy others' creations or research, enslave intelligent constructs, abuse constructs, refuse to acknowledge or learn from mistakes.

Favoured Weapon Warhammer

THE DARK SIX [NE]

The Dark Six are considered to be part of the sovereign host, yet they represent destructive forces. As such, most shun the names of the Dark Six.

THE DEVOURER: THE SOVEREIGN OF WAVE AND WHELM [NE]

The Devourer is the deity of the raw power of nature, and the destruction it can bring.

Areas of Concern Devastation, hunger, nautical travel, storms, water

Alignment NE

Divine Font Harm

Divine Ability Strength or Constitution

Divine Skill Nature

Domains Change, Cold, Decay, Destruction, Dust, Lightning, Nature, Plague, Void, Water

Cleric Spells 1st: gust of wind, 3rd: lightning bolt, 5th: control water

Edicts Embrace the glorious power of the wilds, live free of social or materialistic chains.

Anathema Bring civilization to intrude on the wild, become civilized.

Favoured Weapon Trident

THE FURY: THE SOVEREIGN OF RAGE AND RUIN [NE]

The Fury is the anger the smolders within. Her domains include Anger, Freedom, and Might.

Areas of Concern Anger, extremism, insanity, passion, revenge

Alignment NE

Divine Font Harm

Divine Ability Strength or Dexterity

Divine Skill Intimidation

Domains Ambition, Delirium, Destruction, Freedom, Might, Pain, Passion, Zeal

Cleric Spells 1st: true strike, 3rd: fireball, 4th: dimension door

Edicts Convey yourself with regal dignity, claim what you desire and deserve, seek vengeance upon those who wrong you.

Anathema Allow a slight to go unanswered, show humility or fear.

Favoured Weapon Rapier

THE KEEPER: THE SOVEREIGN OF DEATH AND DECAY [NE]

The Keeper is the deity typically associated with greeed.

Areas of Concern Death, entropy, greed, hunger, time **Alignment** NE

Divine Font Harm

Divine Ability Strength or Charisma

Divine Skill Theivery

Domains Death, Decay, Dust, Indulgence, Trickery, Wealth

Cleric Spells 1st: ill omen, 2nd: shatter, 6th: phantasmal calamity

Edicts Gain financial control over others, gather new wealth, count your riches.

Anathema Allow honour or tradition to prevent you from taking what you want, fail to take opportunities to increase your wealth.

Favoured Weapon Scythe

THE MOCKERY: THE SOVEREIGN OF BETRAYAL AND BLOODSHED [NE]

The mockery is the deity that encompasses the war, combat, and trickery.

Areas of Concern Combat, dishonour, murder, terror, treachery.

Alignment NE

Divine Font Harm

Divine Ability Dexterity or Charisma

Divine Skill Deception

Domains Confidence, Destruction, Might, Pain, Passion, Trickery, Tyranny, Zeal

Cleric Spells 1st: penumbral shroud, 3rd: invisibility sphere, 6th: mislead

Edicts Seize any opportunity that would benefit you, solve your problems with violence, hide your true intentions.

Anathema Beg for help or mercy, let a slight go unanswered.

Favoured Weapon Kama

THE SHADOW: THE SOVEREIGN OF MAGIC AND MAYHEM [CE]

The Shadow is the sovereign of power and dark knowledge.

Areas of Concern Arcane magic, consequence, corruption, darkness, duality

Alignment CE

Divine Font Harm

Divine Ability Constitution or Intelligence

Divine Skill Arcana

Domains Ambition, Change, Darkness, Fate, Knowledge, Magic, Secrecy, Trickery, Truth

Cleric Spells 1st: share lore, 3rd: hypercognition, 7th: spell turning

Edicts Learn and hoard forbidden magic, steal secrets from others.

Anathema Destroy forbidden lore, reveal the entirety of a secret.

Favoured Weapon Staff

THE TRAVELER: THE SOVEREIGN OF CHAOS AND CHANGE [CN]

The chaotic neutral Traveler is the deity of trickery and change.

Areas of Concern Chaos, deception, evolution, invention, transformation

Alignment CN

Divine Font Heal, Harm

Divine Ability Dexterity or Wisdom

Divine Skill Survival

Domains Change, Creation, Fate, Freedom, Knowledge, Secrecy, Travel, Trickery

Cleric Spells 1st: illusory disguise, 2nd: invisibility, 3rd: nondetection, 4th: private sanctum

Edicts Live life freely, manipulate dangerous beings and opportunities to your benefit, thrive in hostile conditions.

Anathema Refuse a reasonable bet, let social pressure change your behaviour.

Favoured Weapon Scimitar

THE SILVER FLAME [LG]

The Church of the Silver Flame is a Church that worships the power of the Silver Flame. They are dedicated to protecting the common people from evil.

Areas of Concern Protection, Defence of the Innocents, Destruction of supernatural evil

Alignment LG

Divine Font Heal

Divine Ability Wisdom or Charisma

Divine Skill Religion

Domains Confidence, Duty, Fire, Freedom, Might, Protection, Repose, Sun, Truth, Vigil, Zeal

Cleric Spells 1st: anticipate peril, 3rd: fireball, 4th: fire shield

Edicts Free others from oppression, defend the innocent from evil, work toward your best self and inspire others to follow.

Anathema Allow evil to spread unchecked, enslave or oppress others, dishonor yourself or disgrace others.

Favoured Weapon Longbow

THE BLOOD OF VOL [LN]

The Blood of Vol is a religion that believe the only deity that should be worshipped is the one that lies latent in your own blood.

Areas of Concern Death, Undead, and Ambition **Alignment** LN

Divine Font Harm or Heal

Divine Ability Constitution or Intelligence

Divine Skill Occultism

Domains Ambition, Change, Confidence, Death, Decay, Duty, Knowledge, Magic, Pain, Perfection, Protection, Repose, Secrecy, Soul, Undeath, Vigil

Cleric Spells 1st animate dead, 3rd: haste, 6th: dominate

Edicts Strive to unlock the potential within yourself, encourage others to strive toward their potential for greatness.

Anathema Sacrifice your life, fail to work toward goals or grow in skill, relax excessively or give in to sloth, blemish a soul.

Favoured Weapon Dagger

THE PATH OF LIGHT [NG]

The kalashtar of Adar revere a universal force of positive energy. This path of worship, is the path of light.

Areas of Concern Dreams, the path of light

Alignment LN

Divine Font Heal

Divine Ability Dexterity or Wisdom

Divine Skill Diplomacy

Domains Change, Dreams, Freedom, Knowledge, Perfection, Protection, Repose

Cleric Spells 1st: jump, 3rd: haste, 4th: stoneskin

Edicts Be humble; help others perfect themselves; hone your body, mind, and spirit to a more perfect state; practice discipline.

Anathema Abandon a companion in need, dishonour yourself, repeatedly fail to maintain self-control.

Favoured Weapon Fist

THE SPIRITS OF THE PAST [N]

The Tairnadal elves of Valenar and Northern Aerenal worship the spirits of their past lives.

Areas of Concern Glory, battle, bravery, honour **Alignment** N

Divine Font Heal or Harm

Divine Ability Strength or Constitution

Divine Skill Athletics

Domains Confidence, Might, Protection, Zeal

Cleric Spells 1st: true strike, 2nd: enlarge, 4th: weapon

Edicts Strive to uphold the ideals of your ancestor spirit, practice with a weapon every day, destroy the negative undead.

Anathema Become or create undead, fail to strive to uphold your ancestor spirit, dishonour yourself, parlay with oathbreakers.

Favoured Weapon Double Scimitar

THE UNDYING COURT [LN]

The elves of Aerenal revere their ancient living dead as deities, seeking advice from immortal elves sustained by the power of Irian.

Areas of Concern Glory, history, patience, revelation, obedience.

Alignment NG

Divine Font Harm or Heal

Divine Ability Constitution or Wisdom

Divine Skill Society

Domains Death, Duty, Family, Knowledge, Magic, Perfection, Protection, Repose, Soul, Star, Sun, Undeath, Vigil

Cleric Spells 1st: share lore, 2nd: comprehend language, 3rd: hypercognition

Edicts Work toward collective transcendence of the court, seek to prove yourself worthy of immortality, go to death with dignity.

Anathema Disrespect the dead or the traditions of those around you, be cowardly in the face of death.

Favoured Weapon Scimitar

CULTS OF THE DRAGON BELOW [CE]

The Cults of the Dragon Below are a varied set of cults that all worship a unique aspect of madness or evil.

Areas of Concern Various

Alignment LE, NE, CE

Divine Font Harm

Divine Ability Strength or Constitution

Divine Skill Intimidation

Domains Abomination, Cold, Darkness, Death, Decay, Delirium, Destruction, Dust, Earth, Indulgence, Knowledge, Nightmares, Pain, Passion, Plague, Secrecy, Sorrow, Soul, Swarm, Time, Trickery, Tyranny, Undeath, Void, Wyrmkin

Cleric Spells 1st: grim tendrils, 4th: nightmare, 5th: summon entity (varies)

Edicts Create darkness, sow discord among allies, misuse positions of authority by steering events toward apocalyptic ends (varies)

Anathema None (varies)

Favoured Weapon Great Pick (varies)

THE PLANES OF EBERRON

Eberron is a world alone in its planar cosmology, unattached to the rest of the multiverse. Eberron sits at the centre of thirteen outer planes, all of which influence the material plane differently. Each plane is a piece that composes the world of Eberron, though some connections are more noticeable than others.

The thirteen planes of Eberron are complex and exist as the total embodiment of a concept in all its forms. The planes interact with Eberron and manifest their concepts and effects on the material plane. This can come in the form of being coterminous or remote - in which the planes effect becomes more or less dramatic across the world, or in the form of Manifest Zones which directly affect a small region of the world.

Plane

For more information on the planes of Eberron, see **Exploring Eberron** Chapter 5.

PLANAR EFFECTS

Planar Effects detail the major mechanical changes that a creature from a different plane might experience while visiting the plane. Though there are numerous other minor effects that you can add to your planes. While the planar effects may wax or wane depending on your location in the plane, they are typically always present no matter where you are in the plane.

MANIFEST ZONES

Manifest zones typically have one or two planar traits or some minor other effects detailed in the manifest zone section. However, some manifest zones can have none or even all of the effects depending on the zone's strength.

COTERMINOUS AND REMOTE

The planes of Eberron seem to follow cycles of Coterminous phases and Remote phases. Typically, when coterminous, manifest zones associated with the plane are stronger, but when remote, manifest zones associated with the plane become weaker or can even temporarily disappear altogether.

TABLE 2-1: PLANES OF EBERRON

Traits

Description

Moon

FIGILE	1410011	ITalls	Description
Daanvi	Nymm, the Crown	LN, Flowing, Immeasurable	The Perfect Order
Dal Quor	Cyra (believe to be destroyed)	Subjective Gravity, Flowing, Metamorphic, Immeasurable	The Region of Dreams
Dolurrh	Aryth, the Gateway	Timeless, Immeasurable	The Realm of The Dead
Fernia	Eyre, the Anvil	Fire, Immeasurable	The Sea of Flame
Irian	Barrakas, the Lantern	NG, Positive, Immeasurable	The Eternal Dawn
Kythri	Zarantyr, the Storm	CN, Erratic, Metamorphic, Immeasurable	The Churning Chaos
Lamannia	Olarune, the Sentinel	Immeasurable	The Twilight Forest
Mabar	Sypheros, the Shadow	NE, Negative, Shadow, Immeasurable	The Endless Night
Risia	Dravago, the Herder	Cold, Timeless, Immeasurable	The Plain of Ice
Shavarath	Vult, the Warder	Flowing, Immeasurable	The Battleground
Syrania	Therendor, the Healer	Air, Immeasurable	The Azure Sky
Thelanis	Rhaan, the Book	Flowing, Immeasurable	The Faerie Court
Xoriat	Lharvion, the Eye	Erratic, Immeasurable	The Realm of Madness

PLANE

DAANVI: THE PERFECT ORDER

LN FLOWING IMMEASURABLE

Moon Nymm, the Crown

Moon and Portal Colour Yellow-gold

Native Inhabitants Modrons, Inevitables, Angels, Devils

PLANAR EFFECTS

Plane of Truth. A creature under these effects can't speak any deliberate and intentional lies and takes a -4 status penalty to Deception checks.

Impeded Illusion. When a creature casts an illusion spell that has a duration of 1 minute or longer, the duration is halved.

The Eyes of the Law. When a creature casts a divination spell, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

No Chance. The first time in a combat round (always, in exploration mode) that a creature makes an attack roll, skill check, or saving throw (other than a recovery check), treat the roll as a 10. Neither Fortune nor Misfortune traits can be used while under this planar effect.

Flowing Time. For every 10 minutes that pass in Daanvi, only 1 minute passes in the Material Plane.

MANIFEST ZONE

Manifest zones of Daanvi are uncommon, but those that do manifest typically present one of the plane's properties. Inside the manifest zone, things are unnaturally orderly.

COTERMINOUS AND REMOTE

Daanvi has coterminous and remote periods, but unlike those of other planes, these periods have no obvious effects.

DAL QUOR: THE REGION OF DREAMS PLANE

SUBJECTIVE GRAVITY FLOWING METAMORPHIC IMMEASURABL

Moon Crya (believed to be destroyed)

Moon and Portal Colour Not visible in Eberron's sky; impossibly black, portals are inaccessible

Native Inhabitants Dreamers, Quori

PLANAR EFFECTS

Extremely Morphic. The environment of Dal Quor can shift at any moment. These changes are generally drawn from the mind of the current dreamer, but the thoughts of adventurers might impact another creature's dream that they're currently experiencing.

Extended Illusion. When a creature casts an illusion spell, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

Flowing Time. For every 10 minutes that pass in Dal Quor, only 1 minute passes on the Material Plane.

MANIFEST ZONE

There have been no manifest zones created by Dal Quor.

COTERMINOUS AND REMOTE

The plane no longer goes through Coterminous or Remote cycles.

DOLURRH: THE REALM OF THE DEAD PLANE

TIMELESS IMMEASURABLE

Moon Aryth, the Gateway

Moon and Portal Colour Orange-red

Native Inhabitants The Quick, the Dead, the Lingering

PLANAR EFFECTS

Eternal Ennui. When a creature enters Dolurrh, its doomed condition immediately increases to a minimum of 1. While in Dolurrh, your doomed condition cannot be removed or reduced by rest or by any other means - though it can be suppressed. After leaving Dolurrh, the doomed condition fades as normal. Creatures native to Dolurrh are immune to this property's effects.

Impeded Magic. To use the Cast a Spell activity for a 1st level or higher spell, a creature must succeed on a flat check of DC 5 + spell level. On a failed check, the action fails and its spell slot is not expended, but the actions are still consumed.

Inevitable Entrapment. Every 24 hours a living creature spends in Dolurrh, it must make a DC 20 Will saving throw. On a failed save, it increases its doomed condition by 1. For every saving throw made, the DC increases by 1. Creatures native to Dolurrh are immune to this property's effects.

Timeless. Time passes at the same rate as on the material plane and is consistent across its layers. Creatures can benefit from resting, suffer damage, and die. However, a creature on Dolurrh doesn't age and doesn't need to eat, sleep, or drink.

MANIFEST ZONE

It is uncommon for a Dolurrh manifest zone to have any of the plane's properties. When a zone manifests an effect, it is typically one of the following

Path of the Dead Dolurrh manifest zones can act as a gateway into Dolurrh. Sometimes this may require a ritual or sacrifice to activate, or other times it may simply depend on the alignment of the Aryth or Dolurrh being conterminous.

The way is shut. When resurrection magic is used in a Dolurrh manifest zone with this effect, it can backfire dangerously

Effect	When Dolurrh is coterminous	When Dolurrh is remote
1d4 status penalty to the primary check of a resurrection ritual	yes	yes
The resurrection ritual is always a critical failure	no	yes
The resurrection is a success, but a creature of Dolurrh also returns with the intended target	yes	no
If the resurrection is a critical success, it is reduced to success instead	yes	yes
The level of success of the resurrection is always one step lower	no	yes

They will answer. When resurrection magic is used in a Dolurrh manifest zone with this effect, it can be a boon to bringing the soul back

Effect	When Dolurrh is Coterminous	When Dolurrh is Remote
1d4 status bonus to the primary check of a resurrection ritual	yes	yes
The resurrection ritual is always a critical success	yes	no
If the resurrection is a critical failure, it is only a failure instead	yes	yes
The level of success of the resurrection is always one step higher	yes	no
The material cost of resurrection is halved	yes	yes

Speaker for the Dead In these Manifest Zones, anyone can cast the spell Talking Corpse with a casting time of one hour as long as they have a personal connection to the deceased whose corpse they are questioning.

COTERMINOUS AND REMOTE

When Dolurrh is coterminous, ghosts and spirits of Dolurrh are significantly more common - especially near Dolurrh's manifest zones.

While Dolurrh is remote, resurrection magic outside of Dolurrh's manifest zones always fails. The soul cannot return from Dolurrh, and the only way to raise the dead is by travelling to Dolurrh itself to retrieve the soul.

FERNIA: THE SEA OF FLAME

PLANE

FIRE IMMEASURABLE

Moon Eyre, the Anvil

Moon and Portal Colour Silver

Native Inhabitants Efreet, Dao, Lesser Elementals, Fiends, Celestials

PLANAR EFFECTS

Burning Bright. When you make a recovery check and you are still dying after applying its effects, make another recovery check.

Deadly Heat. All regions of Fernia are subject to temperatures of extreme heat (Core Rulebook page 517), though many regions reach temperatures of incredible heat. All creatures increase their resistance to cold damage by 5.

Empowered Fire. Fire spells are enhanced, while cold and water spells are impeded (Gamemastery Guide page 136). When you Cast a Spell with the fire trait, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can cast.

Fire Energy Ley Line. Fernia is attuned to fire energy, and by tapping into this source you can enhance fire spells using that energy's power. The strength of this power varies throughout Fernia. (Secrets of Magic pg 214)

Fires of Industry. When making a crafting check involving the use of fire (such as cooking or smithing), you gain a +2 item bonus to your check.

Standard Time. Time passes at the same pace as on the Material Plane and is consistent across its layers.

MANIFEST ZONES

A Fernia manifest zone typically manifests one or two of the planar effects. In addition, it may have the following additional properties.

Continual Flame Motes of continual flame are spontaneously generated in this region, typically attached to some vegetation or minerals from the area. These flames persist even if they are removed from the region.

Geothermal The area is dotted with pools of molten earth and fissures of scalding water, from which mephits and elementals emerge with regularity.

COTERMINOUS AND REMOTE

When Fernia is coterminous, temperatures across Eberron rise sharply. Regions that are already hot can become dangerously hot - and can begin to manifest the Fernia Planar traits even if unassociated with a Manifest Zone.

While Fernia is remote, intense heat loses some of its edge. Regions of high temperature become one stage lower than normal. In addition, creatures increase their resistance to fire damage by 5.

IRIAN: THE ETERNAL DAWN

PLANE

NG POSITIVE IMMEASURABLE

Moon Barrakas, the Lantern

Moon and Portal Colour Bright Grey

Native Inhabitants Embers, lumi, celestials, the Architects

PLANAR EFFECTS

Positive Power. Positive spells are enhanced, while negative spells are impeded (Gamemastery Guide page 136). When you Cast a Spell with the positive trait, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can cast.

Negative Void. To Cast a Spell that deals negative damage, a creature must succeed on a flat check with a DC equal to 5 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the actions are lost.

Pure Light. There is no darkness in Irian. Any spell, effect, or other situation that would usually create darkness instead only reduces the lighting to dim light.

Life Triumphant. When making a medicine check, you gain a +2 item bonus to your check, and any creature which rests doubles their number of restored hit points. In addition, all non-undead creatures gain a +2 status bonus to saves against fear, poison, and disease effects. In addition, on initiative count 20 a creature with at least 1 hit point regains 1 hit point, and a creature with the dying condition loses the dying condition and becomes stable.

Undead Bane. Creatures with the undead trait are sickened 2, they may not reduce this sickened value until they escape the effects of Irian. This does not affect undead creatures that are sustained by Irian, such as the deathless elves of Aerenal.

Positive Energy Ley Line. Irian is attuned to positive energy, and by tapping into this source you can enhance positive spells using that energy's power. The strength of this power varies throughout Irian. (Secrets of Magic pg 214)

Standard Time. Time passes at the same pace as on the Material Plane and is consistent across its layers.

MANIFEST ZONES

An Irian manifest zone typically manifests one or two of the planar effects, though only rarely does it extend the full effects of Life Triumphant. In addition, it may have the following additional properties.

Restorative Springs The waters of a spring hold curative powers - removing disease, healing wounds, even restoring lost senses.

Positive Crystals Clusters of radiant crystals sprout from the earth. These crystals typically emanate the Positive Power planar effect, and some particularly potent crystals even replicate the Positive trait of the plane.

In addition to the above uncommon effects, all Irian manifest zones always have the following effects

Positive Influence Plants and animals thrive in these zones, and people are less likely to dwell on negative emotions and find it easier to embrace hope and jov.

Healing Guidance You gain a +1 status bonus to all Medicine checks.

Upwelling of Life All non-undead creatures gain a +1 status bonus to saves against fear, poison, and disease effects. In addition, when you rest you double the number of hit points you would normally recover.

COTERMINOUS AND REMOTE

While Irian is coterminous, the Positive Power and Upwelling of Life properties apply all across Eberron.

When Irian is remote, colours seem to fade and a sense of ennui pervades the world. All creatures take a -1 status penalty to saving throws against fear. In addition, any effect that restores hit points - including spells - only restores half the total.

KYTHRI: THE CHURNING CHAOS

PLANE

CN ERRATIC METAMORPHIC

Moon Zarantyr, the Storm

Moon and Portal Colour Pearly white

Native Inhabitants Wild things, Slaadi, Githzerai

Kythri embodies chaos in all its forms.

PLANAR EFFECTS

Broken Rhythms. You may not use the same action twice in one turn. If you used a specific action on your previous turn, you take a -2 status penalty to use the action again this turn.

Fluid in Form. When a creature casts a transmutation spell, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

Embrace the Unknown. To use the Cast a Spell activity for a 1st level or higher Divination spell, a creature must succeed on a flat check of DC 5 + spell level. On a failed check, the action fails and its spell slot is not expended, but the actions are still consumed. Divination spells cast on other planes can't affect or target creatures, places, or objects on Kythri.

The Odds Are Odd. When you roll a check, you critically succeed if you beat the DC by 5 or more. If you fail the DC by 5 or more, you critically fail instead.

Constant Change. Every 24 hours spent in Kythri, some minor or major aspect of your character changes. This could be the colour of your clothing, the colour of your hair, or your gender. This aspect is determined by each player.

Chaotic Time. Time is fluid in Kythri, inconsistent both with the Material Plane and within its islands. When returning to the material plane, a random amount of time has passed.

MANIFEST ZONES

Kythri manifest zones are often chaotic in minor or major ways. They may manifest one or more of the planar effects of Kythri, or simply cause the local zone to behave in unpredictable ways such as the sudden change of weather.

COTERMINOUS AND REMOTE

Neither coterminous nor remote periods have any discernable effect on Eberron.

LAMANNIA: THE TWILIGHT FOREST **PLANE**

IMMEASURABLE

Moon Olarune, the Sentinel

Moon and Portal Colour Pale orange

Native Inhabitants Beasts, Elementals, Humanoids

PLANAR EFFECTS

Extended Primal Magic. When a creature casts a spell on the primal list, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

Indomitable Beasts. Creatures with the animals, beasts, or elemental trait gain a +2 status bonus to Fortitude and Will saves. Upon its arrival in Lamannia, any elemental or beast that's under the effects of an enchantment spell or bound in any way may choose to immediately end the effect.

Primal Power. When you Cast a Spell on the primal list, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can

The Land Provides. You gain a +2 status bonus to all Survival checks.

Primordial Matter. It's difficult to destroy or contaminate the matter of Lamannia. All nonmagical food and drink are purified and rendered free of poison and disease. In addition, natural materials such as wood and stone are tougher than their mundane counterparts. All objects made of Lamannian materials increase their hardness by 5.

Standard Time. Time passes at the same pace as on the Material Plane and is consistent across its layers.

MANIFEST ZONES

Lamanna manifest zones are relatively common and usually have at least one of the plane's properties.

COTERMINOUS AND REMOTE

While Lamannia is coterminous, spells that target creatures with the animal, beast, or elemental trait are extended; if a spell has a duration of 1 minute or longer, the duration is doubled; spells with a duration of 24 hours or more are unaffected.

While Lamannia is remote, the duration of spells that affect creatures with the animal, beast, or elemental trait are cut in half, to a minimum duration of one round.

MABAR: THE ENDLESS NIGHT

PLANE

NEGATIVE SHADOW IMMEASURABLE

Moon Syperos, the Shadow

Moon and Portal Colour Smoky grey and shadowy

Native Inhabitants Shadows, Yugoloths and other Immortals, Undead, Dark Powers, Hostages

PLANAR EFFECTS

Negative Power. Negative spells are enhanced, while positive spells are impeded (Gamemastery Guide page 136). When you Cast a Spell with the negative trait, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can cast.

Radiant Void. To Cast a Spell that deals positive damage, a creature must succeed on a flat check with a DC equal to 5 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the actions are lost.

Eternal Shadows. There is no light in Mabar. Any spell, effect, or other situation that would usually create bright light instead only increases the lighting to dim light.

Death Triumphant. Mabar consumes the life force of living things. Every round a living creature spends

Mabar, it takes 1d6 points of negative damage. If this damage reduces a creature to 0 hit points, it immediately dies and its body crumbles into ash. Natives of Mabar and creatures under the effects of a death ward spell are immune to the effects of this property.

Life Bane. Creatures without the undead trait are sickened 2, they may not reduce this sickened value until they escape the effects of Mabar. This does not affect creatures that are sustained by Mabar.

Negative Energy Ley Line. Mabar is attuned to negative energy, and by tapping into this source you can enhance negative spells using that energy's power. The strength of this power varies throughout Mabar. (Secrets of Magic pg 214)

Standard Time. Time passes at the same pace as on the Material Plane and is consistent across its layers.

MANIFEST ZONES

Mabar's manifest zones are often powerful sources of negative energy. Skeletons, zombies, and ghouls can all spontaneously rise in Mabaran manifest zones.

COTERMINOUS AND REMOTE

On nights when Mabar is coterminous, the Necrotic Power property encompasses the entire world, and the radius of all light sources is halved.

When Mabar is remote, all creatures increase their resistance to negative damage by 5.

RISIA: THE PLAIN OF ICE

PLANE

COLD TIMELESS IMMEASURABLE

Moon Dravago, the Herder

Moon and Portal Colour Lavender

Native Inhabitants Spirits of Ice, Frost Giants and **Dwarves**

PLANAR EFFECTS

Lethal Cold. All regions of Risia are subject to temperatures of extreme cold (Core Rulebook page 517), though some regions reach temperatures of incredible cold. All creatures increase their resistance to fire damage by 5.

Empowered Ice. Cold spells are enhanced, while fire spells are impeded (Gamemastery Guide page 136). When you Cast a Spell with the cold trait, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can cast.

Preservation. When a creature starts its turn with the dying condition, it loses the dying condition and remains unconscious at 0 hit points, increasing the wounded condition as normal. While unconscious at O hit points, you enter a state of suspended animation. If an unconscious creature at 0 hit points remains in contact with the ground for more than 1 minute, it's drawn below the surface and encased in an ice-encrusted stasis. While encased in this way, time ceases to flow for the creature and it doesn't grow older.

Stagnation. When a creature rests, it does not regain any hit points.

Stillness of Flesh. Time passes at the same pace as on the Material Plane and is consistent across its layers. However, the passage of time has no effect on a mortal creature's body, and creatures don't age or grow while in Risia. Exhaustion, starvation, and disease merely reduce a creature to 0 hit points and do not kill it. Dwarves are immune to this property's effects, and in Risia they can grow, age, and die, just as they would on the Material Plane.

MANIFEST ZONES

A Risia manifest zone typically manifests one or two of the planar effects. In addition, it may have the following additional properties.

Continual Ice Bits of ice and snow that will not melt seem to persist throughout the region. These frozen bits do not melt even if they are removed from the

Permafrost The area is dotted with ice and permafrost, from which mephits and elementals emerge with regularity. Bodies of water are unusually cool even if the surrounding region is hot.

COTERMINOUS AND REMOTE

When Risia is coterminous, temperatures across Eberron drop sharply. Regions that are already cold can become dangerously cold - and even begin to manifest the Risia Planar traits even if unassociated with a Manifest Zone.

While Risia is remote, intense cold loses some of its bite. Regions of cold temperature become one stage higher than normal. In addition, creatures increase their resistance to cold damage by 5.

SHAVARATH: THE BATTLEGROUND PLANE

FLOWING IMMEASURABLE

Moon Vult. the Warder

Moon and Portal Colour Pockmarked steel-gray

Native Inhabitants Conscripts, Sword Wraiths,
Whirling Blades, Angels, Demons, Devils

PLANAR EFFECTS

War Magic. When a creature casts a spell that grants a bonus to AC, attack rolls, or saving throws or a spell that grants temporary hit points, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

Unquenchable Fury. Creatures gain a +2 status bonus to saving throws against any spells or abilities that improve a target's Attitude or soothe their emotions such as Calm Emotions. In addition, the duration of these effects is halved, to a minimum duration of 1 round. In addition, a barbarian's rage cannot be ended early unless they are knocked unconscious.

Fight On. On a creature's turn, it can use an action to spend a Hero Point to regain 1d10 + level + Constitution modifier hit points (minimum of 1).

Critical Specialization. All creatures gain the critical specialization of their weapons. If a creature already had access to the critical specialization, they apply its effects on successful hits as well.

Flexible Time. Time's passage varies between Shavarath's layers. In many, time passes at the same rate as on the Material Plane, but other layers move at different speeds.

MANIFEST ZONES

Manifest zones tied to Shavarath often manifest one or more of the planar effects of Shavarath.

COTERMINOUS AND REMOTE

When Shavarath is coterminous War Magic and Unquenchable Fury properties spread worldwide, encouraging violence.

When Shavarath is remote, there is no apparent effect on the material plane.

SYRANIA: THE AZURE SKY

PLANE

AIR IMMEASURABLE

Moon Therendor, the Healer

Moon and Portal Colour Blue-gray

Native Inhabitants Angels, Virtues, Dominions, Thrones

PLANAR EFFECTS

Unburdened. Creatures gain a flying speed equal to their walking speed unless it already has a flying speed greater than or equal to their walking speed, in which case that speed increases by 10 feet.

Gentle Thoughts. Creatures gain a +2 status bonus to diplomacy checks, and a -2 status penalty to intimidation checks.

Universal Understanding. A creature can understand the literal meaning of any spoken language that it hears and can understand any written language that it can see. This doesn't decode secret messages or reveal the meaning of symbols that aren't part of a written language.

Absolute Peace. To make an attack or cast a damaging spell, a creature must succeed on a flat check of DC 5 + spell level. On a failed check, the spell is not cast and its spell slot is not expended, but the actions are still consumed.

Standard Time. Time passes at the same pace as on the Material Plane and is consistent across its layers.

MANIFEST ZONES

Manifest zones tied to Syrania can reflect one or more of the properties of the plane, but often in more limited ways.

COTERMINOUS AND REMOTE

When Syrania is coterminous, the Absolute Peace and Gentle Thoughts properties apply across Eberron. However, if a creature is attacked, harmed by a spell, or witnesses its friends being harmed, that creature is unaffected by Absolute Peace for one minute.

When Syrania is remote creatures gain a +2 status bonus to intimidation checks, and a -2 status penalty to diplomacy checks. Outside of Syranian manifest zones, all flying speeds are reduced by 10 feet, to a minimum of 5 feet.

THELANIS: THE FAERIE COURT **PLANE**

FLOWING IMMEASURABLE

Moon Rhaan, the Book

Moon and Portal Colour Pale blue

Native Inhabitants Supporting Cast, Eladrin and other mortals, Greater Fey, Archfey and Anchor Barons

PLANAR EFFECTS

Thelanis is unpredictable, and its cardinal rule is that layers follow their own stories. Consider the following properties.

Enchanted Realm. Creatures take a -2 status penalty to saving throws against any spells or abilities with the illusion trait. When a creature casts an illusion spell, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

Storybook Logic. No two layers of Thelanis are exactly alike. While these effects vary from layer to layer, they are entirely reliable within that layer and should feel logical based on the nature of the local story. Damage types could be swapped or rendered impotent, a particular skill could have status bonuses or penalties, or items could behave in unexpected ways.

Words Have Power. In Thelanis, words - and particularly promises - have power. Creatures should be very careful about making formal agreements of any sort, especially with archfey; the more powerful the fey, the graver the consequences of breaking a promise.

Chaotic Time. Time is entirely flexible in Thelanis, moving at different rates from layer to layer. While time may have passed faster or slower than expected while in Thelanis, often time catches up with mortals when they return to Eberron - either swiftly ageing them if more time has passed on the Material Plane, or potentially restoring their youth and erasing the decades spent in Thelanis.

MANIFEST ZONES

Many manifest zones of Thelanis act as gateways into the realm. Many other Manifest zones reflect the properties and influence of Thelanis without allowing passage between worlds.

COTERMINOUS AND REMOTE

When Thelanis is coterminous, new gateway zones spring up.

When Thelanis is remote, the effects of Thelanian manifest zones are suppressed.

XORIAT: THE REALM OF MADNESS PLANE

ERRATIC IMMEASURABLE

Moon Lharvion, the Eye

Moon and Portal Colour Dull white with large black chasm crossing it

Native Inhabitants The Daelkyr, Aberrations

PLANAR EFFECTS

Dangerous Revelations. Whenever a creature rests for 8 hours or is reduced to 0 hit points, it must make a DC 20 Will saving throw. On a failed save, the creature is exposed to a madness-inducing effect. It may learn a terrible secret, or fundamentally change its vision of reality. The creature becomes Stupefied 1 and may not reduce this value until it escapes this planar effect.

Time Is an Illusion. Time is unreliable in Xoriat. Adventurers could be trapped in the Realm of Madness for what feels like a lifetime, then find only a moment has passed on Eberron. It's even possible for them to return to Eberron before they left.

Strange Reality. The things adventurers rely on gravity, time, their identity itself - aren't always reliable in Xoriat. These properties frequently change in ways that are near impossible to predict.

MANIFEST ZONES

Manifest zones typically convey one or more of the universal properties of the plane. The most common is the Dangerous Revelations and Unpredictable Magic are the most common properties.

COTERMINOUS AND REMOTE

The plane no longer goes through Coterminous or Remote cycles.

GUNS

Eberron is a world of widespread arcane industry and advancement - rather than technological. The second section of Guns and Gears - Guns - provides rules for the introduction of black powder firearms into the world, a significant technological advancement. This is incongruent with the lore of Eberron. While you may simply declare the content universally disallowed, you instead may wish to integrate the content in a lore friendly way. The Guns conversion allows just that.

GUNS IN EBERRON

Guns are a hotly debated topic in the meta of Eberron. While the lore of the world dictates that most combat involves the use of spells, standard fantasy medieval weapons, and does not introduce black powder firearms; many people may enjoy adding guns into the setting as it is reminiscent of the late middle ages to the early industrial revolution, with film noir, pulp action, and swashbuckling action themes.

During session 0, discuss whether or not you might like to introduce firearms into the world. You might decide to simply disallow all Guns content, allow all guns content including black powder as a recent invention of the Last War, utilise this guide's suggested conversion of Guns content to arcane mechanisms rather than scientific ones, or arrive at any decision for your Eberron. The final say of the matter is up to your GM and your table for your Eberron.

Wands and Staves Guns conversion

Eberron is a world based on the idea that if magic was a universal force in the world, advancement would primarily revolve around the development of arcane technology, rather than scientific development. Rather than inventing the telegram, House Sivis has created communication networks using message and sending spells; rather than create steam engines, House Orien simply uses bound Air Elementals to power the lightning rail; rather than create black powder siege weapons and firearms, soldiers employ massive siege staves and wield wands to discharge arcane spell stikes.

These advancements replace a scientific equivalent, and may even excel in some ways. In particular, siege staves and wands can accomplish more than the mundane effects of black powder explosives or impacts ever could - and as such most technological advances in these weapons are in the development of

arcane firearms rather than black powder. However, these arcane firearms are significantly more complicated to function than a mundane firearm and too expensive to place into the hands of untrained militia. As such, the technology of arcane firearms is still in its nascence in Eberron, while mundane firearms have yet to be invented.

Typically, this means that all Guns content should be considered of the Rare rarity if it isn't already, and content that you decide to include becomes Uncommon rarity. Always work with your GM to consider how backgrounds, items, classes, archetypes, feats, spells, and anything else from the Guns book content fits into the world.

SIBERYS POWDER

In the place of black powder, arcanists have developed what is referred to as the Breath of Siberys - or colloquially as siberys powder. The refined powder is composed of carefully processed eberron shards (despite the name) which are used to fuel the power of arcane discharges. With the simple trigger of an arcane spark or mundane fire, the Breath of Siberys destabilizes; instantly creating a blast of near pure arcane energy - and smoke depending on the quality of the powder. Most firearms depend on this rapid destabilization to power enchantments that accelerate small projectiles called bullets towards their targets, or even power a spell directly. Depending on the style of weapon, typically the siberys powder can either be loaded down the barrel as a siberys powder cartridge to detonate during the strike (typical of weapons that fire bullets), or a glass vile of the Breath of Siberys can be crushed on a special copper plate which stores the charge until discharged during a strike (typical of weapons that make spell strikes).

In the world, these weapons that depend on the siberys powder and ammunition to operate are still referred to as wands or staves due to their similarity to their spellcasting cousins. However, informally these

weapons are sometimes referred to as guns. For the purposes of mechanics, any weapon that operates in this way may only interact with firearm rules, while wands and staves may still only interact with wand and stave rules.

FIREARMS

Items that utilise black powder can relatively easily be reskinned to utilise siberys powder instead. Weapons like the arquebus or blunderbuss might simply replace black powder with siberys powder, or replace the bullet altogether to discharge a unique cantrip powered by the siberys powder instead of a bullet. These changes can be anything that your GM approves the flavour of, aim for an arcane implementation of the standard item. Keep in mind, however, that these changes should have no mechanical effect on the functionality of the weapon. If your new weapon fires a special cantrip, it is still subject to the traits of a mundane bullet; it still deals mundane bludgeoning or piercing damage, requires reloading, and costs the same amount per shot.

AMMUNITION

Mundane ammunition needs no reskinning, continuing to function as a simple physical projectile. Magical ammunition can be used without change, or you may flavour the ammunition as the discharge of a unique spell powered by the siberys powder. Mechanically this reskinning has no effect.

UNCOMMON, RARE, AND UNIQUE GUNS

Some of these weapons are uncommon in Golarion, but in the world of Eberron, most of these weapons would be Rare if not Unique rarity. Consider adjusting all of these items to at minimum Rare rarity, and consider how they might fit into the world if you decide to include them.

Beast Guns need no change to fit into the world due to their inherent arcane nature. Think about where your beast gun was created if you gain one.

Cobbled firearms should make the same changes as mundane firearms, though make more sense as creations of an independent gunslinger creating their own weapons. While most cobbled firearms are assembled by goblins, Dhakaani smiths are significantly more talented than these independent goblins and rarely create weapons that would be considered cobbled. Given their talent with firearms innovations, however, all Dhakaani still gain the benefits of the use of the cobbled firearms as goblins. Combination weapons do not require more than the

same changes as mundane firearms. Given that standard firearms are already Uncommon to Rare in Eberron, consider where this particularly unique creation may have come from. Is it an old Dhakaani creation? Or is this weapon designed by your own hand?

Unique and Rare firearms require individual attention from the GM to fit into the world of Eberron, but the firearm portion of which should require no more than the same changes as mundane firearms.

FIREARM SIEGE WEAPONS

Firearm siege weapons, commonly referred to as siege staves, instead use charges of the breath of siberys to create explosive effects, propel ammunition, or create long-range bludgeoning spell effects by casting a spell powered by the Breath of Siberys.

TOOLS AND ACCESSORIES

Tools and accessories typically continue to function as normal, though you could consider how some might be more magical in nature. Perhaps the scope you attach doesn't use lenses to magnify light, but a permanent spell effect.

WANDSLINGERS

Those who are brave enough to wield these unstable arcane firearms, and test the speed of their hand with the cutting edge of arcane innovation, are typically referred to as wandslingers. Wandslingers utilise arcane firearms to engage in battle relying on their sharp eye and fast hand. These wandslingers, wielding wands and staves to fight are sometimes referred to as Gunslingers.

Wandslingers are a simple rename of the Gunslinger class and utilise all of their features and progressions with the arcane firearms of Eberron. Despite the rename, they can typically only use firearms and most do not have any understanding of how a spellcasting wand might function. A limited few however have picked up methods of integrating arcane power into the blast of their firearm - these wandslingers typically follow the Way of the Spellshot or the Way of the Wandslinger. See the Wandslinger class archetype in the Archetypes section for more.

GEARS

Eberron is a world of widespread arcane industry and advancement - rather than technological. The first section of Guns and Gears - Gears - provides rules for the introduction of technological clockwork and contraptions into the world, a significant mundane technological advancement - though less than the Guns section. While you may simply declare the content universally disallowed, you instead may wish to integrate the content in a lore friendly way. The Gears conversion allows just that.

CLOCKWORK IN EBERRON

Eberron is a world that is very commonly mistaken as a steampunk setting - and for good reason. There are advances in the world powered by magic that feel like a representation of 1920s technology - the only difference being instead of steam or oil, the technology is powered by magic. Given the facade of 1920s technology, it seems that gears technology should be a relatively easy addition to the world. However, the gears section of the Guns and Gears book adds what is considered "weird science". There are contraptions powered by inexplicable science that achieve - or even surpass - common modern technology of our world, well beyond the achievements common in Eberron. While clockwork and technology in Eberron may be more advanced than many settings, these far reaching "weird science" advances could be considered disruptive to the type of campaign you wish to run. Yet, many of these changes may be possible to support as unique creations of artificers or applied magic of some kind.

During session 0, discuss whether or not you might like to introduce these clockwork and weird science advancements into the world. You might decide to simply disallow all Gears content, allow all Gears content as a recent developments of the Last War, utilise this guide's suggested conversion of Gears content to arcane mechanisms rather than scientific ones, or arrive at any decision for your Eberron. The final say of the matter is up to your GM and your table for your Eberron.

DRAGONSHARDS AND ARCANE CONDUITS - GEARS CONVERSION

Eberron is a world based on the idea that if magic was a universal force in the world, advancement would primarily revolve around the development of arcane technology, rather than scientific development. Rather than inventing the telegram, House Sivis has created communication networks using message and sending spells; rather than create steam engines, House Orien simply uses bound Air Elementals to power the lightning rail; rather than create clockwork siege engines (though some examples may exist such as the clockwork cavalry of thrane) magic was used to create the warforged titans and collosi.

These advancements replace a scientific clockwork equivalent, and may even excel in some ways. In particular, clockwork and steam powered contraptions are typicaly fueled by elementals bound in dragonshards. This method of power makes them too expensive to be common, yet the development is still possible as prototype creations of advanced artificers.

Typically, this means that all Gears content should be considered of the Rare rarity if it isn't already, and content that you decide to include becomes Uncommon rarity. Always work with your GM to consider how backgrounds, items, classes, archetypes, feats, spells, and anything else from the Gears book content fits into the world.

ARTIFICERS

Artificers are the backbone of arcane industry in Khorvaire. In the same way an inventor tinkers with machines and contraptions to create technology, the artificer plays with the fundamentals of magic to create magical technology. The Artificer is a class which is common in Eberron, however given the homebrew nature of this class it is still marked as Uncommon should your GM not wish to consider the balance implications of non-offical Paizo material. In addition to the artificer, there are new artificer familiar, artificer items, and artificer feats that are introduced by this class. Should the Artificer not be allowed by your table, everything with the Artificer trait should also be disallowed. See the Artificer in the Classes entry for the rules around the Artificer class.

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 3-1: ANCESTRY RARITY

Ancestry Rarity **Bugbears** Uncommon **Dwarves** Common Drow Uncommon Uncommon **Eberron Changelings 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.

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TABLE 3-2: VERSATILE HERITAGE RARITY

Heritage Rarity
Aasimar Uncommon
Tieflings Uncommon

**All others not noted here are Rare.

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 occasionally 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 does not aim to provide information about the Ancestries, but instead guidance about implementing their mechanics in the world.

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.

BUGBEARS

Bugbears are **uncommon** in the world of Eberron. 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.

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

DROW

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.

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.

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

EBERRON CHANGELINGS

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

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

GNOLLS

Gnolls are uncommon in 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 Gnoll Ancestry, detailed as a new Eberron Gnoll ancestry.

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

GNOMES

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

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

GOBLINS

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

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

HALF-ELVES

Half-Elves are **common** in the world of Eberron. Also called Khoravar, the vast majority of Khoravar are the descendants of two Half-Elves rather than a Human and Elf parent.

Half-Elves of Eberron are well represented by the Pathfinder 2e implementation.

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.

Half-Orcs of Eberron are well represented by the Pathfinder 2e implementation.

For more information on Half-Orcs 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.

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

HOBGOBLINS

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

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.

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

KALASHTAR

Kalashtar are **uncommon** in the world of Eberron. 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.

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.

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.

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

SHIFTERS

Shifters are **uncommon** in the world of Eberron. The Shifters Ancestry is provided in this document.

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

WARFORGED

Warforged are **common** in the world of Eberron. The warforged ancestry is provided in this document.

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

VERSATILE ANCESTRIES

There exist instances of these versatile ancestries throughout the world of Eberron, as such they are Uncommon in rarity. However, the following Ancestries 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

Any ancestries in the Pathfinder 2e core rules that are not listed above do not have any equivalent (or common equivalent) in the world of Eberron. All exotic ancestries gain the Rare trait, replacing other rarity traits they may have.

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, for many, are monsters belonging to storybooks and nightmares. Stories speak of bugbears as great hairy beasts that lurk in the shadows - it is the bugbears that lie in the darkness undetected, waiting for the children that strayed off the beaten path or too far from their parents, or for the villagers wandering out at night away from their homes. They drag the foolish and unsuspecting to their den to be devoured alive; worse, if they cut off your head, your soul is bound to Eberron and can never reach Dolurrh.

These terrible and fearsome stories flowered from small seeds of truth. Most bugbears, despite their size, rely on stealth and the cover of night to surprise their enemies - expending great bursts of energy to end fights before the victim can react. However, bugbears themselves are no more likely to eat other humanoids than humans themselves. The true bugbears of the forest, unlike those expected from human folklore, tend towards peace and the flow of nature rather than violence. After the Last War, many more stories of stoic bugbear rangers or druids guiding lost troops to safety through impossible terrain have been retold by soldiers.

Alongside this, new stories of bugbears are being forged by Darguun, a nation that rose from the ashes of the Last War. There are also many stories yet untold of the militant bugbears belonging to the secretive Dhakaani Empire.

YOU MIGHT...

- Present an air of indolence that 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 or move slowly with the world around them - regardless they usually conserve their great reserves of energy until needed. Standing between 6 to 8 feet tall and weighing 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. Due to their longer limbs, weapons wielded in the hands of bugbears have a greater reach than typical.

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. For those that strive for glory in battle or perform dangerous manual labour, death by old age is far less common.

SOCIETY...

Of the communities bugbears can belong to, the ones that are primarily goblinoid are Dhakaan, Darguun, or the isolated druidic communities found throughout Khorvaire but primarily in the Khraal.

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

However, bugbears can also be found integrated within human settlements, and needn't originate from strictly goblinoid communities. These bugbears often take up the culture of the nations they are found in and can play a diversity of roles within them.

ALIGNMENT AND RELIGION...

The religion of an individual bugbear depends on the culture in which they were raised.

All bugbears, especially for those of the Dhakaani Empire, lean towards lawful alignments. This can manifest in a tendency towards organization, whether this is found in centralized or decentralized communities.

NAMES...

Goblinoid names often feature drawn-out vowel sounds (represented by doubled letters). Goblinoids typically use the same names and naming conventions.

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

RARITY

Uncommon

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Strength

Free

LANGUAGES

Common

Goblin

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

TRAITS

Bugbear Humanoid

DARKVISION

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

BUGBEAR HERITAGES

Bugbears have less variation in their physical stature than goblins, but there are still a few distinct heritages that are 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 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 FEAT 1

BUGBEAR

Your long limbs and great strength provide you with 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

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 do not 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 LUNGE *>

FEAT 5

BUGBEAR

Requirements You have at least one hand free

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. Make an unarmed Strike against a creature. This strike gains the Reach trait which does not stack with Reach from other sources. Alternatively, you can use make a Disarm, Shove, or Trip action instead of an unarmed Strike.

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).

Special 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.

Special 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 your 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

MARTIAL REACH FEAT 9

BUGBEAR

FEAT 17

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.

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.

UNARMED STANCE

FEAT 13

BUGBEAR STANCE

Requirements You have at least one hand free

You take up a stance to take advantage of your long limbs and swing with large arcs to lash out at distant enemies. While you are in this stance, your unarmed Strikes, Disarm, Shove, and Trip actions gain the reach trait. This trait does not stack with reach from other sources such as unarmed lunge.

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.

Prerequisite Unarmed Stance

Your weapons become extensions of your limbs on the battlefield, and you can extend the reach of your weapon attacks. While in the Unarmed Stance and 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.

EBERRON CHANGELINGS

Known under the moniker of "The Children of Jes", changelings are humanoid creatures with shape-changing abilities. In particular, their abilities allow them to take the form of other humanoid creatures with little limitation on who. Many use their gifts as a form of artistic expression or to convey their current emotional state, adopting certain personas depending on the context of their moods. However, it does not go unnoticed by many, including some changelings themselves, that their ability is an invaluable tool for grifters, spies, and those whose aims are to deceive. This leads many people to treat changelings with general suspicion.

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

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 a 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.
- 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.

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 mannequin. 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. However, for changelings that live in areas where other of their kind reside, and often shared feature is a fluidity in concepts of identity, gender, and personality.

ALIGNMENT AND RELIGION...

Changelings tend towards pragmatic neutrality, and few changelings embrace evil. As changelings are primarily products of the culture in which they grow, their moral alignment tends to match the alignment of their peers. Similarly, for religion, a changeling might be inclined to follow the dominant faith of their peers.

However, many changelings find a connection to the Traveler.

PATHFINDER'S GUIDE TO EBERRON

NAMES...

The true name of a changeling tends to be simple and monosyllabic.

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 TRA

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.

RARITY

Uncommon

HIT POINTS

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Charisma

Free

LANGUAGES

Common

Additional languages equal to 1 + 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

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

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.

CHANGELING HERITAGES

Changelings are nearly homogenous in their physiology, however, the formative 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 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

CAMOUFLAGE

FEAT 1

EBERRON CHANGELING

You can change your skin pattern to more closely match your environment. While in cover or difficult terrain - including rubble, snow, or underbrush - you gain a +1 status bonus to your stealth checks to sneak, 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 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.

SKIN CANT

FEAT 1

EBERRON CHANGELING

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.

PERSONABLE 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 a 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.

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 of 10 feet. 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.

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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 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 5

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).

AOUATIC 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

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

FEAT 13

EBERRON CHANGELING

Prerequisite Expert in Performance.

You are a master of the unique changeling art of skin dancing. You can create intricate patterns and even images on your skin, and shift them about in mesmerizing ways. You can achieve effects such as lighting coursing up your arms, or and fire dancing in a crown around your brow. You gain the Virtuosic Performer skill feat in the speciality of dance (if you already have the Virtuosic Performer in dance, you may choose an additional different speciality). 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 of shift shape is free as part of the performance and lasts until you shift shape again.

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

13TH LEVEL

MARVELOUS MIMIC

FEAT 13

UNCOMMON 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 material.

EBERRON CHANGELING

TERRIFYING SHIFT

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 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.

GNOLLS

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

Gnolls began their existence being bred for and recruited by the overlords of War, Rak Tulkhesh, and the Wild, the Wild Heart. Those who absolved themselves of servitude took their idols to the Znir - a word that means stone - and destroyed the sculptures of the fiends that kept them bound to violence. All of these clans - warrior, shaman, hunter - vowed that no god, chib, nor demon would hold dominion over them and while their clans differed, they all were of the same pact. These were the ancestors of the Znir Pact gnolls, now found throughout Khorvaire but most prevalently in Droaam.

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...

Gnolls are large, hyena-like humanoids with short muzzles, sharp teeth, and large and expressive round ears. Their bodies are covered in shaggy fur, lighter on the stomach and throat. The colour varies depending on the gnoll, but brown shade—spots and stripes are common. Gnolls typically stand between six and seven feet tall. The women are typically larger and stronger than the males. Gnolls are considered adults at fifteen, and live about 60 years on average.

SOCIETY...

The Znir gnolls include a dozen different clans, each of which holds distinct traditions. 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.

ALIGNMENT AND RELIGION...

Gnolls have very strong pack instincts and instinctively work together in combat. This means the typical gnoll trends towards a Lawful alignment, but good and evil depend on the current terms of their contract.

NAMES...

A Gnoll's most important identifier is its whoop. Impossible for most non-gnolls to properly replicate a whoop, thus gnolls also use contract names.

SAMPLE GNOLL CONTRACT NAMES

Dagnyr, Dhyrn, Ghyrryn, Gnasc, Gnoryc, Gnyrn, Gnyrl, Hyrn, Lhoryn, Lhyr, Lhyrl, Mognyr, Myrl, Sorgnyn, Thyrn, Toryc, Yrgnyn, Yrych

GNOLL HERITAGES

You can select one of the following heritage at 1st level to reflect abilities that are representative of the training and development you received while you were raised in a specific clan. These skills and abilities are specialities 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.

GNOLL STATISTICS

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

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.

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.

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.

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**, **gnollbows**, 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 PRACTICALITY

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**, **gnollbows**, 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**, **gnollbows**, 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 | ESSENCE OF THE MOON

FEAT 5

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.

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 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.

SURVIVOR FEAT 5

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

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

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

GNOLL

Prerequisites Pack Attack

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 one of your allies is flat-footed to you.

ARMOURED WARRIOR

FEAT 9

GNOLL

Prerequisites Eyre, Olarune, Vult Clan

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.

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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.

Zarantyr Rip 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.

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.

As a result of their bonds to their Quori spirit, Kalashtar experience the world differently than other creatures. Their bonded nature enables an aptitude for psionics and greater resistance against psionic attacks.

YOU MIGHT ...

- Aim to understand the emotions of those around you, even if the situation doesn't call for it.
- Very rarely consider the limitations you may encounter as you draw up your goals and aspirations.
- Believe that the rules of reality can be bent like those in dreams.

OTHERS PROBABLY...

- Think you're human, though you move and act in a slightly otherworldly way.
- Find themselves drawn to your raw charisma, and the otherworldly presence you exhibit.
- Opening their emotions to you, even before they realize they are doing so.

PHYSICAL DESCRIPTION...

Kalashtar appear human, most people struggle to detect physical differences between Kalashtars and Humans.

SOCIETY...

There are a few main kalashtar societies. The Adaran Kalashtar, the Khorvairian kalashtar, and kalashtar that do not belong to a community with others of their kind at all.

ALIGNMENT AND RELIGION...

Kalashtar are willing to achieve their motivations in any number of ways, so neither law nor chaos has strong sway over the kalashtar.

NAMES...

A kalashtar name adds a personal prefix to the name of the quori spirit within the kalashtar.

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

LINK MIND CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE ILLUSION KALASHTAR MENTAL

Cost >>>> somatic

Range 30 feet; Targets 1 creature

Duration 10 minutes

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, and the duration increases by 10 minutes.

KALASHTAR HERITAGES

The abilities and the personalities of kalashtar are heavily influenced by their quori spirit. Recall that the fiendish heritage of each spirit can be used either to strengthen the Light or enable the Darkness. Choose one of the following kalashtar heritages at 1st level - what does your choice represent about your character's relationship with their spirits?

DU'ULORA KALASHTAR

The fiendish du'ulora spirit inhabits your bloodline and is one that feeds on rage and aggression. You choose one of the following paths.

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.

DU'ULORA AGGRAVATOR

You learn to channel others' anger to blind your enemies with rage. You become trained in Intimidation (or another skill if you were already trained in Intimidation). In addition, when you use the Feint action, you may make an Intimidation check instead of making a Deception check.

RARITY

Uncommon

HIT POINTS

6

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Charisma

Free

LANGUAGES

Common

Ouori

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.

DU'ULORA BATTLE SPIRIT

You learn to increase the adrenaline and focus of those you support in the heat of battle. You may use the aid reaction on any allies under the effect of your Link Minds to assist in Athletics checks or Attack rolls. After you do so, your Link Minds ends on that ally.

HASHALAO KALASHTAR

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

HASHALAO SEDUCER

You become trained in Diplomacy (or another skill if you were already trained in Diplomacy). When you Make an Impression you gain a +2 circumstance bonus to your check and a +1 circumstance bonus to your Requests of Helpful NPCs.

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 +1 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.

KALARAO 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). You must also choose one of the following paths.

KALARAQ COMMANDER

Inhabiting a leader spirit of the quori, you exhibit a force of charisma that persuades others to listen to what you say. 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.

KALARAO SUPPORTER

If you are using the stamina variant rules, you gain the Encouraging Words skill feat (even without meeting the level prerequisites). Otherwise, you gain the following Encouraging Words action.

ENCOURAGING WORDS

FEAT 1

AUDITORY KALASHTAR LINGUISTIC MENTAL

Requirements The target ally lost hp within the last round.

You give an ally within 30 feet a quick boost of encouragement, 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 be greater than the total hit points that a creature has lost. If the recipient receives healing which would make the temporary hit points greater than total hit points lost, the temporary hit points from this source are reduced to be equal to total hit points lost.

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. If you have this quori ancestry, you can choose one of the following paths.

TSUCORA INTIMIDATOR

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 bend the target's mind to inspire fear. If you do so, Demoralize gains the mental trait rather than the visual trait.

TSUCORA EMANCIPATOR

You gain the ability to control and dampen the influence fear has over you, and your allies. Allies under the effect of your Link Minds gain a +1 status bonus to their saves against effects with the Fear trait.

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

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 Kalashtar, you select from among the following ancestry feats.

1ST LEVEL

ATTUNED SPIRIT

FEAT 1

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

KALASHTAR

You can communicate your directed messages with greater power. The range of Link Mind 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, your trance allows you a more robust recovery and greater resistance to forced sleep. 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.

EDGEWALKER

FEAT 1

KALASHTAR

You have trained to fight extraplanar threats to Eberron. You gain a +1 circumstance bonus to saving throws against extraplanar creatures, and you gain a +1 circumstance bonus to damage with weapons and unarmed attacks against them. 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.

INTUITIVE LINK

FEAT 1

KALASHTAR

You can link your mind to others with ease. Mind link loses the concentrate trait, loses the somatic component, and has a casting time of one action.

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.

PSI-BLADES *>

FEAT 1

FEAT 5

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 a free hand, or two psi-blades if both your hands are free. These simple weapons are attacks that deal 1d4 slashing damage. The blades are in the Knife group and have the agile, finesse, and twin traits.

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

Special If you gain the Mind Smith dedication, the Psi-Blades you manifest from this feat are included as one of the statistics your mind smith weapon can take on. In addition - rather than during your daily preparations - you can complete a 10 minute activity to focus and change the form of your mind smith weapon to any other mind smith weapon.

PSI-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. In addition, you may use the shield block reaction of your psi-shield on incoming psychic attacks as well as physical attacks.

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.

STH LEVEL

BROAD LINK

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.

KALASHTAR

CHANNEL FEAR

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.

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 GUARDIAN 📦

FEAT 5

KALASHTAR

Prerequisites Kalaraq Kalashtar heritage

Trigger An ally under the effects of your Link Minds is hit by an attack or must make a saving throw, and the +1 circumstance bonus will change the level of success.

The Kalarag are the natural leaders of the Quori and can guide their followers to stand resolute. While an ally is under the effects of your Link Minds, you can choose to grant them a +1 circumstance bonus to their AC or saving throw.

MENTAL PROJECTION

FEAT 5

KALASHTAR

You can project your emotions into any creature's mind, conveying thought without language. When you cast a spell or use an action with the Auditory and Linguistic traits, you may replace the Auditory and Linguistic traits with the Mental trait. Diplomacy checks made in this way take a -2 circumstance penalty.

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

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 spell DC which you become trained in if you are not already. See core rulebook 302.

Critical Success The creature resists your taunt.

Success On the creature's turn, it must spend 1 of its actions to attack you if it can, or in the pursuit of being able to attack you.

Failure The creature becomes Stupefied 1. On the creature's turn, it must spend 2 of its actions to attack you if it can, or in the pursuit of being able to attack you.

Critical Failure The creature becomes Stupefied 1. On the creature's turn, it must spend all of its actions to attack you if it can, or in the pursuit of being able to attack you.

FEEDBACK

FEAT 9

KALASHTAR

You are a master of your mind and have used that mastery to ward it against invaders. 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).

PSI-SENSE

FEAT 9

KALASHTAR

With a sensation that something is wrong, you can detect dangers before they happen, 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.

OUORI FOCUS

KALASHTAR

Frequency once per day

Trigger Your turn begins.

Your quori spirit sustains the powers 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 effects.

13TH LEVEL

DISTRIBUTED SPIRIT

FEAT 13

KALASHTAR

Prerequisite Broad Link

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 Link Mind. If the targets of Link Mind are directly communicating with each other they must share a language.

AURA SENSE

FEAT 13

KALASHTAR

You can feel the creatures of the world around you even before your other senses pick up on it. You gain a special vague sense to detect creatures' auras within 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 melee strike, you can manifest a pulse of energy that warps the target's mind. You can add +2 psychic damage to your attacks. If this melee strike reduces a creature to 0 hit points, you can choose to make the blow non-lethal by using the pulse of psychic energy to ward off the mortal wounds of the strike. You do not take any penalty for using a weapon without the non-lethal trait to do so.

17TH LEVEL

SPEAKER FOR THE DREAMERS

FEAT 17

KALASHTAR

The control you have over your dreams lets you extend them to others, intercepting their travels to Dal Quor. You can cast Dream Council or Possession once per day as occult innate spells.

SHIFTERS

Shifters are an ancestry with many similarities to the werecreatures of Eberron. While shifters cannot completely change like werecreatures, they can shift to take on the features of their beast within. From their beast within a shifter gains extraordinary abilities, such as deadly fangs, refined senses, speed, and other similar traits.

Shifters are a diverse ancestry that combines the traits of humanoid and beast heritage, not unlike a were-creature.

YOU MIGHT ...

- Prefer the companionship of other shifters or a close group of friends.
- Feel strong emotions, typically manifesting in the spirit of your beast within.
- View survival as a challenge, and strive to be self-reliant, adaptable, and resourceful.

OTHERS PROBABLY...

- Assume that you have a natural connection to animals and the natural world. Especially that of your beast within
- Worry that you can't control yourself and may give in to your feral instincts to attack others, especially when the moon is full.
- Have difficulty relating to the strong emotions you can feel.

PHYSICAL DESCRIPTION...

Shifters are humanoid in shape, but their ancestry gives shifters a distinctly lithe form compared to humans. Their faces and bodies typically show traits of their beast within, such as longer fangs, pointed ears, feline eyes, and other such features. Their bodies -especially their legs and forearms -are typically covered in more hair than a human, creating a fur-like covering over their limbs.

A Shifters' beast within is more obvious when they are transformed into their hybrid shape, their features shifting to resemble the animal to which they are connected. The manifestation of these features varies from shifter to shifter, but typically, their teeth become more prominent, their skin toughens like hide, their hair lengthens, and their eyes reshape.

SOCIETY...

Shifters are a relatively uncommon race in the Five Nations.

ALIGNMENT AND RELIGION...

Shifters are varied in alignment, and can be inclined to any alignment.

NAMES...

Shifters typically take on names similar to that of humans, or that of the community around them though with a more rustic inclination. Shifters typically have a personal name that they use with their friends and a wandering name that they use with strangers.

SAMPLE NAMES

Aethelwulf, Bennin, Bree, Burch, Dominic, Erylis, Geth, Karmos, Lorelai, Lyndra, Taria, Volante

SAMPLE WANDERING NAMES

Ash, Aurora, Autumn, Brook, Claw, Cliff, Dawn, Flint, Frost, Hazel, Iris, Lily, Rain, River, Rose, Rock, Thorn, Torn, Storm, Summer

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CHANGE SHAPE

CONCENTRATE POLYMORPH PRIMAL TRANSMUTATION

Frequency Once per hour.

You assume a more bestial shape. This hybrid shape has a specific, persistent appearance, which appears to be a half mix between a human and your beast within. This change is not similar to the change of a werecreature. While in hybrid shape, you gain a feature of the beast within your heritage. This transformation lasts for 1 minute, or until you spend an action to dismiss it. While in your hybrid form, you gain the beast trait. In addition, you gain a claws unarmed Strike resembling the features of your beast within (claws for felines, talons for

eagles, and so on). Your claws deal 1d4 piercing damage, have the agile, finesse, and unarmed traits, and are in the brawling weapon group.

SHIFTER HERITAGES

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

BEASTHIDE SHIFTER

Typically manifesting traits of the bear or the boar, beasthide shifters can have traits of any animal known for its toughness. Beasthide shifters are known for being straightforward, although sometimes this leads them to be misunderstood as rude. These shifters are also characterized by a steadfast - sometimes stubborn - drive to complete the tasks they take up.

You gain 10 Hit Points from your ancestry instead of 8, and Change Shape loses the concentrate trait.

HYBRID FORM

While in your hybrid form, you gain the following action

BRACE

SHIFTER

Requirements You are in your hybrid form.

You brace yourself to take a hit, using your thick skin and fortitude to protect yourself. You gain a +1 circumstance bonus to AC.

RARITY

Uncommon

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Free

Free

ABILITY FLAW

Charisma

LANGUAGES

Common

Additional languages equal to 1 + 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

Shifter

Humanoid

SHAPECHANGER

You gain the Change Shape action as noted in the shifter entry.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

CLIFFWALK SHIFTER

Typically manifesting traits of the mountain goat, cliffwalk shifters can have traits of any animal with an aptitude for climbing. Cliffwalk shifters often have a shy and introverted nature but have a strong sense of kindness and justice for those around them.

You are talented at scaling surfaces without focusing on the climb itself. You gain the Combat Climber feat.

HYBRID FORM

While in your hybrid form, you gain a +1 circumstance bonus to your Athletics check to climb or Grab an Edge.

DREAMSIGHT SHIFTER

Dreamsight shifters are rare among shifters, and their personage extends beyond their beast within.

Dreamsight shifters have a sharpened instinct and senses compared to other shifters, as they have a deeper connection to the plane of Lamannia. A dreamsight shifter may have any kind of beast within though the animal is typically found in other shifter heritages too. Dreamsight shifters are usually calm and contemplative, especially when compared to other shifters.

You gain a +1 circumstance to use the Diplomacy or Nature skill checks with animals and beasts.

HYBRID FORM

While in your hybrid form, you have the ability to detect the presence of other creatures. You gain an imprecise lifesense of 15 feet which can detect any animal, beast, humanoid, or plant creature. This allows you to sense the life force within living creatures of the natural world.

GOREBRUTE

Typically manifesting traits of a bull or ram, Gorebrute shifters can have traits of any animal with a violent charge. Gorebrute shifters value assertiveness and confidence, although these shifters' love for a challenge can be viewed as aggressive. These shifters tend to follow a code of honour or have strong principles of how one should carry themselves in conflict.

You use your bulk to gain a +1 circumstance bonus to Athletics checks to Shove or Trip foes.

HYBRID FORM

While in your hybrid shape, gain a natural weapon of your animal such as horns or tusks to make unarmed attacks that deal 1d6 bludgeoning damage. Your natural weapon is in the brawling group and has the shove trait.

LONGSTRIDE SHIFTER

Longstride shifters typically manifest traits of cats, hares, or rats, though can have traits of any swift animal. Longstride shifters are graceful and quick. Longstride shifters are aloof and difficult to pin down physically or socially.

You are nimble and can easily recover from a fall. You gain the Cat Fall feat.

HYBRID FORM

While in your Hybrid form, you can use bursts of speed to outrun your competition. Your speed increases by 5 feet.

LONGTOOTH SHIFTER

Typically manifesting traits of a canine, tiger, hyena, or other predator, Longtooth shifters can have traits of any animal with a fierce bite. Longtooth shifters have the greatest connectedness with the natural order of all shifters. Sometimes considered savage by others, they rather prefer to live in tune with their surroundings.

Using the menace of your teeth, you intimidate others. You gain the Intimidating Glare feat.

HYBRID FORM

While in your hybrid form, your long fangs are formidable weapons. You have a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the pick group and have the grapple trait.

RAZORCLAW SHIFTER

Typically manifesting traits of a feline, Longtooth shifters can have traits of any animal with sharp claws. Razorclaw shifters prioritize their physical might and constitution more than others. They are ardent protectors of those they love, and vigilant warriors against those who have wronged them.

As a razorclaw shifter in your humanoid form, you still have particularly long, sharp claws. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

HYBRID FORM

While in your hybrid form, your claws become capable of delivering vicious wounds with a wicked swipe. Your claw attack deals 1d6 damage is part of the knife group and gains the versatile (piercing) trait.

SWIFTWING SHIFTER

A swiftwing shifter's beast within is typically a bird such as an eagle or falcon but can have an animal representing any aerial predator. Swiftwing shifters often come across as twitchy or nervous but instead are incredibly perceptive and quick to respond to signs of danger. As adept scouts, Swiftwing shifters value perceptiveness and caution.

While in your humanoid form, your lighter bones and connection to your beast within allows you to slow your falls. When you fall, you take only half the normal damage and don't land prone.

Hybrid Form

Despite your beast within, flying is extraordinarily challenging for a swiftwing shifter. However, while in their hybrid form most can use a strong flap of their wings to travel longer distances when jumping. When in your hybrid form, if you leap horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed. In addition, while in your hybrid form you take no damage from falling, regardless of the distance you fall.

TRUEDIVE SHIFTER

Typically manifesting traits of a crocodile or shark, truedive shifters can have traits of any animal with aquatic capabilities. Truedive shifters can be considered by others to be somewhat remote or callous, but they are steadfast through turmoil and waves of change.

When you succeed at an Athletics check to Swim, you get a critical success instead.

HYBRID FORM

While in your hybrid form, you gain the amphibious trait and a swim Speed of 15 feet.

WILDHUNT SHIFTER

Wildhunt shifters typically show traits of the wolf, but their animal may be any type of hunting pack animal. Wildhunt shifters can be suspicious and untrusting, but their loyalty when earned is a nearly impossible bond to break.

You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Track a creature or object if you've smelled it before.

HYBRID FORM

While in your hybrid form, you can use the Seek action to sense undetected creatures within a 30-foot burst instead of a 15-foot burst.

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

BEASTHIDE ENDURANCE

FEAT 1

SHIFTER

Frequency once per day

Trigger You are in your hybrid form and would be reduced to 0 Hit Points but not immediately killed.

Prerequisites Beasthide shifter heritage

You are a tenacious combatant, continuing to fight when others would succumb to pain and injury. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

NATURAL SKILL

FEAT 1

SHIFTER

Your survival instinct and drive to be self-sufficient allow you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

NIGHT SENSES

FEAT 1

SHIFTER

Your senses sharpen and you have the ability to see through the dark and gloom. You gain darkvision.

PACK HUNTER

FEAT 1

SHIFTER

You were taught how to hunt as part of a pack. You gain a +2 circumstance bonus to checks to Aid, and your allies gain a +2 circumstance bonus to checks to Aid you.

SHIFTER WEAPON FAMILIARITY

FEAT 1

SHIFTER

You favor the weapons common to shifters. You are trained with the hatchet, kama, kukri, scimitar, and sickle. In addition, you gain access to kama, kukris, and all uncommon shifter weapons. For you, martial shifter weapons are simple weapons and advanced shifter weapons are martial weapons.

SHIFTER INSTINCTS

FEAT 1

SHIFTER

Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts. You gain a +1 circumstance bonus to Perception checks to Seek, Sense Motive, and Initiative rolls.

SHIFTER LORE

FEAT 1

SHIFTER

You learned skills for surviving no matter the shifter community you were raised in. You gain the trained proficiency rank in Nature 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 Shifter Lore.

SHIFTER MAGNETISM

FEAT 1

SHIFTER

Your heritage gives you a strong animal presence. You gain a +1 circumstance bonus to Diplomacy, and Intimidation against animals and beasts, and to Nature checks to Command an Animal.

Special If you have the Dreamsight shifter heritage, your circumstance bonus is +2.

QUICK SHAPE

FEAT 1

SHIFTER

Trigger You roll initiative.

Your instincts kick in and you take on an aggressive stance. You use Change Shape to enter or exit your hybrid form.

WILD STEALTH

FEAT 1

SHIFTER

You can call upon your bestial heritage to increase your stealth. You can move 5 feet farther when you take the Sneak action, up to your Speed.

In addition, while in your hybrid form 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.

STH LEVEL

ANIMALISTIC RESISTANCE

FEAT 5

SHIFTER

Your animalistic connections help you resist natural afflictions. You gain a +2 circumstance bonus to saves to resist diseases and poisons.

NATURAL GRIP

FEAT 5

SHIFTER

Prerequisites Cliffwalk Shifter heritage

While in your hybrid form, you climb walls with a preternatural grip. You gain a climb Speed of 15 feet.

FLEDGLING FLIGHT •>

FEAT 5

SHIFTER

Frequency once per round

Prerequisites Swiftwing shifter heritage

While in your hybrid form, you can fly through the air in short bursts at half your land Speed. If you don't end your movement on solid ground, you fall at the end of your turn.

GOREBRUTE VENGEANCE

FEAT 5

EMOTION MENTAL SHIFTER

Frequency once per 10 minutes

Prerequisites Gorebrute shifter heritage

Trigger You, or an ally you can see, are damaged by an enemy's critical hit and you are in your hybrid form.

You dedicate yourself to destroying those who harm your companions. Until the end of your next turn, you deal an additional +1d6 damage on Strikes against the triggering enemy. The bonus increases to +2d6 if you use a striking weapon or unarmed attack and +3d6 if you use a major striking weapon or unarmed attack.

GREATER ANIMAL SENSES

FEAT 5

SHIFTER

Your senses advance to match those of your animal aspect. You gain one of the following senses available to your beast within: echolocation (imprecise) 30 feet, tremorsense (imprecise) 30 feet, or wavesense (imprecise) 30 feet. If your beast within doesn't typically have a specific type of sense, you can't gain the sense with this feat.

Special You can select this feat multiple times, either choosing a different sense or improving an imprecise sense granted by this feat to a precise sense.

PACK STALKER

FEAT 5

SHIFTER

Prerequisites Pack Hunter; expert in Stealth

Hunting with a pack is a shifter tradition. You gain the Terrain Stalker feat and can extend its effects to a single ally so long as they remain within 10 ft. of you. If you have master proficiency in Stealth, you can extend the effect to two allies. If you have legendary proficiency in Stealth, you can extend it to four allies.

SENSE ALLIES

FEAT 5

SHIFTER

Like many shifters raised in a close-knit community, you have always been strongly attuned to the presence of others. Willing allies that you are aware of within 60 feet that would otherwise be undetected by you are instead hidden from you. The flat check for you to target willing allies within 60 feet that are hidden from you is 5 instead of 11.

SHIFTER WEAPON PROWESS

FEAT 5

SHIFTER

Prerequisites Shifter Weapon Familiarity

You know how to efficiently use the weapons of the shifters. Whenever you critically hit using a shifter weapon or one of the weapons listed in Shifter Weapon Familiarity, you apply the weapon's critical specialization effect.

TRUEDIVE ELITE

FEAT 5

SHIFTER

Prerequisites Truedive Shifter heritage

You gain a 10 foot swim Speed and the Underwater Marauder skill feat. While in your hybrid form, your swim Speed is 25 feet.

UNARMED CUNNING

FEAT 5

SHIFTER

Prerequisites Gorebrute, Longtooth, or Razorclaw Shifter heritage

You make the most of your unarmed attacks. Whenever you score a critical hit with an unarmed attack you gained from your shifter heritage or a shifter ancestry feat, you apply the unarmed attack's critical specialization effect.

9TH LEVEL

ANIMAL MAGIC

FEAT 9

SHIFTER

Your shapeshifting grants you a magical connection to the animal world. You can cast animal messenger, calm emotions (animals only), and speak with animals as 2nd-level primal innate spells once per day each. These spells use your class DC or spell DC, whichever is higher.

DREAMSIGHT EXPERT

FEAT 9

SHIFTER

Prerequisites Dreamsight Shifter heritage

Your senses are keen, and you can pick up on the life force traces of any creature. While in your hybrid form, your lifesense can detect any creature not protected against detection by magical means.

FLEET STEP �

FEAT 9

SHIFTER

With a quick step, you use your natural agility to stay light on your feet as you move. You Step 5 feet twice.

GROUP AID FEAT 9

SHIFTER

Your upbringing emphasized teamwork and helping your allies comes naturally to you. After you Aid an ally at a skill check that doesn't have the attack trait, you can also Aid any other ally who attempts the same skill check for the same purpose that round. You do so as a free action rather than a reaction.

The preparation you did to help must still apply to the other allies, and you can Aid each ally only once. For example, if you helped lift up an ally to Aid them on an Athletics check to scale a wall, you could keep the same posture to give a boost to other allies attempting to scale the wall in the same round.

HARDY TRAVELER

FEAT 9

SHIFTER

There's no journey too far or burden too heavy when your friends are at your side. Increase your maximum and encumbered Bulk limits by 1. In addition, you gain a +10-foot circumstance bonus to your Speed during overland travel.

HYBRID STRENGTH

FEAT 9

SHIFTER

You have strengthened your connection to your hybrid form. Your Change Shape no longer has a maximum frequency, and your hybrid form transformation has no maximum duration.

JUVENILE FLIGHT ***

FEAT 9

SHIFTER

Frequency once per day

Prerequisites Swiftwing shifter heritage

Requirements You can use change shape

You shift into your hybrid form, with special focus on

your wings. You can keep this form for 10 minutes. You gain a fly Speed equal to your land Speed while your wings are unfurled. If you have Fledgling Flight, you gain a +10-foot status bonus to your fly Speed with Juvenile Flight. As normal, since your fly Speed is derived from your land Speed, this status bonus isn't cumulative with a status bonus to your land Speed, if you have one. This transformation counts against the frequency of your change shape.

LONGSTRIDE ELITE

FEAT 9

SHIFTER

Prerequisites Longstride shifter heritage

You increase your Speed by 5 feet. While in your hybrid form, your Speed is increased by an additional 5 feet.

LONGTOOTH ELITE

FEAT 9

SHIFTER

Prerequisites Longtooth shifter heritage

Your proficiency with your bite becomes devastating. Your jaws unarmed attack becomes part of the Pick weapon group and you gain the Critical Specialization effect for your jaws unarmed attack.

PACK BOND

FEAT 9

SHIFTER

Prerequisites Pack Hunter

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

PACK TACTICS

FEAT 9 CLIFFWALK ELITE

FEAT 13

SHIFTER

You have mastered how to hunt with your pack. If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

RAZORCLAW ELITE

FEAT 9

SHIFTER

Prerequisites Razorclaw shifter heritage

Your proficiency with your claws causes bleeding wounds. Your claws unarmed attack becomes part of the Knife weapon group and you gain the Critical Specialization effect for your claws unarmed attack.

TERRAIN ADVANTAGE

FEAT 9

SHIFTER

Prerequisites Longstride shifter heritage

You can take advantage of the terrain to bypass foes' defences. While in your hybrid form, non-shifter creatures in difficult terrain are flat-footed to you.

THICK SKIN

FEAT 9

SHIFTER

Prerequisite Beasthide Shifter heritage

Your skin has thickened with battle, granting you greater resistance to damage. Your DC on flat checks to end persistent bleed damage is reduced from 15 to 10, or from 10 to 5 after receiving especially appropriate assistance.

WILDHUNT ELITE

FEAT 9

SHIFTER

Prerequisite Wildhunt Shifter heritage

Your shifter-enhanced instincts and senses allow you to detect concealed and invisible creatures. Your scent sense becomes precise.

13TH LEVEL

BOUNCE BACK �

FEAT 13

SHIFTER

Frequency once per day

Trigger You lose the dying condition

You recover from near-death experiences with astounding resilience. Don't increase the value of your wounded condition due to losing the dying condition.

SHIFTER

Prerequisites Cliffwalk Shifter heritage

You have a climb speed of 10 feet. While in your hybrid form, your climb Speed becomes 25 feet.

FULLY FLIGHTED

FEAT 13

SHIFTER

Prerequisites Swiftwing shifter heritage; Juvenile Flight

Whenever you change into your hybrid form, you gain the effects of Juvenile Flight, rather after than just once per day for 10 minutes. This includes the status bonus to your Speed if you have Fledgling Flight.

GIFT OF THE MOON

FEAT 13

SHIFTER

Prerequisites Dreamsight shifter heritage

You can share your power with others, but they can't escape the call of the wild as easily as you can. You can cast a 5th-level moon frenzy as a primal innate spell once per day. At 15th level, you cast a 6th-level moon frenzy instead. At 17th level, your 6th-level moon frenzy grants its standard effects, except the temporary Hit Points increase to 15 and the silver weakness increases to 15. At 20th level, you cast a 10th-level moon frenzy instead. The spell uses your class DC or spell DC, whichever is higher.

SHIFTER PARAGON

FEAT 13

SHIFTER

You are a paragon of shifters and manifest the traits of a second shifter heritage. Select a shifter heritage other than your current heritage. You gain the heritage effects and may select feats restricted to this heritage. While in your hybrid form, you gain the benefits of both of your heritages.

SHIFTER WEAPON EXPERTISE

FEAT 13

SHIFTER

Prerequisites Shifter Weapon Familiarity

Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all weapons you are trained in from Shifter Weapon Familiarity.

STUBBORN PERSISTENCE

FEAT 13

SHIFTER

Shifters are renowned for their ability like humans, to persist through the most gruelling of trials. When you would become fatigued, attempt a DC 17 flat check. On a success, you aren't fatigued. If the fatigued condition has an underlying cause that you don't address, such as lack of rest, you must attempt the check again at an interval determined by the GM until you fail the flat check or address the underlying cause.

Special If you have the beasthide or gorebrute heritage, you gain a +1 status bonus to your checks against becoming fatigued.

17TH LEVEL

ANIMAL SWIFTNESS

FEAT 17

SHIFTER

You move like an animal. Your Speed increases by 5 feet. In addition, you gain one of the following Speeds available to your beast within: climb, fly, or swim. You gain this Speed only while in your hybrid shape. The new movement is as fast as your standard Speed; for example, if you have a 30-foot Speed, you can gain a 30-foot climb Speed. If your beast within doesn't typically have a specific type of Speed, you can't gain it with this feat. If your beast within doesn't typically have a climb, fly, or swim Speed, your Speed increases by 10 feet instead.

Special If you have the longstride heritage, you gain an additional 5 feet to each movement speed you gain or increase.

DREAMSIGHT ELITE

FEAT 17

SHIFTER

Prerequisites Dreamsight Shifter heritage

Your sense of the world increase to perceive all things as they are. You gain the true perception general feat, even if you don't meet the prerequisites. In addition, you gain the lifesense of your hybrid form as an imprecise sense with a range of 15 feet while in your humanoid form. This lifesense can detect any animal, beast, humanoid, or plant creature. While in your hybrid form your lifesense becomes a precise sense.

Special If you have the Dreamsight Expert feat, you can detect any creature type while in your humanoid form with your lifesense.

WARFORGED

Trained from the instant they were constructed, until the moment they were deployed, warforged were invented and born for war. As the war came to an end, warforged were recognized and granted their rights as humanoids by the Treaty of Thronehold. Now, they are soldiers whose only purpose has come to an end and must find meaning in a world that has abandoned them.

Warforged were created as expendable construct soldiers to fight in the last war.

YOU MIGHT...

- Have scars and wounds from fighting in the last war, dealing with old injuries and trauma that has never healed
- Often misread other creatures' emotions, struggling to understand their and your own feelings
- Apply wartime thinking to every situation, analyzing every situation as a tactical puzzle

OTHERS PROBABLY...

- Believe you do not experience emotions and are incapable of higher thinking beyond your programming
- Are an expendable asset, and to be taken advantage of for your tireless nature and lack of world experience outside the war
- See you as a valuable ally to have on the battlefield, even if sometimes they struggle to relate to you

PHYSICAL DESCRIPTION...

Warforged exterior is covered in a series of flexible metallic or leather plates, creating a form of integrated armour which grants them protection on the battlefield.

As constructs, warforged typically don't need to breathe, eat, or sleep; however, the body of a warforged needs to vent alchemical impurities at a constant rate. This venting process requires breathable air to prevent a buildup of impurities in a warforged's alchemical fluids which can seize a warforged's biological components, sometimes to fatal effect. Thus, warforged can still suffocate much like living creatures, but can in a limited sense hold their breath as other humanoid creatures can. Though they don't sleep, warforged require a period of restoration to allow the alchemical fluids of their body to replenish. Without this process, a warforged is incapable of fully restoring their body and they enter an inefficient state (similar to a humanoid who doesn't get 8 hours of sleep).

SOCIETY...

Warforged do not have any established cultures or traditions, or any sort of developed place in society.

HIT POINTS

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SIZE

Medium

SPEED 25 feet

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ABILITY BOOSTSConstitution

Free

Free

ABILITY FLAW

Charisma

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from Dwarvish, Elvish, Gnomish, Goblin, Halfling, and any other common languages to which you have access (such as the languages prevalent in your region).

TRAITS

Warforged Construct

LIVING CONSTRUCT

physiological needs different from those of living creatures. You don't need to eat or drink, but can if you choose to for the effects of consumable spells and magic items. You don't need to sleep, but you still need a daily period of rest. During this period of rest, you must enter a recuperating standby state for at least 2 hours, which is similar to sleeping except you are aware of your surroundings and don't take penalties for being unconscious. Much like sleeping, if you go too long without entering your standby state, you become fatigued and can't recover until you enter standby for 2 hours.

ALIGNMENT AND RELIGION...

Warforged tend to be neutrally aligned. Warforged similarly tend to be unreligious.

NAMES...

Most warforged do not have a name for themselves beyond their creation number such as unit 4859. Others come up with a specific name, typically just a single noun or adjective.

SAMPLE WARFORGED NAMES

Anchor, Banner, Bastion, Blade, Blue, Bow, Cart, Church, Crunch, Crystal, Dagger, Dent, Five, Glaive, Hammer, Iron, Lucky, Mace, Oak, Onyx, Pants, Pierce, Red, Rod, Rusty, Scout, Seven, Shield, Slash, Smith, Spike, Temple, Vault, Wall

INTEGRATED ARMOR

Your heritage grants you one type of integrated armour, as noted below. If your integrated armour becomes destroyed, it no longer grants an item bonus to your AC but remains integrated into your body. However, your destroyed integrated armour can still be repaired at a very hard DC for its level, losing the destroyed condition when its HP is above 0.

NOMINAL INTEGRATED ARMOUR

Your body does not have the armour protections afforded to most other warforged. Though you are still physically wearing integrated armour, you are considered unarmored. Your integrated armour is in the leather armour group and has a Dex cap of +5. This armour has no bulk, but you can never wear other armour or remove your integrated armour; however, you still don't become fatigued from sleeping. Finally, you can etch armour runes onto your armour as normal.

LIGHT INTEGRATED ARMOUR

Your body is designed to be agile with some protection. Your integrated armour is light armour in the leather armour group that grants a +2 item bonus to AC, a Dex cap of +3, a check penalty of -1, and a Strength value of 12. This armour has no bulk, but you can never wear other armour or

remove your integrated armour; however, you still don't become fatigued from sleeping. Finally, you can etch armour runes onto your armour as normal.

MEDIUM INTEGRATED ARMOUR

Your body is designed to be particularly resilient. Your integrated armour is medium armour in the plate armour group that grants a +4 item bonus to AC, a Dex cap of +1, a check penalty of -2, a speed penalty of -5 feet, and a Strength value of 16. This armour has no bulk, but you can never wear other armour or remove your integrated armour; however, you still don't become fatigued from sleeping. Finally, you can etch armour runes onto your armour as normal.

LIVING BODY

Your body is formed of both wood and steel which by the powers of the creation forge are granted life. This life energy flows through you much like the blood of humanoids. As a result, you are a living creature. You don't have the typical construct immunities, can be affected by effects that target a living creature, and can recover Hit Points normally via positive energy. Additionally, you are not destroyed when reduced to 0 Hit Points. Instead, your life energy attempts to keep you active even in dire straits; you are knocked out and begin dying when reduced to 0 Hit Points.

CONSTRUCTED RESISTANCE

Your constructed body has advantages and disadvantages that most humanoid creatures do not. You gain a +1 circumstance bonus to saving throws against diseases and poisons. However, you are considered to be a creature composed entirely of wood and metal for the purposes of magical or other effects - regardless of your integrated armour type.

EMOTIONALLY UNAWARE

Warforged find it difficult to understand and express complex emotions. You take a -1 circumstance penalty to Diplomacy, and Performance checks, and on Perception checks to Sense Motive.

HEAVY INTEGRATED ARMOUR

Your body is designed to be extremely resilient. Your integrated armour is heavy armour in the plate armour group that grants a +6 item bonus to AC, a Dex cap of 0, a check penalty of –3, a speed penalty of –10 feet, has the Bulwark trait, and a Strength value of 18. This armour has no bulk, but you can never wear other armour or remove your integrated armour; however, you still don't become fatigued from sleeping. Finally, you can etch armour runes onto your armour as normal.

WARFORGED HERITAGES

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

VANGUARD WARFORGED

The primary soldier of the warforged armies of the last war, the Vanguard warforged was the most commonly created of the warforged.

You have medium integrated armour and gain the Weapon Proficiency general feat.

JUGGERNAUT WARFORGED

Used as shock troops in the last war, they are a heavier version of the Vanguard Warforged but otherwise have many of the same physical attributes.

You have heavy integrated armour. You gain the Armor Proficiency general feat.

SKIRMISHER WARFORGED

Designed as lightly armoured but more mobile warforged, the Skirmisher Warforged were widely deployed throughout Khorvaire.

You have light integrated armour and gain the fleet general feat.

SKILLED WARFORGED HERITAGE

The Skilled Warforged were a creation with both Military and Civilian purposes in mind.

You have nominal integrated armour and become trained in one lore and one common or uncommon language of your choice. At 5th level, you become an expert in the selected lore.

LIVING WAND WARFORGED HERITAGE

The Living Wand Warforged were an attempt at creating a warforged capable of innate spellcraft.

You have nominal integrated armour, and gain one cantrip from the arcane spell list. You can cast this spell as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

PROTOTYPE WARFORGED [UNCOMMON]

Many prototype warforged throughout the war.

As unique warforged design, work with your GM to figure out what you were created for. Select an integrated armour type, and you become trained in a skill and a 1st level skill feat associated with that skill.

WARFORGED FEATS

1ST LEVEL

ALCHEMICAL RESISTANCE

FEAT 1

WARFORGED

You release the alchemical impurities building inside you to purge yourself of harmful chemicals and toxins. Each time you succeed at a Fortitude save against an ongoing poison, you reduce its stage by 2, or by 1 against a virulent poison. Each critical success you achieve against an ongoing poison reduces its stage by 3, or by 2 against a virulent poison.

Enhancement You become immune to poison altogether, and the effects of Abysium.

ALERT SCOUT

FEAT 1

WARFORGED

You are trained to observe and react to danger. You gain a +2 circumstance bonus to Perception checks made as initiative rolls.

Enhancement You can react no matter the circumstance. You gain a +2 circumstance bonus to all initiative rolls you make.

DARK VISION

FEAT 1

WARFORGED

Your eyes have been magically enhanced to pierce dim light. You gain low-light vision.

Enhancement Your eyes have been further enhanced to pierce darkness. You gain darkvision.

EMOTIONLESS

WARFORGED

FEAT 1

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You have turned what some would consider a great weakness into a strength. You gain a +1 circumstance bonus to saving throws against emotion and fear effects. If you roll a success on a saving throw against an emotion or fear effect, you get a critical success instead.

Enhancement You have complete physical control over your body, if not always your mind. If you would start your turn confused, controlled, or fleeing due to a failed Will save, you can attempt a Will save against the same DC; on a success, you become paralyzed until your next turn, rather than act against your will.

INTEGRATED TOOL

FEAT 1

WARFORGED

You can integrate toolsets as a direct extension of yourself. You can use a 1-minute activity which has the manipulate trait to integrate a set of tools you own, such as thieves' tools or healer's tools, that weigh a total of 2 Bulk or less into your body. You can draw or stow this item as an Interact action. Creatures don't automatically see this integrated item when it's stowed and must actively Seek in order to find it. They take a -2 circumstance penalty to any checks to do so. While you are holding the item, it can't be Disarmed and you can't drop or Release it; you must Interact to store the item and free that hand. A creature determined to retrieve the item can do so, but it requires either 1 minute to remove it or extreme violence to you – such as physically removing portions of the limb.

Enhancement Your body has more space for integration, or you have become more adept at using your tools. You can now either integrate two tool kits of 2 bulk or less, or gain a +1 circumstance bonus to a tool kit of your choice when it is integrated into your body.

REPLACEABLE INTEGRATED ARMOUR FEAT 1

WARFORGED

Though it is an extremely uncomfortable process - less painful but akin to a human replacing their skin - you can replace your integrated armour. You can remove the integrated armour that you are wearing, and replace it with any other set of armour. This activity takes 1 hour, and while you replace your armour you are considered unarmoured and flat-footed. When you complete the process, the new armour is incorporated into your body and has no bulk as a result. You can still never wear other armour on top of this armour, and can only have one integrated armour at a time. While this armour is integrated, you don't become fatigued from sleeping in it. As before, you can etch armour runes onto your armour while you are wearing it as normal.

If you are removing the Integrated Armour from your Heritage, it is considered worthless scrap metal and can only be used as armour if you reincorporate it into your body.

Enhancement Your armour becomes more integrated into your body. You gain the Chassis Deflection reaction.

CHASSIS DEFLECTION 📦

Trigger A critical hit deals physical damage to you Attempt a DC 17 flat check. If you are successful, the

attack becomes a normal hit.

SKILLED CAPABILITY

FEAT 1

WARFORGED CONCENTRATE

Prerequisites Skilled Warforged heritage

Frequency once per hour

Trigger You attempt a skill check in which you are at least trained requiring three actions or fewer.

Your training allows you rapidly to adapt circumstances to give yourself the best chance of success. You gain a +2 status bonus to the triggering skill check.

Enhancement You can see mistakes as they happen and rapidly adjust to prevent them. If you use Skilled Capability on a skill check and fail, you may reroll the triggering check without the +2 status bonus from Skilled Capability. If you do so, skilled Capability gains the fortune trait. You must use the new result, even if it's worse than your first roll.

WARFORGED ARMAMENT

FEAT 1

WARFORGED

You gain either a claw or slam unarmed attack. The claw deals 1d4 slashing damage, is in the brawling group, and has the agile, and finesse, and unarmed traits. The slam deals 1d8 bludgeoning damage, is in the brawling group, and has the shove and unarmed traits.

Your weapon can be reconfigured; you can select this feat at any level, and you can retrain into or out of this feat or change the type of attack you gain.

Enhancement Your attacking part is reinforced. Increase the damage die of the unarmed attack you gain from this feat by one step (from 1d4 to 1d6, or from 1d8 to 1d10).

WARFORGED LORE

FEAT 1

WARFORGED

You have come to better understand the process that made your body and the magic that powers it. You gain the trained proficiency rank in Arcana and Crafting. 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 Warforged Lore.

Enhancement You gain a greater understanding of your creation. Increase your proficiency rank in either Arcana or Crafting, as well as Warforged Lore, to expert. If you were already an expert in the chosen skill, increase your rank to master instead.

STH LEVEL

ARCANE SAFEGUARDS

FEAT 5

WARFORGED

The constructed nature of your body makes it difficult for outside magic to affect you. You gain the Resist Magic reaction.

RESIST MAGIC >

Trigger You attempt a saving throw against a harmful magical effect but haven't rolled yet.

Your constructed magic protects you. You gain a +1 circumstance bonus to the triggering saving throw. Additionally, if the triggering effect is arcane, if you roll a success, you get a critical success instead.

Enhancement Your safeguards improve. When you Resist Magic, you gain a number of temporary Hit Points equal to the spell level of the triggering effect.

DISEASE RESISTANCE

FEAT 5

WARFORGED

Your body rejects diseases with ease. Each time you succeed at a Fortitude save against an ongoing disease, you reduce its stage by 2, or by 1 against a virulent disease. Each critical success you achieve against an ongoing disease reduces its stage by 3, or by 2 against a virulent disease.

Enhancement You become immune to diseases altogether.

MAGICAL RESISTANCE

FEAT 5

WARFORGED

Your constructed body provides some defence against magical attacks. Choose one of the following energy damage types: cold, electricity, or sonic. You gain resistance 5 to that damage type.

Enhancement You develop deeper resistance to magical attacks, and your resistance improves. Choose one of the following benefits: you gain resistance 5 to the remaining two damage types from the above list, or your chosen resistance increases to a value equal to 1 + half your level.

INCREDIBLE DEFENSE

FEAT 5

WARFORGED

Prerequisites Juggernaut Warforged heritage

Trigger You attempt a saving throw

Frequency once per hour

You brace yourself and your defences. When you attempt a saving throw, you gain a +2 status bonus to the triggering saving throw.

Enhancement You use your constructed nature to resist and endure as you were built to do. You can use Incredible Defense once per 10 minutes, rather than once per hour.

INTEGRATED ARMAMENT

FEAT 5

WARFORGED

Your mechanical body houses a weapon or shield that you can quickly draw and stow, leaving you prepared for combat at all times.

You can use a 1-minute activity, which has the manipulate trait, to integrate a single, one-handed weapon or shield into one of your arms. You can draw or stow this item as an Interact action. Creatures don't automatically see this integrated item when it's stowed and must actively Seek in order to find it. They take a -2 circumstance penalty to any checks to do so. While you are wielding the item, it can't be Disarmed and you can't drop or Release it; you must Interact to store the weapon and free that hand. A creature determined to retrieve the item can do so, but it requires either 1 minute to remove it or extreme violence to your arm-such as physically removing portions of the limb. You can only have one integrated armament at a time, though you can use the 1-minute activity to replace the item or swap the arm in which it's stored.

Enhancement Your body has more space for integration. You can now either integrate two one-handed weapons, a one-handed weapon and a shield, or a single two-handed weapon that is split across both arms. You can use a single Interact action to draw or store both integrated armaments. When you draw a single weapon, you can choose to hold it with either one hand or both hands.

9TH LEVEL

ARCANE ATTUNEMENT

FEAT 9

WARFORGED

Prerequisites Living Wand Warforged heritage

You have attuned with the arcane runes etched into your construction. Select one 1st-level arcane spell and one 2nd-level or lower arcane spell, to which you have access. You can cast your chosen spells as arcane innate spells each once per day.

Enhancement Your attunement grows stronger. Select one 5th-level or lower arcane spell and one 6th-level or lower arcane spell, to which you have access. You can cast them as arcane innate spells each once per day, in addition to the original spells.

GREENSHADOW

FEAT 9

WARFORGED

One of the uncommon manifestations of Warforged is the ability to change the colour of your body to match your surroundings. You can cast blur and invisibility each once per day as 2nd-level arcane innate spells.

Enhancement Your camouflage is more potent. Your blur spell now lasts 10 minutes and when you cast invisibility, you can choose to gain the effects of the 4th-level version of the spell. In addition, you can now cast blur and invisibility each twice per day.

INTERNAL PROCESSING

FEAT 9

WARFORGED

Your body can internally process the impurities building in your alchemical fluids for a period of time. You can go without access to breathable air for an hour due to your internal processing. At the end of this hour, your alchemical fluids are saturated with impurities, and you must hold your breath as normal. Venting the build-up of impurities in your system takes 10 minutes of exposure to breathable air.

Enhancement You are entirely capable of functioning without access to breathable air. You no longer need to breathe at all and are not considered a breathing creature unless you so choose.

JUGGERNAUT REPAIR

FEAT 9

WARFORGED

Prerequisites Juggernaut Warforged heritage

Frequency once per day

You manually control and recompose the components of your body, healing and repairing your wounds. You gain fast healing equal to half your level for 1 minute.

Enhancement While your Juggernaut Repair is active, you gain a +1 status bonus to your AC.

LESSER AUGMENTATION

FEAT 9

WARFORGED

You've focused on enhancing yourself and have received an improvement to one of your existing abilities. You gain the enhancement benefits of one of your 1st- or 5th-level warforged ancestry feats.

You are also capable of reconfiguring your augmentations to meet your needs. You can spend one week of downtime to change the enhancement you gain with this feat.

Enhancement You gain the enhancement benefits of another 1st- or 5th-level automaton ancestry feat. Also, your reconfigurations take less time. You only need to spend 1 day of downtime to change any of your enhancements. If you have multiple enhancements, changing each one requires a separate day.

SLAM ***

FEAT 9

WARFORGED

Prerequisites Vanguard or Juggernaut Warforged heritage

Requirements You have a creature grabbed or restrained.

You drive to use the maximum potential of your musculature, empowering your attack as you attempt to slam your foe into the ground. Attempt an Athletics check against the foe's Fortitude DC. You take a -2 circumstance penalty to your check if the target is one size larger than you and a -4 circumstance penalty if it's larger than that. You gain a +2 circumstance bonus to your check if the target is one size smaller than you and a +4 circumstance bonus if it's smaller than that.

Critical Success You slam the foe down and the force overwhelms it. The creature is knocked prone, becomes dazzled for 1 round, and takes damage equal to 2d6 plus your Strength modifier. The foe is no longer grabbed or restrained by you.

Success You slam the foe down. The creature is knocked prone and takes damage equal to your Strength modifier. The foe is no longer grabbed or restrained by you.

Failure You are unable to slam the creature, but your hold on the creature remains.

Critical Failure The creature breaks free and is no longer grabbed or restrained by you.

Enhancement Your arms better channel your core's power. You no longer take penalties for attempting to slam larger foes. Your foe takes damage equal to 2d6 plus your Strength modifier on a success (or double that on a critical success).

WARFORGED OFFENSE �

FEAT 9

WARFORGED

Prerequisites Vanguard Warforged heritage

Frequency once per hour

Trigger You make an attack roll.

Your innate combat ability enables you to strengthen your attack. You gain a +1 status bonus to the triggering attack roll.

Enhancement You can execute a series of practised blows to take advantage of this surge of strength, the +1 status bonus applies to each attack roll you make for the next round.

PRECIOUS MATERIAL TRACERY FEAT 9

WARFORGED

Prerequisite in possession of 1 ingot of the precious material you select

Regardless of your integrated armour type, your body becomes covered and traced with thin root-like strands of a precious material as you incorporate it into your body. Select either Cold Iron or Silver. A creature with weakness to any of these materials is subject to its effects as if you were wearing armour made of the precious material.

Enhancement You may select the other precious material type and become traced in both.

13TH LEVEL

CONSTRUCT REJUVENATION �

FEAT 13

WARFORGED

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

Your willpower taps into the physical essence of your construction to push against the grasp of death and allow you to recover consciousness. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

Enhancement You can push yourself even harder to rise from death, granting you additional benefits. When you use Construct Rejuvenation, you also gain a number of temporary Hit Points equal to three times your level. These Hit Points remain for 1 minute.

ENHANCED LOCOMOTION

FEAT 13

WARFORGED

You've modified your body or developed the ability to augment your movement. You gain either a climb Speed of 20 feet or a swim Speed of 20 feet, your choice.

Enhancement Your body allows for even further forms of movement. You can either select the option from this feat you haven't chosen yet (climb Speed or swim Speed), or you can increase your land Speed by 5 feet and increase the Speed you chose from this feat increase to be equal to your adjusted land Speed.

17TH LEVEL

GREATER AUGMENTATION

FEAT 17

WARFORGED

You've greatly improved your abilities and your core can support further augmentations. You gain the enhancement benefits of one of your 1st-, 5th-, 9th-, or 13th-level warforged ancestry feats.

You are also capable of reconfiguring your augmentations to meet your needs. You can spend one week of downtime to change the enhancement you gain with this feat.

DRAGONMARKS

With a flash from the Dragonmark of a Deneith heir, the swing of a blade is deflected at the last moment. As a peace negotiation comes to a close, the glow of a Mark of Detection stops a hidden blade from ending it in war. Dragonmarks are powers that the heirs of twelve houses use to empower their skillset and specialize in their fields.

Dragonmarks are arcane symbols marked on the skin of seven of Khorvaire's common races. Dragonmarks are weaved of blue, green, and purple streaks so vivid, that they seem to glow even without producing light

As marks manifested on the peoples of Khorvaire, they did so exclusively in specific bloodlines. Each of these bloodlines has since joined with all other bloodlines of the same type of mark to form a dragonmarked house gaining complete monopoly over the use of their mark in the world. With the power of their marks, these powerful houses now control large pieces of the economy of Khorvaire.

DRAGONMARKS

Dragonmarks provide arcane power related to a specific and limited area of specialization. Depending on its type, a dragonmark will produce effects related to Detection, Finding, Handling, Healing, Hospitality, Making, Passage, Scribing, Sentinel, Storm, or Warding. The powers manifested by dragonmarks are spell-like effects, the variety and strength of these powers increase with your power, and the size of the dragonmark itself. These powers granted to you by your dragonmark, are in the form of Dragonmark Spells.

DRAGONMARK SPELLS

When you select a Dragonmarked Heritage, you do not start with Dragonmark Spells. When you gain a Dragonmark, it will grant you Dragonmark Spells which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and the Dragonmark grants you a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to restore the powers of your dragonmark.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear here.

All Dragonmark Focus Spells are considered to be of the arcane tradition, though use their own Dragonmark proficiency. When you gain a Dragonmark Focus Pool - while most dragonmarks use Charisma as their spellcasting ability modifier - you may choose to instead use either Intelligence or Wisdom. You may not change which spellcasting ability modifier you use once you have selected it.

Dragonmarks are unique in that they provide arcane specialization in specific and limited areas, and originate directly from your Dragonmark. All Dragonmark Focus Spells require the Dragonmark component. This component is supplied by the dragonmark itself, and so long as nothing is interfering with the dragonmark's powers, the component is automatically provided for the casting of the spell. When the dragonmark component is provided, it is evidently visible as the dragonmark glows with a dim light and shifts about on the caster's skin.

DRAGONMARK TRAITS

Aberrant Mark: This mark heritage is unique to the Aberrant Mark Versatile Heritage. You may only select feats, interact with items, and cast spells with this Trait if you possess the Aberrant Mark trait, in which case you ignore any other specific mark heritage traits.

Aberrant Feedback: The use of your Aberrant powers can be overwhelming. See the Aberrant Mark feedback section for more information.

Dragonmark: Feats, Items, and Spells with this trait are powered by your dragonmark and require that you have the dragonmark trait to interact with them. Creatures with this trait have manifested a dragonmark.

Dragonmarked Heritage: When you select your heritage as one of the dragonmarked bloodlines, you gain this trait. This does not necessarily mean you have a dragonmark, only that you have the potential to develop and use one. You may only pick feats with this trait if you have the dragonmarked heritage trait.

Mark of Detection: This mark heritage trait is unique to the Mark of Detection Heritage. You may only select feats, interact with items, and cast spells with this Trait if you possess the Mark of Detection trait, in which case you ignore any other specific mark heritage traits.

Mark of Finding: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Handling: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Healing: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Hospitality: This mark heritage 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, in which case you ignore any other specific mark heritage traits. Mark of Making: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Passage: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Scribing: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Sentinel: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Shadow: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Storm: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

Mark of Warding: This mark heritage 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, in which case you ignore any other specific mark heritage traits.

True Dragonmark: These marks always have the same shape, manifest a consistent set of powers across all marks of the same type, and are generally constructive in nature. All dragonmarks except the Aberrant marked have this trait. If you possess the True Dragonmark trait, you may select feats and use items with the True Dragonmark trait.

DRAGONMARKED HERITAGE FEATS

If you have the dragonmarked heritage trait, you may pick from any of the following feats as Ancestry feats.

PATHFINDER'S GUIDE TO EBERRON

1ST LEVEL

LEAST MARK FEAT 1

UNCOMMON DRAGONMARKED HERITAGE

You gain or increase your Focus Pool by 1 and select a new dragonmark Focus Spell.

When you gain new dragonmark focus spells, you may select from any focus spell with the Dragonmark trait and the same trait as your Mark (e.g. Mark of Detection). The spell you select may be up to half your level rounded up, but no more than 3rd level.

You become trained in Dragonmark attack rolls and DCs, and you must select your spellcasting ability modifier for Dragonmark Spells from Intelligence, Wisdom, or Charisma. You gain the Dragonmark trait.

STH LEVEL

LESSER MARK FEAT 5

UNCOMMON DRAGONMARKED HERITAGE

Prerequisites: Least Mark

Your dragonmark grows along with your powers. You may select a new dragonmark Focus Spell, however you do not increase your Focus Pool.

When you gain new dragonmark focus spells, you may select from any focus spell with the Dragonmark trait and the same trait as your Mark (e.g. Mark of Detection). The spell you select may be up to half your level rounded up, but no more than 6th level.

You become expert in Dragonmark attack rolls and DCs.

9TH LEVEL

LESSER DRAGONMARKED EVOLUTION

FEAT 9

UNCOMMON DRAGONMARKED HERITAGE

Prerequisites: Lesser Mark

The well of power that you draw from your dragonmark grows deeper. You increase the size of your focus pool by 1, and you may select two new dragonmark focus spells.

By spending a week retraining, you may change any dragonmark focus spell in your repertoire with a different dragonmark focus spell you select.

MANIFESTING A DRAGONMARK

Despite the rigorous study of dragonmarks, it is not entirely understood how marks manifest. If a dragonmark does appear, often the mark will manifest first as the least mark. Through study and focus the bearer increases their and the dragonmark power, similarly increases in size and complexity. As their power grows, the marks channel not just stronger powers, but additional abilities.

BYPASSING PREREQUISITES

Though most marks start as Least Marks, some will manifest a Lesser Mark or even Greater Mark without explanation. Siberys marks in particular have been known to manifest on previously unmarked individuals. As a GM, you can consider allowing players to bypass the prerequisites or level of a dragonmark lf the feat. prerequisites or level of dragonmarked feat is not met, it gains the Rare trait. bypassing requirements in this way, each assume that of prerequisite feats has also been the gained for purposes of Dragonmark Pool size Dragonmark Focus Spell selection.

FEAT 13

13TH LEVEL

GREATER MARK

UNCOMMON DRAGONMARKED HERITAGE

Prerequisites: Lesser Mark

You have gained a greater mark. You may select a new dragonmark Focus Spell, however you do not increase your Focus Pool.

When you gain new dragonmark focus spells, you may select from any focus spell with the Dragonmark trait and the same trait as your Mark (e.g. Mark of Detection). The spell you select may be up to half your level rounded up, but no more than 8th level.

You become Master Proficiency in Dragonmark attack rolls and DCs.

17TH LEVEL

SIBERYS MARK

FEAT 17

RARE DRAGONMARKED HERITAGE

Prerequisites: You must have the Dragonmark trait

You have manifested a Siberys Mark. Siberys marks are extraordinarily rare, and to gain one immediately marks you as a valuable asset to your house. You gain or increase your Focus Pool by 1 and select a new dragonmark Focus Spell.

When you gain new dragonmark focus spells, you may select from any focus spell with the Dragonmark trait and the same trait as your Mark (e.g. Mark of Detection). The spell you select may be up to half your level rounded up.

You become Legendary Proficiency in Dragonmark attack rolls and DCs.

DRAGONMARK GENERAL FEATS

The following feats are available to all ancestries unless otherwise denoted by a Dragonmark trait or a Mark trait. When you gain a general feat, you may additionally select from among one of the following feats as long as you meet the Trait requirements and prerequisites.

1ST LEVEL

CANNITH FORGECRAFT �

FORTUNE GENERAL MARK OF MAKING

Prerequisites trained in Crafting

Frequency once per day

Trigger you fail a craft check.

The stubborn persistence you developed with Cannith training can sometimes salvage a failed construction. If you fail a craft check, you can reroll the check. You may select the better of the two rolls.

DENEITH BATTLE FORTITUDE �

FEAT 1

FEAT 1

FORTUNE GENERAL MARK OF SENTINEL

Prerequisites trained in Athletics

Frequency once per day

Trigger you fail an athletics check.

Your rigorous training of battlefield manoeuvres lets you push through failures. If you fail an Athletics check, you can reroll the check. You may select the better of the two rolls.

DENEITH BATTLE STANCE

FEAT 1

GENERAL MARK OF SENTINEL

Thanks to your training, you are more difficult to push around on the battlefield. You gain a +1 circumstance bonus to saves to resist forced movement.

EYE OF MEDANI �

FEAT 1

FORTUNE GENERAL MARK OF DETECTION

SKILL

Frequency Once per day

Trigger you fail a perception check.

Your eye for detail is enhanced by your training with house Medani. If you fail a perception check, you can reroll the check. You may select the better of the two rolls.

GRACE OF GHALLANDA ◆

FEAT 1

FORTUNE

GENERAL MARK OF HOSPITALITY

SKILL

Prerequisites trained in Diplomacy

Frequency once per day

Trigger you fail a diplomacy check.

Formal training with house Ghallanda allows you to upkeep your social grace. If you fail a Diplomacy check, you can reroll the check. You may select the better of the two rolls.

SKILL

JORASCO TREATMENT ❖

FEAT 1

FORTUNE GENERAL

MARK OF HEALING

Prerequisites trained in Medicine

Frequency once per day

Trigger you fail a medicine check.

Your training in the infirmaries of Jorasco improves your skill with medicine. If you fail a Medicine check, you can reroll the check. You may select the better of the two rolls.

KUNDARAK INSIGHT

FEAT 1

GENERAL MARK OF WARDING SKILL

The development of Kundarak interests has granted you insight into the placement of structure wards and defences. You also become trained in Security lore. At 3rd, 6th, and 13th levels, you gain an additional skill increase to Security lore.

SECURITY LORE

The general understanding of the defence and construction of structures and locations. It is an understanding of things such as the types of locks that might be used, general magical or non-magical traps that might be employed, or the sort of guard rotations that might be stationed. In exploration, it might be used to detect hazards, disable a device, or counteracting their effects. In downtime, this might be used to help architect new buildings or inspect building defences for flaws.

LYRANDAR CAPTAIN

FEAT 1

GENERAL MARK OF STORM SKILL

You were trained in the navigation and piloting of Lyrandar ships. You become trained in Sailing lore. At 3rd, 6th, and 13th levels, you gain an additional skill increase to Sailing lore. Additionally, if you have a Mark of Storm you may sail elemental ships using Lyrandar focus items.

LYRANDAR STORMRIDER �

FEAT 1

FORTUNE GENERAL MARK OF STORM SKILL

Prerequisites trained in Acrobatics

Frequency once per day

Trigger you fail an acrobatics check.

Hard training on ships in all conditions improves your balance. If you fail an Acrobatics check, you can reroll the check. You may select the better of the two rolls.

MARK OF VENGEANCE

FEAT 1

ABERRANT MARK GENERAL DRAGONMARK

Your aberrant dragonmark strikes at the hearts of dragonmarked foes you attack. When you strike a foe with a true dragonmark, you gain a +2 status bonus to damage. If your attack would deal more than one die of damage, the bonus is equal to 1 + the number of

ORIEN DRIVE MASTER

FEAT 1

GENERAL

MARK OF PASSAGE SKILL

You were trained to drive one of the many Orien caravan vehicles. You become trained in Driving lore. At 3rd, 6th, and 13th levels, you gain an additional skill increase to Driving Lore. Additionally, if you have a Mark of Passage you may drive elemental vehicles using Orien focus items.

ORIEN TRAVELLER

FEAT 1

GENERAL

MARK OF PASSAGE

You are trained to navigate long distances while maintaining awareness of your surroundings. When you use the scout or defend exploration activities, you may move at your full speed. While fatigued, you may still use the scout activity.

PHIARLAN PERFORMER �

FEAT 1

GENERAL MARK OF SHADOW

Prerequisites trained in Performance

Frequency once per day

Trigger you fail a performance check.

Your training with house Phiarlan grants you a stage presence that masks your mistakes. If you fail a performance check, you can reroll the check. You may select the better of the two rolls.

SCRIBE OF SIVIS �

FEAT 1

FORTUNE GENERAL MARK OF SCRIBING

Prerequisites trained in Arcana or Society

Frequency once per day

Trigger you fail a Decipher Writing, Learn a Spell, Craft a Scroll, or Create Forgery check.

Your training grants an eye and hand for scribing words, magical and mundane. If you fail a Decipher Writing, Learn a Spell, Create Forgery check, or Craft check to produce a Scroll, you can reroll the check. You may select the better of the two rolls.

SHIELD OF SIBERYS

FEAT 1

DRAGONMARK GENERAL

TRUE DRAGONMARK

Your dragonmark protects you against the powers of those cursed with aberrant dragonmarks. If a creature with an aberrant dragonmark comes within 60 feet of you, it becomes undetected to you unless it has taken special precautions.

THARASHK SURVIVALIST �

FEAT 1

FORTUNE GENERAL MARK OF FINDING

SKILL

Prerequisites trained in Survival

Frequency once per day

Trigger you fail a survival check.

Your training with Tharashk provided you with the training to make the best of a bad survival situation. If you fail a Survival check, you can reroll the check. You may select the better of the two rolls.

THURANNI SPECTRE �

FEAT 1

FORTUNE GENERAL MARK OF SHADOW

SKILL

Prerequisites trained in stealth

Frequency once per day

Trigger you fail a stealth check.

Your training with house Thuranni grants you an understanding of using the light and shadow around you to your advantage. If you fail a stealth check, you can reroll the check. You may select the better of the two rolls.

VADALIS INSTINCTS ◆

FEAT 1

FORTUNE GENERAL MARK OF HANDLING

SKILL

Prerequisites trained in Nature

Frequency once per day

Trigger you fail a nature check.

Your training with animals and nature improves your ties to the primal world. If you fail a Nature check, you can reroll the check. You may select the better of the two rolls.

3RD LEVEL

ABERRANT CONTROL

FEAT 3

DRAGONMARK GENERAL ABERRANT MARK

You bring the powers of your Aberrant Mark under your control. When you cast a spell with the Aberrant Feedback trait, you may choose to ignore the effects.

BLOOD OF THE DAUNTLESS

FEAT 3

DRAGONMARK

GENERAL MARK OF SENTINEL

You can shake off effects that would incapacitate you on the battlefield. When you would gain the Stunned condition you reduce its value by 1 (to a minimum of 1). When you have the Confused condition you may spend your actions to do nothing or raise a shield on vour turn.

MARK OF VERMIN

FEAT 3

ABERRANT MARK

GENERAL

DRAGONMARK

Your aberrant dragonmark gives you a natural affinity for vermin. When you use a spell that can target individual animals such as Possession or Summon Animal, you may ignore the swarm mind immunity of swarms, and target swarms as an individual creature.

SCRIBE'S EYE

FEAT 3

DRAGONMARK

GENERAL MARK OF SCRIBING

SKILL

Prerequisites trained in Arcana

With an eye for the magic of symbols, you gain a +2 status bonus to detect arcane symbols such as Sigil or Glyph of Warding. When you come within 15 feet of a hidden symbol, the GM makes a secret check for you to detect them, even if you didn't spend an action to Seek for the symbol.

7TH LEVEL

KYBER'S REAPER �

FEAT 7

GENERAL DRAGONMARK

Frequency once per day Trigger You reduce an enemy to 0 Hit Points with the

powers of your mark.

ABERRANT MARK

As your powers wreak havoc, your mark reaps the chaos. You instantly regain 1 focus point.

ORIEN BATTLE STRIDE

FEAT 7

DRAGONMARK GENERAL MARK OF PASSAGE

Trigger An enemy you can see misses a melee strike against you.

You have been trained to make your way through any danger that may be encountered on the road. When an enemy misses a melee strike against you, you may immediately step.

PATHFINDER'S GUIDE TO EBERRON

11TH LEVEL

FOREWARNED FEAT 11

DRAGONMARK GENERAL MARK OF DETECTION

Your dragonmark maintains your awareness of the world around you at all times, you gain a +1 status bonus to your perception. In addition, you are never flat-footed to hidden enemies.

DRAGONMARKED MASTERY � **FEAT 11**

DRAGONMARK GENERAL METAMAGIC

Frequency once per day

You can quickly channel the powers of your mark. If the next spell you cast is a dragonmark focus spell, reduce the number of actions to cast it by 1 (minimum 1 action).

MARK OF DETECTION

The Mark of Detection is an inquisitive's dream. It sharpens powers of observation and intuition, allowing the bearer to draw connections and interpret clues others might miss. By actively drawing on its powers, the bearer can detect poisons and study the energies of magic.

The Mark of Detection manifests on the Khoravar of Eberron. Khoravar are half-elves by lineage, but use the pathfinder rules of half-elves as a heritage of the human ancestry. When you pick the human ancestry, you may pick this heritage. By picking this heritage at first level, you gain access to all of the Mark of Detection ancestry feats and the potential of manifesting a dragonmark.

MARK OF DETECTION [HUMAN HERITAGE]

At least one of your parents is a half-elf descendant 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 heritage trait, mark of detection trait, and low-light vision. In addition, you can pick elf, half-elf, human, dragonmarked heritage, and mark of detection feats whenever you gain an ancestry feat.

MARK OF DETECTION FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the mark of detection focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Detection, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Detection traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
Levei	rucus spen

- 1 Deductive Intuition*
- 1 Dragonmarked Guidance*
- 2 Cantrip of Detection*
- 2 Detect Danger*
- 2 Dragonmarked Detector*
- 1 Hyperfocus
- 1 Warded Reflex*
- 2 Light of Revelation
- 4 Glimpse the Truth
- 4 Know the Enemy
- 7 Summon Living Dragonmark*

New Focus Spells

As a member of the Mark of Detection, the following spells are new unique spells for your mark.

CANTRIP OF DETECTION

CANTRIP 2

CANTRIP DRAGONMARK

MARK OF DETECTION

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of Detection you can choose Detect Magic or Read the Air. Cantrip of Detection gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of Detection doesn't require material or verbal components but always requires a dragonmark and somatic component.

^{*}appears below or in the spell section of this document

DEDUCTIVE INTUITION

FOCUS 1

DIVINATION

DRAGONMARK MARK OF DETECTION

Cast 🍑 dragonmark, somatic

Duration sustained up to 10 minutes

You call upon your dragonmark's power to better uncover secrets. When you Cast the Spell, any time you Recall Knowledge, Seek, or Sense Motive you gain a +1 status bonus to the skill or perception used for the roll. 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.

DRAGONMARKED DETECTOR

FOCUS 2

DRAGONMARK

MARK OF DETECTION

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per daily preparation - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Detector, you can select a spell from the Dragonmarked Detector spell list at the heightened level of Dragonmarked Detector or lower. Dragonmarked Detector gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Detector.

A spell cast by Dragonmarked Detector doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED DETECTOR SPELL LIST

Heightened Level	Spell
2	Detect Poison, See Invisibility
3	Object Reading
4	Clairvoyance
5	Discern Lies
6	Detect Scrying
7	True Seeing
8	Retrocognition
9	Foresight

Heightened (3rd) You may cast Dragonmarked Detector up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Detector up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Detector up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Detector.

DETECT DANGER

FOCUS 2

DIVINATION

DRAGONMARK

MARK OF DETECTION

PREDICTION

Cast *** dragonmark, somatic

Range touch; Targets 1 creature

Duration sustained up to 10 minutes

You call upon your dragonmark's power to forewarn your target 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) You do not need to sustain Detect Danger.

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

Heightened (7th) The duration is sustained up to 1 hour.

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

MARK OF FINDING

The Mark of Finding sharpens the senses, guiding the hunter to prey. Alone among the dragonmarks, the Mark of Finding is carried by half-orcs. It first appeared in the Shadow Marches, where clan hunters used it to find their prey.

The Mark of Finding manifests on the half-orcs of Eberron. When you pick the human ancestry, you may pick this heritage. By picking this heritage at first level you gain access to all of the mark of finding ancestry feats and the potential of manifesting a dragonmark.

MARK OF FINDING [HUMAN HERITAGE]

At least one of your parents is a half-orc descendant 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 heritage trait, and low-light vision. In addition, you can pick orc, half-orc, human, dragonmarked heritage, and mark of finding feats whenever you gain an ancestry feat.

MARK OF FINDING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of finding focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Finding, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Finding traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
-------	-------------

- 1 Dragonmarked Guidance*
- 1 Hunter's Intuition*
- 2 Cantrip of Finding*
- 2 Dragonmarked Hunter*
- 2 Eyes of the Finder*
- 1 Hyperfocus
- 1 Zenith Star
- 2 Light of Revelation
- 3 Ephemeral Tracking
- 5 Hunter's Vision
- 7 Summon Living Dragonmark*

New Focus Spells

As a member of the Mark of Finding, the following spells are new unique spells for your mark.

CANTRIP OF FINDING

CANTRIP 2

CANTRIP DRAGONMARK MARK OF FINDING

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of Finding you can choose Detect Magic or Know Direction. Cantrip of Finding gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of Finding doesn't require material or verbal components but always requires a dragonmark and somatic component.

^{*}appears below or in the spell section of this document

HUNTER'S INTUITION

FOCUS 1

DIVINATION

DRAGONMARK MARK OF FINDING

Cast 🍑 dragonmark, somatic

Duration sustained up to 10 minutes

You call upon your dragonmark's power to better locate objects. When you Cast the Spell, any time you Recall Knowledge (Survival), Identify Magic, Seek, Sense Direction, Subsist, or Track you gain a +1 status bonus to the skill or perception used for the roll. 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.

DRAGONMARKED HUNTER

FOCUS 2

DRAGONMARK

MARK OF FINDING

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per daily preparation - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Hunter, you can select a spell from the Dragonmarked Hunter spell list at the heightened level of Dragonmarked Hunter or lower. Dragonmarked Hunter gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level Dragonmarked Hunter.

A spell cast by Dragonmarked Hunter doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED HUNTER SPELL LIST

Heightened Level	Spell
2	Expeditious Excavation, Status
3	Locate
4	Wanderer's Guide
5	Countless Eyes
6	Scrying
7	True Seeing
8	Discern Location
9	Unrelenting Observation

Heightened (3rd) You may cast Dragonmarked Hunter up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Hunter up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Hunter up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Hunter.

EYES OF THE FINDER

FOCUS 2

DIVINATION DRAGONMARK MARK OF FINDING

Cast ** dragonmark, somatic

Duration sustained up to 1 minute

While this spell is sustained, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute. During that time, you perceive objects as ghostly, transparent images. The spell can see through most barriers, but it is blocked by 1 foot of stone. 1 inch of common metal. a thin sheet of lead, or 3 feet of wood or dirt. You then become immune to the eyes of the finder for 24 hours.

Heightened (3rd) You can see through twice the thickness of materials. Any amount of lead still blocks your vision.

Heightened (5th) You do not need to sustain Eyes of the Finder.

Heightened (6th) You become immune to Eyes of the Finder for only 1 hour after the spell ends.

Heightened (7th) The duration becomes 10 minutes.

Heightened (9th) You do not become immune to Eyes of the Finder after the spell ends.

MARK OF HANDLING

The Mark of Handling gives its bearer a primal connection to beasts and the natural world, granting the power to calm and coax. This extends beyond purely natural animals; the mark allows its bearer to guide a hippogriff as easily as a horse.

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 descendant of the Mark of Handling bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick human, Dragonmarked Heritage, and Mark of Handling feats whenever you gain an ancestry feat.

MARK OF HANDLING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of handling focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Handling, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Handling traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Animal Friendship*
1	Dragonmarked Guidance*
1	Feral Blessing*
1	Heal Animal
1	Heal Companion
1	Magic Hide
1	Primal Connection*
2	Cantrip of the Handler*
2	Dragonmarked Handler*
3	Beastmaster Trance
4	Enlarge Companion
7	Summon Living Dragonmark*

^{*}appears below or in the spell section of this document

NEW FOCUS SPELLS

As a member of the Mark of Handling, the following spells are new unique spells for your mark.

CANTRIP OF THE HANDLER

CANTRIP 2

CANTRIP DRAGONMARK ENCHANTMENT MARK OF HANDLING

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Handler you can choose Protect Companion or Tame. Cantrip of the Handler gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Handler doesn't require material or verbal components but always requires a dragonmark and somatic component.

PRIMAL CONNECTION

FOCUS 1

DRAGONMARK

ENCHANTMENT

MARK OF HANDLING

Cast And dragonmark, 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, any time you Recall Knowledge (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 Primal Connection.

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

DRAGONMARK MARK OF HANDLING INCAPACITATION
ENCHANTMENT

Cast ••• dragonmark, somatic

Range 30 feet; Targets 1 living creature with the Animal or Beast trait

Duration sustained up to 1 minute

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.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. If the spell ends before the full duration, the creature reverts to its original attitude. If the spell is sustained for the full duration, the effects remain and the spell ends.

Critical Success The target's Attitude towards you decreases by one step. This does not revert if dismissed early.

Success The target's Attitude towards you is unchanged.

Failure The target's Attitude towards you increases by one step, to a minimum of indifferent.

Critical Failure The target's Attitude towards you increases by two steps, to a minimum of friendly.

Heightened (3rd) Even if the target succeeds its save, its Attitude becomes a minimum of unfriendly.

Heightened (4th) You may target up to 2 living creatures with the Animal or Beast trait.

Heightened (6th) You may target up to 4 living creatures with the Animal or Beast trait.

Heightened (7th) The duration is reduced to 18 seconds after which the effects remain and the spell ends.

Heightened (8th) You may target any number of living creatures with the Animal or Beast trait in range.

FERAL BLESSING

FOCUS 4

ABJURATION DRAGONMARK

Cast ••• dragonmark, somatic

Range 30 feet; Targets 1 willing creature

Duration sustained 1 minute

Grant a willing creature a +1 status bonus either Strength or Dexterity, selected when you cast the spell.

MARK OF HANDLING

Heightened (+3) The status bonus increases by 1

DRAGONMARKED HANDLER

FOCUS 2

DRAGONMARK MARK OF HANDLING

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per daily preparation - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Handler, you can select a spell from the Dragonmarked Handler spell list at the heightened level of Dragonmarked Handler or lower. Dragonmarked Handler gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Handler.

A spell cast by Dragonmarked Handler doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED HANDLER SPELL LIST

Heightened Level	Spell
2	Friendfetch, Pet Cache
3	Animal Messenger, Speak with Animals
4	Animal Vision
5	Aromatic Lure
6	Dominate (Animal or Beast trait targets only)
7	Entrancing Eyes (Animal or Beast trait targets only)
8	Power Word Stun (Animal or Beast trait targets only)
9	Nature's Enmity

Heightened (3rd) You may cast Dragonmarked Handler up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Handler up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Handler up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Handler. The spells you cast are no longer restricted by Animal or Beast trait restrictions.

MARK OF HEALING

A halfling with the Mark of Healing can save a life with a touch, restoring vitality and the will to live. When dealing with mundane medicine, the mark helps its bearer sense the nature of maladies, aiding them in finding a cure. When equipped with dragonshard focus items, the mark can even draw the dead back from the depths of Dolurrh.

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

MARK OF HEALING [HALFLING HERITAGE]

At least one of your parents is a halfling descendant of the Mark of Healing bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick halfling, Dragonmarked Heritage, and Mark of Healing feats whenever you gain an ancestry feat.

MARK OF HEALING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of healing focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Healing, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Healing traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Dragonmarked Guidance*
1	Life Boost
1	Healer's Blessing
1	Healer's Intuition*
1	Healing Word*
1	Warded Willpower*
2	Dragonmarked Healer*
2	Guidance of the Healer*
4	Rebuke Death
5	Restorative Moment
7	Summon Living Dragonmark*
10	Revival

^{*}appears below or in the spell section of this document

New Focus Spells

As a member of the Mark of Handling, the following spells are new unique spells for your mark.

GUIDANCE OF THE HEALER

CANTRIP 2

DRAGONMARK

MARK OF HEALING

DIVINATION

Cast *** dragonmark, somatic

Range touch; Targets 1 creature

Duration until the start of your next turn

With a subtle manipulation of the powers of your mark, you can assist a creature in resisting maladies and wounds.

The creature gains a +1 status bonus to any healing it receives. If the creature is making a saving throw against a persistent effect, poison, or a disease, it gains a +1 status bonus to its save (and this spell counts for assisted recovery against persistent effects). If the creature has the dying condition, it loses the dying condition, though it remains unconscious at 0 Hit

The target is then immune to the Guidance of the Healer for 1 hour.

Heightened (+2) The status bonus to healing received increases by 1

Heightened (5th) The status bonus to saves increases

Heightened (9th) The status bonus to saves increases to +3

DRAGONMARKED HEALER

FOCUS 2

DRAGONMARK MARK OF HEALING

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per daily preparation - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Healer, you can select a spell from the Dragonmarked Healer spell list at the heightened level of Dragonmarked Healer or lower. Dragonmarked Healer gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Healer.

A spell cast by Dragonmarked Healer doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED HEALER SPELL LIST

Heightened Level	Spell
2	Endure, Soothe
3	Restoration, Remove Paralysis, Restore Senses
4	Neutralize Poison, Remove Disease
5	Remove Curse
6	Breath of Life
7	Raise Dead
8	Regenerate
9	Moment of Renewal

Heightened (3rd) You may cast Dragonmarked Healer up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Healer up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Healer up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Healer.

HEALER'S INTUITION

FOCUS 1

DRAGONMARK MARK OF HEALING

NECROMANCY

Cast ** dragonmark, somatic

Duration sustained up to 10 minutes

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

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

HEALING WORD

FOCUS 1

DRAGONMARK HEALING MARK OF HEALING

NECROMANCY

Cast • dragonmark, somatic, verbal

Range 30 feet; Targets 1 living creature

You call upon your dragonmark's power to heal the wounded. Your dragonmark channels a burst of positive energy, healing a living creature. If you use healing word on a living target, they restore 4 Hit Points.

Heightened (+1) The amount of healing increases by 4.

MARK OF HOSPITALITY

They may not always have gold, but a halfling with the Mark of Hospitality is sure to be rich in friends. The magic of the mark allows the bearer to keep a place clean, and to heat, chill, and season food. But it also helps the bearer connect with others.

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

MARK OF HOSPITALITY [HALFLING HERITAGEI

At least one of your parents is a halfling descendant of the Mark of Hospitality bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick halfling, Dragonmarked Heritage, and Mark of Hospitality feats whenever you gain an ancestry feat.

MARK OF HOSPITALITY FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following Mark of Hospitality focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Hospitality, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Hospitality traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Charming Touch
1	Charming Words
1	Dragonmarked Guidance*
1	Kindle Friendship*
1	Innkeeper's Magic
1	Soothing Words
1	Warded Willpower*
1	Sweet Dream
2	Dragonmarked Hospitality*
2	Homely Touch*
3	Shield of Ghallanda*
4	Unity
7	Summon Living Dragonmark*
$\ensuremath{^*}\text{appears}$ below or in the spell section of this document	

NEW FOCUS SPELLS

As a member of the Mark of Hospitality, the following spells are new unique spells for your mark.

HOMELY TOUCH

CANTRIP 2

CANTRIP DRAGONMARK MARK OF HOSPITALITY

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast Homely Touch, you can choose Mage Hand or Prestidigitation. Homely Touch gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Homely Touch doesn't require material or verbal components but always requires a dragonmark and somatic component.

INNKEEPER'S MAGIC

FOCUS 1

DRAGONMARK ENCHANTMENT MARK OF HOSPITALITY

Cast ** dragonmark, somatic

Duration sustained up to 10 minutes

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

Heightened (3rd) You do not need to sustain Innkeeper's Magic.

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

Heightened (7th) The duration is 1 hour.

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

DRAGONMARKED HOSPITALITY

FOCUS 2

DRAGONMARK MARK OF HOSPITALITY

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per daily preparation - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Hospitality, you can select a spell from the Dragonmarked Hospitality spell list at the heightened level of Dragonmarked Hospitality or lower. Dragonmarked Hospitality gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Hospitality.

A spell cast by Dragonmarked Hospitality doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED HOSPITALITY SPELL LIST

Heightened Level	Spell
1	Soothe
2	Sleep, Charm
3	Calm Emotions, Create Food
4	Cozy Cabin, Enhance Victuals
5	Enthral
6	Suggestion
7	Magnificent Mansion
8	Moment of Renewal
9	Resplendent Mansion

Heightened (3rd) You may cast Dragonmarked Hospitality up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Hospitality up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Hospitality up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Hospitality.

KINDLE FRIENDSHIP

FOCUS 1

DRAGONMARK EMOTION ENCHANTMENT LINGUISTIC MARK OF HOSPITALITY MENTAL VERBAL

Cast dragonmark, somatic, verbal

Range touch; Targets 1 creature

With a warm handshake and a friendly smile, the powers of your dragonmark help others open themselves to you. If the creature is unwilling, they may make a will save. They gain a +4 circumstance bonus to this save if you or your allies recently threatened or were hostile to it. Creatures are always unaware that you have cast Kindle Friendship. The creature is immune to all future uses of Kindle Friendship from you.

Success No change in attitude.

Failure The creature's attitude towards you increases by one step.

Critical Failure The creature's attitude towards you increases by two steps.

SHIELD OF GHALLANDA

FOCUS 3

ABJURATION DRAGONMARK MARK OF HOSPITALITY

Cast Targonmark, somatic

Trigger a creature makes a melee strike against you.

The power of your dragonmark turns your diplomacy into your shield. You gain a +1 status bonus to your AC against the strike.

Heightened (6th) The status bonus becomes +2 Heightened (9th) The status bonus becomes +3

MARK OF MAKING

The Mark of Making guides its bearer through any act of creation. The bearer of the mark can mend broken things with a touch, and always has a minor magic item they've been working on. A crafter will get the most out of the mark, but anyone can find a use for an enchanted blade.

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

MARK OF MAKING [HUMAN HERITAGE]

At least one of your parents is a Human descendant of the Mark of Making bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick human, Dragonmarked Heritage, and Mark of Making feats whenever you gain an ancestry feat.

MARK OF MAKING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following Mark of Making focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Making, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Making traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Dragonmarked Guidance*
1	Inanimate Animation*
1	Maker's Gift*
1	Object Memory
1	Practice Makes Perfect
2	Cantrip of the Crafter*
2	Dragonmarked Construction*
4	Tireless Worker
5	Construction Savant*
7	Summon Living Dragonmark*
10	Siberys' Reconstruction*

^{*}appears below or in the spell section of this document

New Focus Spells

As a member of the Mark of Making, the following spells are new unique spells for your mark.

MAKER'S GIFT

FOCUS 1

DRAGONMARK MARK OF MAKING DIVINATION

Cast • dragonmark, 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, any time you Repair, or Craft you gain a +1 status bonus to the skill or perception used for the roll. 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.

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

CANTRIP OF THE CRAFTER

CANTRIP 2

CANTRIP

DRAGONMARK TRANSMUTATION

MARK OF CRAFTING

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Crafter, you can choose Read Aura or Sigil. Cantrip of the Crafter gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Crafter doesn't require material or verbal components but always requires a dragonmark and somatic component.

DRAGONMARKED CONSTRUCTION FOCUS 2

DRAGONMARK MARK OF MAKING

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Construction, you can select a spell from the Dragonmarked Construction spell list heightened level of Dragonmarked Construction or lower. Dragonmarked Construction gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Construction.

A spell cast by Dragonmarked Construction doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED CONSTRUCTION SPELL LIST

Heightened Level	Spell
1	Mending, Temporary Tool
2	Summon Construct
3	Dismantle
4	Shrink Item
5	Creation
6	Wall of Gears*
7	Fabricate*
8	Blade Barrier
* New spell	

Heightened (3rd) You may cast Dragonmarked Construction up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Construction up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Construction up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Construction.

CONSTRUCTION SAVANT

FOCUS 5

UNCOMMON DRAGONMARK

MARK OF MAKING

CONJURATION

Cast 8 hours; dragonmark, material, somatic, verbal

You begin to craft an item as if using the Craft activity, but with the empowering effects of your dragonmark guiding you, your efficiency is increased exponentially.

When you begin the Craft activity, you can cast Construction Savant as part of your activity. When you have spent a full day of the Craft Activity under the effects of Construction Savant, you may immediately make the Craft activity check to complete the item. On a critical success, you can finish the item, bypassing any remaining time to its completion as if you had completed the prerequisite days of work. Otherwise, you may continue on the item again the next day without any penalty. If you use Construction Savant on your last day of work, you instead gain a +1 status bonus to the final crafting check. Once the item is completed, it follows the rules of the crafting activity to reduce cost which Construction Savant may not assist with.

SIBERYS' RECONSTRUCTION

FOCUS 10

UNCOMMON CONJURATION

Cast 1 hour (dragonmark, somatic)

Range 5 feet

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With the powers of your mark, you can restore any item to its full grandeur. You can restore an item as if you cast the Remake spell.

INANIMATE ANIMATION

CANTRIP 1

CONJURATION

DRAGONMARK

MARK OF MAKING

Cast (dragonmark, somatic)

Range touch; Target one object of 1 bulk or less

With a touch of animation from your dragonmark, you can bring a minor construction to life. You can create a simple gadget with limited functionality, similar in power to prestidigitation or ghost sound. These objects are Bulk L; Hardness 1; HP (BT) 2 (1) and cease functioning when broken. Given their temporary nature, these objects have no value.

Examples of these simple gadgets include the following:

- Small clockwork animals, monsters, or people, such as a frog, mouse, bird, dragon, that moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- A Small fire starter which can produce a miniature flame. Sufficient to light a candle, torch, or campfire.
- A Music Box which plays a single song at a moderate volume when opened, and finishes when closed or at the end of the song.
- A small light that sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- A small message relay, which whenever tapped by a creature the object emits a 5 word long recorded message that can be heard up to 10 feet away.
- A small censer that continuously emits your choice of an odour or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A small visual effect on the construct's surface, which can be up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely, or until dismissed by you with a touch. You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. If you try to exceed 3 active objects, the oldest property immediately ends, and then the new property applies.

Heightened (+1) you may have 1 additional active object at a time.

MARK OF PASSAGE

The Mark of Passage governs motion, allowing its bearer to move with uncanny speed. The bearer of the mark can even slip through space in the blink of an eye.

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

MARK OF PASSAGE [HUMAN HERITAGE]

At least one of your parents is a Human descendant of the Mark of Passage bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick human, Dragonmarked Heritage, and Mark of Passage feats whenever you gain an ancestry feat.

MARK OF PASSAGE FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of passage focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Passage, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Passage traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Agile Feet
1	Courier's Skill*
1	Dragonmarked Guidance*
1	Dragonmarked Mobility*
1	Warded Reflex*
1	Unimpeded Stride
2	Cantrip of the Courier*
2	Dimension Step*
3	Long March*
4	Abundant Step
4	Traveler's Transit
7	Summon Living Dragonmark* $\\$

^{*}appears below or in the spell section of this document

NEW FOCUS SPELLS

As a member of the Mark of Passage, the following spells are new unique spells for your mark.

CANTRIP OF THE COURIER

CANTRIP 2

CONJURATION DRAGONMARK MARK OF PASSAGE

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Courier, you can choose to Know Direction or Warp Step. The Cantrip of the Courier gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Courier doesn't require material or verbal components but always requires a dragonmark and somatic component.

COURIER'S SKILL

FOCUS 1

ABIURATION DRAGONMARK

MARK OF PASSAGE

Cast >>> dragonmark, somatic

Duration sustained up to 10 minutes

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

Heightened (3rd) You do not need to sustain Courier's Skill.

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

Heightened (7th) The duration is 1 hour.

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

DRAGONMARKED MOBILITY

FOCUS 2

CONJURATION

DRAGONMARK

MARK OF PASSAGE

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Mobility, you can select a spell from the Dragonmarked Mobility spell list at the heightened level of Dragonmarked Mobility or lower. Dragonmarked Mobility gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Mobility.

A spell cast by Dragonmarked Mobility doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED MOBILITY SPELL LIST

Fleet Step, Longstrider Safe Passage Haste

Heightened Level Spell

5 Freedom of Movement, Dimension Door

6 Return Beacon 7 Teleport 8 Ethereal Jaunt

Heightened (3rd) You may cast Dragonmarked Mobility up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Mobility up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast DragonmarkedMobility up to three times per daily preparation.Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Mobility.

DIMENSION STEP

FOCUS 2

CONJURATION DRAGONMARK MARK OF PASSAGE
TELEPORTATION

Cast • dragonmark, somatic

Range 30 feet

You instantly transfer yourself from your current location to another spot you can see within range. You always arrive at exactly the spot desired. You can bring along any objects you are touching as the spell is cast, so long as you are not encumbered. You cannot bring along other creatures.

If this spell would put you in a place that is already occupied or is not empty, the spell fails.

Heightened (+2) the distance increases by 15 feet

LONG MARCH

FOCUS 3

UNCOMMON DRAGONMARK ENCHANTMENT MARK OF PASSAGE
MENTAL

Cast >>> dragonmark, somatic

Area 60-foot emanation

Duration sustained up to 1 hour

Your dragonmark sustains your allies' endurance, enabling longer travel. You and your allies in the area can Hustle for the spell's duration, even though you are also Sustaining the Spell. You and your allies then become temporarily immune for 1 day.

MARK OF SCRIBING

The Mark of Scribing deals with communication-both the written and spoken word. A gnome who bears the mark can feel words as though they are living creatures, struggling to make their meaning known. The mark provides a range of gifts. It translates languages, but it also allows its bearer to communicate with others at a distance.

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

MARK OF SCRIBING [GNOME HERITAGE]

At least one of your parents is a Gnome descendant of the Mark of Scribing bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick human, Dragonmarked Heritage, and Mark of Scribing feats whenever you gain an ancestry feat.

MARK OF SCRIBING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of scribing focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Scribing, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Scribing traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Dragonmarked Guidance*
1	Forced Quiet
1	Loremaster's Scribe*
1	Scribe's Insight*
1	Redact
2	Cantrip of the Messenger*
2	Dragonmarked Scribe*
2	Relay*
4	Ghostly Transcription
4	Safeguard Secret
4	Transcribe Moment
7	Summon Living Dragonmark*
* 1	

^{*}appears below or in the spell section of this document

New Focus Spells

As a member of the Mark of Scribing, the following spells are new unique spells for your mark.

CANTRIP OF THE MESSENGER CANTRIP 2 CANTRIP DRAGONMARK MARK OF SCRIBING ILLUSION

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Messenger, you can choose Message or Sigil. Cantrip of the Messenger gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Messenger doesn't require material or verbal components but always requires a dragonmark and somatic component.

RELAY FOCUS 2

DRAGONMARK MENTAL LINGUISTIC MARK OF SCRIBING
ILLUSION

Cast *** dragonmark, somatic, material

Range touch; Targets one mundane item of light bulk

You enchant magical items to relay your messages. At any time after you have enchanted the items, you may choose to send a message to the item. If the item is attended, the creature currently in possession of the item receives your spoken word - up to 25 words. The creature can then respond immediately with a message of 25 words or fewer. Once the item has been used in this way, it may not be used again for 24 hours. When you cast this spell again, for each new item you must choose a previous item to lose its enchantment.

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Heightened (+2) you may enchant one additional item. **Heightened (5th)** the item may transmit again after only 1 hour has passed.

Heightened (8th) the item may transmit again after only 1 minute has passed.

MARK OF SCRIBING

DRAGONMARKED SCRIBE

FOCUS 2

DRAGONMARK

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Scribe, you can select a spell from the Dragonmarked Scribe spell list at the heightened level of Dragonmarked Scribe or lower. Dragonmarked Scribe gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level Dragonmarked Scribe.

A spell cast by Dragonmarked Scribe doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED SCRIBE SPELL LIST

Heightened Level	Spell
2	Imprint Message, Message Rune
3	Comprehend Language
4	Secret Page, Forgotten Lines
5	Sending
6	Hypercognition
7	Telepathic Bond
9	Mind Blank

Heightened (3rd) You may cast Dragonmarked Scribe up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Scribe up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Scribe up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Scribe.

SCRIBE'S INSIGHT

FOCUS 1

DRAGONMARK

MARK OF SCRIBING

ILLUSION

Cast ** dragonmark, somatic

Duration sustained up to 10 minutes

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

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

LOREMASTER'S SCRIBE

FOCUS 1

UNCOMMON DIVINATION DRAGONMARK **FORTUNE** MARK OF SCRIBING

Cast Tdragonmark, somatic;

Range 30 feet: **Targets** you or the triggering ally

Trigger You or an ally within range attempts a skill check to Recall Knowledge

You call upon your dragonmark to recall the writ knowledge of old, granting the target a greater ability to think and recall information. Roll the triggering Recall Knowledge skill check twice and use the better result.

MARK OF SENTINEL

The Mark of Sentinel warns and protects. It heightens senses and reflexes, allowing an heir to respond to threats with uncanny speed. It can shield its bearer from harm. Whether on the battlefield or the ballroom, someone who carries the Mark of Sentinel is prepared for danger.

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

MARK OF SENTINEL [HUMAN HERITAGE]

At least one of your parents is a Human descendant of the Mark of Sentinel bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick human, Dragonmarked Heritage, and Mark of Sentinel feats whenever you gain an ancestry feat.

MARK OF SENTINEL FOCUS SPELL

If you manifest a mark, you will begin to gain access to the following mark of sentinel focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Sentinel, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Sentinel traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Dragonmarked Guidance*
1	Protector's Sacrifice
1	Sentinel's Intuition*
1	Warded Resilience*
2	Cantrip of the Sentinel*
2	Dragonmarked Sentinel*
2	Perfect Strike
2	Sentinel's Defense*
3	Battlefield Persistence
4	Enduring Might
4	Spell Guard*
4	Unity
7	Summon Living Dragonmark*
9	Siberys' Sentinel*

^{*}appears below or in the spell section of this document

New Focus Spells

As a member of the Mark of Sentinel, the following spells are new unique spells for your mark.

CANTRIP OF THE SENTINEL

CANTRIP 2

ABJURATION CANTRIP DRAGONMARK MARK OF SENTINEL

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Sentinel you can choose Forbidding Ward or Shield. Cantrip of the Sentinel gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Sentinel doesn't require material or verbal components but always requires a dragonmark and somatic component.

SENTINEL'S DEFENSE

FOCUS 2

ABJURATION DRAGONMARK

MARK OF SENTINEL

Cast • dragonmark, somatic

Duration sustained up to 1 minute

Range touch; Targets 1 willing living creature

You draw from the power of your dragonmark to better defend a creature. The target gains a +2 status bonus to AC.

DRAGONMARKED SENTINEL

FOCUS 2

ABJURATION

DRAGONMARK MARK OF SENTINEL

Cast see replicated spell and somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Sentinel, you can select a spell from the Dragonmarked Sentinel spell list at the heightened level of Dragonmarked Sentinel or lower. Dragonmarked Sentinel gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Sentinel.

A spell cast by Dragonmarked Sentinel doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED SENTINEL SPELL LIST

Heightened Level	Spell
2	Mage Armor, Sanctuary
3	Resist Energy
4	Fire Shield
5	Rebounding Barrier
6	Scintillating Safeguard
7	Wall of Force
8	Spell Turning

Heightened (3rd) You may cast Dragonmarked Sentinel up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Sentinel up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Sentinel up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Sentinel.

SENTINEL'S INTUITION

FOCUS 1

ABJURATION DRAGONMARK MARK OF SENTINEL

Cast ** dragonmark, 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, any time you disarm, grapple, shove, trip, or roll initiative you gain a +1 status bonus to the skill or perception used for the roll. This bonus remains as long as you Sustain the Spell.

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

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

Heightened (7th) The duration is 1 hour.

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

SIBERYS' SENTINEL

FOCUS 10

ABJURATION DRAGONMARK

MARK OF SENTINEL

Cast >>> dragonmark, somatic

Duration until the start of your next turn

Channelling the power of your mark, you ward yourself from damage in a shimmering golden aura, becoming indestructible. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artefacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

MARK OF SHADOW

The Mark of Shadow lets an elf weave illusions, crafting magic to distract or delight. It also allows its bearer to sculpt shadows, making it easy to avoid detection.

The Mark of Shadow is an Elf Heritage. By picking this Heritage at first level you gain access to all of the Mark of Passage ancestry feats.

MARK OF SHADOW [ELF HERITAGE]

At least one of your parents is an Elf descendant of the Mark of Shadow bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick elf, Dragonmarked Heritage, and Mark of Shadow feats whenever you gain an ancestry feat.

MARK OF SHADOW FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of shadow focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Shadow, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Shadow traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Cloak of Shadow
1	Dim the Light
1	Dragonmarked Guidance*
1	Shadow's Veil*
2	Become Shadow*
2	Cantrip of the Shadow*
2	Dragonmarked Shadow*
4	Trickster's Twin
5	Dance of Darkness
5	Shadow Illusion
5	Shadow Jump
7	Summon Living Dragonmark*

^{*}appears below or in the spell section of this document

NEW FOCUS SPELLS

As a member of the Mark of Shadow, the following spells are new unique spells for your mark.

BECOME SHADOW

FOCUS 2

DRAGONMARK MARK OF SHADOW

ILLUSION

Cast dragonmark, somatic;

Requirements You are in dim light or darkness

Duration sustained up to 10 minutes.

You blend yourself with shadow, losing visual definition. For the duration, while in dim light or darkness, you gain a +2 status bonus to hide and sneak. If you end your turn outside of dim light or darkness, the spell ends.

Heightened (6th) You do not need to sustain the spell.

CANTRIP OF THE SHADOW

CANTRIP 2

DRAGONMARK MARK OF SHADOW ILLUSION

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Shadow you can choose Dancing Lights or Ghost Sound. Cantrip of the Shadow gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Shadow doesn't require material or verbal components but always requires a dragonmark and somatic component.

DRAGONMARKED SHADOW

FOCUS 2

DRAGONMARK ILLUSION MARK OF SHADOW

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Shadow, you can select a spell from the Dragonmarked Shadow spell list at the heightened level of Dragonmarked Shadow or lower. Dragonmarked Shadow gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Shadow.

A spell cast by Dragonmarked Shadow doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED SHADOW SPELL LIST

Heightened Level Spell

2	Pass Without Trace, Penumbral Shroud
3	Darkness, Invisibility, Mirror Image
4	Hypnotic Pattern
5	Illusory Scene
6	Blanket of Stars
7	Mislead
8	Project Image
9	Disappearance

Heightened (3rd) You may cast Dragonmarked Shadow up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Shadow up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Shadow up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Shadow.

SHADOW'S VEIL

FOCUS 1

DRAGONMARK MARK OF SHADOW

ILLUSION

Cast ** dragonmark, somatic

Duration sustained up to 10 minutes

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

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

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

Heightened (7th) The duration is 1 hour.

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

MARK OF STORM

Wind and water welcome the half-elves who carry the Mark of Storm, and some learn to call on the power of the storm itself.

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

MARK OF STORM [HUMAN HERITAGE]

At least one of your parents is a half-elf descendant of a Mark of Storm 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 Heritage trait, the Mark of Storm trait, and low-light vision. In addition, you can pick elf, half-elf, human, Dragonmarked Heritage, and Mark of Storm feats whenever you gain an ancestry feat.

MARK OF STORM FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of storm focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

Focus Spells

As a member of the Mark of Storm, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Storm traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Pushing Gust
1	Storm's Riposte*
1	Windwight's Intuition*
2	Cantrip of the Storm*
2	Dragonmarked Stormbringer
2	Rain Cloud*
3	Personal Blizzard
4	Bottle the Storm
4	Downpour
4	Dust Storm
4	Stormwind Flight

^{*}appears below or in the spell section of this document

NEW FOCUS SPELLS

As a member of the Mark of Storm, the following spells are new unique spells for your mark.

CANTRIP OF THE STORM

CANTRIP 2

DRAGONMARK EVOCATION MARK OF STORM

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Storm you can choose Electric Arc or Gale Blast. Cantrip of the Storm gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Storm doesn't require material or verbal components but always requires a dragonmark and somatic component.

WINDWRIGHT'S INTUITION

FOCUS 1

DRAGONMARK

MARK OF STORM

ENCHANTMENT

Cast >>> dragonmark, somatic

Duration sustained up to 10 minutes

You call upon your dragonmark's power to aid your reflex and skill. When you Cast the Spell, any acrobatics actions with the Move trait, Piloting checks, or Sailing checks on a sea or air vehicles gain a +1 status bonus. This bonus remains as long as you Sustain the Spell.

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.

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

DRAGONMARKED STORMBRINGER FOCUS 2

CONJURATION

DRAGONMARK MARK OF STORM

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Stormbringer, you can select a spell from the Dragonmarked Stormbringer spell list at heightened level of Dragonmarked Stormbringer or lower. Dragonmarked Stormbringer gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Dragonmarked Stormbringer.

A spell cast by Dragonmarked Stormbringer doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED STORMBRINGER SPELL LIST

Heightened Level	Spell
2	Gust of Wind, Personal Rain Cloud
3	Obscuring Mist
4	Wall of Wind
5	Air Walk, Solid Fog
6	Fly, Control Water
7	Lightning Storm
8	Wind Walk
9	Punishing Winds

Heightened (3rd) You may cast Dragonmarked Stormbringer up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Stormbringer up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Stormbringer up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Stormbringer.

RAIN CLOUD

FOCUS 2

DRAGONMARK EVOCATION MARK OF STORM

Cast ** dragonmark, somatic

Range 60 feet; Area 15-foot burst

Duration 1 minute

You can condense the humidity in the air and bring down precipitation. Depending on the region and weather, this may bring down rain or snow. The spell does not require sustainment, however if you use the Sustain a Spell action on this spell, you may move the area of effect 15 feet in a direction you choose. Creatures in the area of precipitation are concealed. Creatures outside the area are concealed from those inside the area. If you are in an extremely arid area, the spell fails. You may dismiss this spell.

When the spell finishes, the area under the cloud becomes difficult snowy terrain if it was snowing, or non-magical fires are extinguished if it was raining.

STORM'S RIPOSTE

FOCUS 1

DRAGONMARK EVOCATION MARK OF STORMS

Cast Trigger a creature you can see within 5 feet fails a Strike against you.

Saving Throw basic Reflex

As an enemy strikes at you, the power of your mark strikes back - lightning arcs into the target. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

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

MARK OF WARDING

The Mark of Warding helps its bearers protect things of value. Using the mark, a dwarf can weave wards with mystic force. It also provides its bearer with an intuitive understanding of locks used to protect and seal.

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

MARK OF WARDING [DWARF HERITAGE]

At least one of your parents is a Dwarf descendant of the Mark of Warding bloodline, whether or not they manifested a mark. You gain the Dragonmarked Heritage trait. In addition, you can pick Dwarf, Dragonmarked Heritage, and Mark of Warding feats whenever you gain an ancestry feat.

MARK OF WARDING FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following mark of warding focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

FOCUS SPELLS

As a member of the Mark of Warding, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Mark of Warding traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Dragonmarked Guidance*
1	Warded Resilience*
1	Warder's Intuition*
2	Cantrip of the Guard*
2	Dragonmarked Warder*
2	Guard and Seal*
4	Adaptive Ablation
4	Protector's Sphere
4	Spell Guard*
4	Stasis
5	Spellmaster's Ward
7	Summon Living Dragonmark*

^{*}appears below or in the spell section of this document

NEW FOCUS SPELLS

As a member of the Mark of Warding, the following spells are new unique spells for your mark.

CANTRIP OF THE GUARD

CANTRIP 2

ABJURATION CANTRIP DRAGONMARK

MARK OF WARDING

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Cantrip of the Guard you can choose Forbidding Ward or Sigil. Cantrip of the Guard gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Cantrip of the Guard doesn't require material or verbal components but always requires a dragonmark and somatic component.

WARDER'S INTUITION

FOCUS 1

ABJURATION

DRAGONMARK

MARK OF WARDING

Cast And dragonmark, somatic

Duration sustained up to 10 minutes

You call upon your dragonmark's power to ward off attacks. When you Cast the Spell, any time you Disable a Device, or Pick a Lock, Seek to Detect a Hazard or Search you gain a +1 status bonus to the skill or perception used for the roll. 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.

DRAGONMARKED WARDER

FOCUS 2

DRAGONMARK MARK OF WARDING

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Dragonmarked Warder, you can select a spell from the Dragonmarked Warder spell list at the heightened level of Dragonmarked Warder or lower. Dragonmarked Warder gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level Dragonmarked Warder.

A spell cast by Dragonmarked Warder doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

DRAGONMARKED WARDER SPELL LIST

Heightened Level Spell 2 Alarm, Lock, Tether 3 Knock, Magical Fetters 4 Circle of Protection, Glyph of Warding 5 Dimensional Anchor, Private Sanctum 6 Wall of Stone 7 **Dimensional Lock** 8 Force Cage Disappearance

Heightened (3rd) You may cast Dragonmarked Warder up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Dragonmarked Warder up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Dragonmarked Warder up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Dragonmarked Warder.

GUARD AND SEAL

FOCUS 2

DRAGONMARK MARK OF WARDING

ABJURATION

Cast *** dragonmark, somatic

Range touch; Targets 1 object of light bulk or less

Duration until the next time you make your daily preparations

You draw upon your powers of warding to guard the presence of an item. Once the spell has been cast, you can choose to make the item come under the effects of Invisible Item If the target is magical, you can choose to also have it appear as entirely non-magical.

If a caster uses Detect Magic or Read Aura of an equal or higher level than this spell, the GM can roll a secret counteract check for them to see the presence of this ward.

If a creature interacts with the item, you immediately become aware of this fact.

Heightened (3rd) You may target 1 object of 1 bulk or less.

Heightened (4th) The object is additionally warded as if was behind running water and a thin sheet of lead to any magical effects that would attempt to locate

Heightened (6th) You can target 1 object of 3 bulk or less. You can target a creature instead of an object. When you do, you can conceal the auras of all magic items it has.

Heightened (8th) The duration is permanent until the object moves more than 15 feet from its starting location. You may target up to 10 items at once in this way. You can dismiss this spell.

ABERRANT MARK

The twelve dragonmarks are predictable, and their powers are generally constructive. But there is another kind of dragonmark, which is dangerous to both the bearer and the people around them. Aberrant dragonmarks can appear on members of any race, at any age, regardless of bloodline. No two aberrant dragonmarks are exactly alike-even if they grant the same power, they manifest in different ways.

Aberrant marks are unique - no two marks are the same - though they might produce similar effects. See the notes on Building a Spell list for how you might work with your GM to customize your mark.

Aberrant Mark is a versatile Heritage, which can only be applied to the following ancestries: Dwarf, Elf, Gnome, Human, Human (Half-Elf), Human (Half-Orc), or Halfling. By picking this Heritage at first level you gain access to all of the Mark of Aberrant Mark ancestry feats.

ABERRANT MARK [UNCOMMON VERSATILE [DRAGONMARKED ANCESTRIES] HERITAGE]

Aberrant marks can appear at any time on any ancestry that has not already manifested a dragonmark. You gain the Dragonmarked Heritage, and the Aberrant Mark traits, in addition to the traits from your ancestry. In addition, you can pick from your original ancestry, dragonmarked heritage, and aberrant mark feats whenever you gain an ancestry feat.

Special: If you are a half-elf, this heritage replaces the half-elf heritage, though you still gain the elf trait, the half-elf trait, and low-light vision. In addition, you can select elf, half-elf, and human, dragonmarked heritage, and aberrant mark feats whenever you gain an ancestry feat.

Special: If you are a half-orc, this heritage replaces the half-orc heritage, though you still you gain the orc trait, the half-orc trait, and low-light vision. In addition, you can select orc, half-orc, human, dragonmarked heritage, and aberrant mark feats whenever you gain an ancestry feat.

ABERRANT MARK FOCUS SPELLS

If you manifest a mark, you will begin to gain access to the following aberrant mark focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

ABERRANT FEEDBACK

One of the reasons that aberrant marks are so feared, is their potential for causing unintentional harm resulting from their use. The Aberrant Feedback trait applies to most spells that an aberrant mark can cast.

After you cast a focus spell with the Aberrant Feedback trait, you must make DC 5 flat check. On a failure, you increase your drained condition by 1. On a critical failure, a random creature within 30 feet of the caster (potentially including the caster) takes 1d4 persistent acid, cold, fire, bleeding, or poison damage of the GM's choice. This is in addition to increasing the caster's drained condition. The number of damage dice increases to two with a Lesser Mark, three with a Greater Mark, and four with a Siberys Mark.

Consider the following

If Aberrant Feedback is undesirable for your play style, consider awarding the Aberrant Control feat for free or with training from House Tarkanan or by learning from another Aberrant Marked NPC.

Alternatively, if you wish to keep Aberrant Feedback but simplify your combat loop, ignore the natural 1 clause of Aberrant Feedback.

FOCUS SPELLS

As an Aberrant Marked, you may utilise the following focus spells. Some of these spells may belong to a class or archetype. If you select one of these focus spells, they lose the class and archetype traits if they have it, and gain the Dragonmark, and Aberrant Mark traits. The tradition of the spell becomes Aracne. Note that rarity is maintained, and uncommon spells should still be verified with your GM.

Level	Focus Spell
1	Cry of Destruction
1	Eject Soul
1	Induce Chaos*
1	Swarmsense
1	Waking Nightmare
2	Aberrant Cantrip*
2	Corrupted Replication*
2	Mask Dragonmark*
3	Aberrant Whispers
4	Overflowing Sorrow
7	Shadow's Web
7	Summon Living Dragonmark*
10	Wrath of Kyber*
*annears h	pelow or in the spell section of this document

fappears below or in the spell section of this document

NEW FOCUS SPELLS

As an Aberrant Marked character, the following spells are new unique spells for your mark.

INDUCE CHAOS FOCUS₁

ABERRANT MARK	ABERRANT FEEDBACK	DRAGONMARK	
ENCHANTMENT			

Cast ••• dragonmark, somatic

Range 30 feet; Targets 1 creature

Saving Throw Will

The target is subject to a random condition as its senses, mind, or body are twisted. The effects are determined by the target's Will save.

INDUCE CHAOS TABLE

d4	Condition
1	Stupified
2	Enfeebled
3	Clumsy
4	Stunned

Critical Success The target is unaffected.

Success The target takes a random condition from the table at value 1.

Failure The target takes a random condition from the table, however the condition value is 2.

Critical Failure The target takes a random condition from the table, however the condition value is 3.

Heightened (4th) you may target 2 creatures at once Heightened (8th) you may target 4 creatures at once Heightened (10th) you may target all creatures within 30 feet at once

ABERRANT CANTRIP

CANTRIP 2

ABERRANT MARK CANTRIP DRAGONMARK

Cast see replicated spell; dragonmark, somatic

With a subtle manipulation of the powers of your mark, you can replicate simple cantrips to aid you.

When you cast the Aberrant Cantrip, you can choose Chill Touch or Daze. Aberrant Cantrip gains the traits of the cast cantrip. You then replicate the cantrip's effect by completing the Cast a Spell activity using the normal number of actions. These cantrips are automatically heightened to the level of this spell.

A spell cast by Aberrant Cantrip doesn't require material or verbal components but always requires a dragonmark and somatic component.

MASK DRAGONMARK

FOCUS 2

ABERRANT MARK DRAGONMARK ILLUSION

Cast ** dragonmark, somatic

Range touch; Targets 1 willing creature with the dragonmark trait

Duration 10 minutes

You reshape the dragonmark to make it look like another true dragonmark or even mask its presence. This spell physically alters your dragonmark's appearance to either hide it on your skin or look like a different mark of equal or lesser power to a quick inspection. If you modify it to appear as another dragonmark, you do not gain any of the abilities of the other mark.

If you use any dragonmark focus spell with the Aberrant Feedback trait, this spell ends.

Heightened (+1) the duration increases by 5 minutes

WRATH OF KYBER

FOCUS 10

ABERRANT MARK	ABERRANT FEEDBACK	DRAGONMARK
EVOCATION		

Cast ••• dragonmark, somatic

Range 1,000 feet; Area 60-foot burst

Saving Throw basic Reflex

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

Drawing on the violent powers of your mark, you may bring down destructive potential not seen since the days of the War of the Mark. You cast Cataclysm.

CORRUPTED REPLICATION

FOCUS 2

ABERRANT MARK ABERRANT FEEDBACK

DRAGONMARK

Cast see replicated spell; dragonmark, somatic

Frequency The strain of bending your dragonmark to replicate a specific spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

With a concentrated effort to bend the powers of your mark, you can replicate the effects of a spell.

When you begin to cast Corrupted Replication, you can select a spell from the Corrupted Replication spell list at the heightened level of Corrupted Replication or lower. Corrupted Replication gains the traits of the selected spell, then you may replicate the spell's effect by completing the Cast a Spell activity using the selected spell's number of actions. The replicated spell is automatically heightened to the level of Corrupted Replication.

A spell cast by Corrupted Replication doesn't require material or verbal components but always requires a dragonmark and somatic component. If the spell requires a focus, you must still have that focus to cast the spell, and if the spell has a cost, you must still pay that cost to cast the spell.

CORRUPTED REPLICATION SPELL LIST

Spell
Acidic Burst
Slough Skin
Stinking Cloud
Rusting Grasp
Acid Storm
Abyssal Plague
Eclipse Burst
Volcanic Eruption
Storm of Vengeance

The above table is themed around acid and storms

Heightened (3rd) You may cast Corrupted Replication up to twice per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (6th) You may cast Corrupted Replication up to three times per daily preparation. Only one of these casts may be from the heightened level 4 or above.

Heightened (7th) You may cast Corrupted Replication up to three times per daily preparation. Only one of these casts may be from the heightened level 6 or above.

Heightened (9th) Spells of the third heightened level or lower do not count against the frequency of Corrupted Replication.

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Building a spell list

While Aberrant marks are generally chaotic and destructive, they tend to follow a theme. Some potential themes are Acid, Blood Bending, Plagues, Curses, Fire, Ice, Mental Assaults, or Vermin. When building your Corrupted Replication, you should pick spells that follow a general format - even if it might be suboptimal. Part of the balance of dragonmarks is that they don't always provide the strongest effect that they can at their level.

When building the Heightened Level list, spells should be placed at the heightened level one higher than their base spell level. For example, Acid Storm, a 5th level spell should be placed at Heightened Level 6. Only rarely should the spell be placed at its actual level. You get one spell per level. Start with spells from the following list.

Heightened Level	Spell
2	Acidic Burst, Agitate, Burning hands, Charm, Chilling Spray, Fear, Grease, Grim Tendrils, Noxious Vapors, Phantom Pain
3	Animated Assault, Blood Vendetta, Feast of Ashes, Flaming Sphere, Ghoulish Cravings, Harm, Slough Skin
4	Agonizing Despair, Blindness, Cup of Dust, Curse of Lost Time, Faerie Fire, Hypnotic Pattern, Lightning Bolt, Paralyze, Paranoia, Stinking Cloud, Sudden Blight, Vampiric Touch
5	Chroma Leach, Confusion, Countless Eyes, Enervation, Phantasmal Killer, Rusting Grasp, Weapon Storm
6	Acid Storm, Black Tentacles, Blister, Cloudkill, Cone of Cold, Crushing Despair, Impaling Spike
7	Abyssal Plague, Disintegrate, Feeblemind, Flesh to Stone, Phantasmal Calamity, Vampiric Exsanguination
8	Eclipse Burst, Fiery Body, Mask of Terror, Warp Mind
9	"All is One, One is All", Earthquake, Finger of Death, Possession, Volcanic Eruption
10	Massacre, Meteor Swarm, Nature's Enmity, Power Word Kill, Storm of Vengeance

BACKGROUNDS

These backgrounds allow you to create a character tied to the world of dragonmarks, explaining how they may relate to their house.

TABLE 4-1 HOUSE SKILLS

House Feat

Cannith Crafting Specialty Crafting Deneith **Athletics** Armor Assist* Ghallanda **Diplomacy Group Impression**

Phiarlan Performance **Fascinating Performance**

Jorasco Medicine Inoculation

Kundarak Crafting Crafter's Appraisal Steady Balance Lyrandar Acrobatics Medani Deception Lie to Me Orien Survival Terrain Expertise Sivis Society Multilingual

Tarkanan Stealth **Experienced Smuggler** Tharashk Survival **Experienced Tracker** Thuranni Stealth Terrain Stalker

EXCORIATE HOUSE ORPHAN BACKGROUND BACKGROUND

RARE

Vadalis

An heir who violates the laws of a house is made an excoriate: stripped of the house name and forbidden from drawing on house resources. Any dragonmarked member of your house who knows of your status is automatically unfriendly toward you, as are most members of other dragonmarked houses who are aware that you are a excoriate.

Nature

You gain three ability boosts. One must be to Wisdom, Charisma, or Intelligence; one is free; and you should work with your GM to choose the third based on the circumstances of your excoration.

You've trained the skill related to your house (table 4-1), and the Lore of Dragonmarked Houses. You gain the associated skill feat related to your house.

Train Animal

Many dragonmarked heirs have chosen to give up their birthright to be freed from the edicts.

Choose two ability boosts. One must be to Wisdom, Charisma, or Intelligence; and one is a free ability boost.

You've trained the skill related to your house (table 4-1), and the Lore of Dragonmarked Houses. You gain the associated skill feat related to your house.

HOUSE SCION BACKGROUND

The scion is a member of a dragonmarked house that embraces their heritage but keeps their distance from the administration of the house.

Choose two ability boosts. One must be to Wisdom, Charisma, or Intelligence; and one is a free ability boost.

You've trained the skill related to your house (table 4-1), and the Lore of Dragonmarked Houses. You gain the associated skill feat related to your house.

^{*}Due to your extensive training, you always succeed on the check to put on the armour

HOUSE AGENT

BACKGROUND

UNCOMMON

Agents take on assignments requested by their house: they are adventurers who dedicate their lives to expanding the power and influence of their dragonmarked families.

Choose two ability boosts. One must be to **Wisdom**, **Charisma**, or **Intelligence**; and one is a free ability boost.

You've trained the skill related to your house (table 4-1), and the Lore of Dragonmarked Houses. You gain the associated skill feat related to your house.

FOUNDLING BACKGROUND

Characters can develop dragonmarks only by virtue of blood ties to a dragonmarked house, and many dragonmarked discover their lineage only after the mark appears.

Choose two ability boosts. One must be to **Wisdom**, **Charisma**, or **Intelligence**; and one is a free ability boost.

You've trained the skill related to your house (table 4-1), and the Lore of Dragonmarked Houses. You gain a Lore related to that skill rather than the dragonmarked houses.

ARCHETYPES

These new archetypes allow you to interact with your dragonmark and grow its power alongside your own

DRAGONMARKED SCION

Through intense dedication dragonmarked scion trains to master their mark. With time and effort, this can result in the development of their mark to greater heights.

DRAGONMARKED SCION DEDICATION FEAT 2

ARCHETYPE DEDICATION DRAGONMARK

Prerequisites The dragonmark trait

You train to empower your mark and the reserves of power that you can draw on. You can select an additional dragonmarked focus spell to cast. In addition, if you spend a week of downtime retraining, you can switch your known dragonmark focus spells for different dragonmark focus spells that you have access to. Your house provides this retraining free of charge.

DRAGONMARKED STUDY

FEAT 2

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication

You study to hold more of your powers in mind, you may pick another dragonmark focus spell from your list. This spell can be up to the maximum level you can currently cast.

Special you may pick this feat multiple times, each time picking a different focus spell.

DRAGONMARKED POWER

FEAT 6

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication

The well of power that you draw from your dragonmark grows deeper. You increase the size of your Dragonmark focus pool by 1. In addition, you may pick another dragonmark focus spell from your list. This spell can be up to the maximum level you can currently cast.

Special you may pick this feat multiple times, each time picking a different focus spell.

LESSER DRAGONMARKED SCION

FEAT 6

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication, Least Mark

You have trained to develop your talents and your dragonmark. You gain the Lesser Dragonmark feat.

Special Since this manifests a physical change in the powers and size of your dragonmark, you may not retrain out of this feat.

DRAGONMARKED FOCUS

FEAT 10

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication

As your control over your mark increases, you are better able to restore your energy. If you have spent at least 2 Dragonmarked Focus Points since the last time you Refocused, you recover 2 Dragonmarked Focus Points when you Refocus instead of 1.

GREATER DRAGONMARKED SCION FEAT 14

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication, Lesser Mark

You have trained to develop your talents and your dragonmark. You gain the Greater Dragonmark feat.

Special Since this manifests a physical change in the powers and size of your dragonmark, you may not retrain out of this feat.

DRAGONMARKED WELLSPRING

FEAT 16

ARCHETYPE DRAGONMARK

Prerequisites Dragonmarked Scion Dedication, Lesser Mark

As you approach mastery over your mark, energy seems to return to you naturally. If you have spent at least 3 Dragonmark Focus Points since the last time you Refocused, you recover 3 Dragonmark Focus Points when you Refocus instead of 1.

There is no way to elevate your dragonmark to Siberys through training with the Dragonmarked Scion Archetype. At the moment it seems the only deciding factor in whether the mark will appear is fate.

WANDSLINGER (CLASS ARCHETYPE)

Wielding wands alongside weapons, wandslingers are masters of a new form of martial art - wandslinging. Wandslinging is the art of blending arcane spell duelling with martial combat efficiency, enabling wandslingers to perform feats of combat prowess that neither wizard nor fighter could. Though they cast spells, they do so through the use of widespread items - wands and staves - rather than by arcane incantation. The flexibility to perform in many roles, along with their tenacity, grit, and martial expertise, has begun to develop the wandslingers notable reputation throughout Khorvaire.

WAY OF THE WANDSLINGER [1ST]

You've learned the intricacies of magic and wands, blending the two with deadly results. You combine a working knowledge of arcane theories with a strong connection to improvised wands that allows you to manifest spells in battle alongside your martial combat. You must select Wandslinger Dedication from the Wandslinger archetype as your 2nd-level class feat.

Prerequisites: Must be a gunslinger.

Wandslinger Adjustments: Instead of choosing a way from the options listed in the gunslinger class, you have the way of the wandslinger. It has the following way skill, slinger's reload, and deeds. You gain these abilities at the same levels as normal for the class. You use Intelligence for your class DC.

Way Skill Arcana

Slinger's Reload Arcane Blowback

Deeds Initial Quick Wand; Advanced Spellfire; Greater Fastest Wand in the West;

SLINGER'S RELOAD

ARCANE BLOWBACK �

WANDSLINGER MAGICAL

Trigger You use the Cast a Spell activity from an item such as a Wand or Stave.

As you discharge the arcane energy of an item, you syphon off the arcane charge that builds around you to reload your gun with a magical bolt or bullet. When you use the Cast a Spell activity to cast a spell (but not a cantrip), you create a magical charge of energy conjuring an ordinary level-0 bolt or bullet out of thin air and then immediately Interacting to load it into your weapon. You don't need a free hand to reload in this way. If the bolt or bullet isn't fired before the end of your next turn, the effect is wasted.

INITIAL DEEDS

QUICK WAND

WANDSLINGER

With flourish, you stow a wand, or stave and draw another to cast from with a single fluid motion. If you are holding something in one hand, you may interact to stow the object. You may then interact to draw a wand or stave.

ADVANCED DEED 9TH

SPELLFIRE

WANDSLINGER

Requirements You are wielding a wand or stave capable of casting a one, two, or three action spell that requires a spell attack roll.

As you unleash the power of your spell, you manipulate the composition of the arcane delivery mechanism to make the spell behave like a bullet. You Cast a Spell from a wand or stave that takes 1, 2, or 3 actions and requires a spell attack roll. Reduce the number of actions required by 1 (minimum 0). The effects of the spell don't occur immediately but are imbued into your wand or stave instead. Until the item is used, it is considered a loaded advanced firearm. When you make a ranged firearm strike using the item, you discharge the effects of the spell. If the effect is not used before the start of your next turn, the effect is lost.

SPELLFIRE SPECIFICS

Spellfire allows you to use wands as firearms, using spells as bullets. After spending the first actions to cast the spell, the effects occur when the Strike action is used to discharge the spell like a fired bullet.

For instance, you could use Spellfire to imbue your wand with Ray of Frost by spending 1 action, then make a regular strike or use an ability such as Blast Lock, Called Shot, Cauterize, Cover Fire, Paired Shots, Penetrating Fire, or Ricochet Shot where Ray of Frost replaces one of the strikes.

Targeting: The spell targets only one target of your Strike, even if it normally allows more targets. If your Strike targets more than one target such as with Bullet Split or Penetrating Fire, only one target takes the effects of the spell and the additional targets instead take the take force damage equal to your spellcasting modifier.

Misfire: If your wand would "misfire" as a result of the ability you used, you instead take force damage equal to your level.

Ancillary Effects: Your spell still has any non-targeted effects that might affect creatures other than the target, as well as any ongoing effects starting from the moment you hit with the Strike. For example, acid splash would still deal its splash damage to creatures other than the target and tanglefoot's circumstance penalty would last for its normal duration. The spell takes effect after the Strike deals damage; if the Strike has other special effects, the GM determines whether they happen before or after the spell.

Multiple Defenses: Any additional rolls after the initial spell attack still happen normally, such as the Fortitude save attempted by the target of a disintegrate spell. Similarly, a spell that allows you to attack with it again on subsequent rounds can only replace a Strike with its initial attack roll, not with any later ones.

Variable Actions: Some spells have different effects based on the number of actions you spend to cast them. You choose whether to use the effects of the 1-action, 2-action, or 3-action version of the spell when you use Spellfire. A spell has to take exactly 1, 2, or 3 actions; you can't use Spellfire with a spell that takes a free action, reaction, or 4 or more actions.

Metamagic: You typically can't use metamagic with Spellfire because metamagic requires the next action you take to be Cast a Spell, and Spellfire is a combined activity that doesn't qualify.

GREATER DEED 15TH

FASTEST WAND IN THE WEST ◆

WANDSLINGER

Trigger You use Spellfire to replace a ranged firearm strike.

Frequency until recharged (see below)

You are the fastest wand in the west, east, south, and north. When you use Spellfire to replace a ranged firearm strike, you may interact to stow the wand, draw a loaded firearm, and make a regular strike as well. The spell follows the rules for Spellfire, while the strike follows the regular strike rules including multiple targets. This counts as an additional attack for your multiple attack penalty, but you don't apply the penalty until after you've completed strike.

After you use Fastest Wand In the West, you can't do so again until you dissipate the arcane charge built up around you as a single action, which has the concentrate trait.

WANDSLINGER ARCHETYPE FEATS

WANDSLINGER DEDICATION

FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites way of the wandslinger

You've armed yourself with a wand and a rudimentary knowledge of arcane theory to create temporarily functional wands. You gain the Cast a Spell activity, and can cast arcane spells. However - unlike a normal spellcaster - you can only use the Cast a Spell activity by Activating an item. You gain a special spellbook with wand incantations for four common arcane cantrips of your choice. During your daily preparations, you create two unique cantrip wands each capable of casting one of these cantrips heightened to half your level rounded up. These cantrip wands are functionally wands, however they have no limit to their use and are never at risk of overcharge.

Any wand or stave that you use is considered an advanced martial firearm, and loaded while it still has a least one charge or daily use remaining. The use of these wands or staves still requires the Cast a Spell activity rather than a Strike action, and may not be used as a replacement for Strikes as a result. You do not become trained in spell attack rolls or spell DCs from this source. Instead, when casting from any wand

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or stave, use your advanced firearm proficiency for the spell attack roll and gunslinger class DC for DCs. Your key spellcasting ability for wandslinger archetype spells is Intelligence, and they are arcane gunslinger spells.

During your daily preparations, you can prepare a staff as a prepared spellcaster. If you do not have the basic bounded spellcasting benefits yet, your highest-level spell slot is considered 1st level for the purposes of preparing a staff during your daily preparations.

You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice.

HAND FOR WANDS

FEAT 4

ARCHETYPE

Prerequisites Wandslinger Dedication

Wandslinging takes a quick hand, and fortunately, you have two. When you use the Quick Wand action, you may stow an item in either of your hands, and you may draw a stave or wand to either.

BASIC WANDSLINGER CASTING

FEAT 6

ARCHETYPE

Prerequisites Wandslinger Dedication

You gain the basic bounded spellcasting benefits (SoM 74). However, your use of scrolls, staves, and wands is bounded as described by the wandslinger dedication. During your daily preparations, you may create a unique wand for each of your prepared spell slots. Due to the unstable arcane energy supporting them, only you are capable of using these wands. These wands follow the normal rules of wands, including once per day use, but they may not be overcharged. For each spell slot you gain from this feat, add a spell of that level or lower to your spellbook.

CHARGED SHOT �

FEAT 6

ARCHETYPE EVOCATION MAGICAL

Trigger you used Arcane Blowback to reload a weapon.

Prerequisites Wandslinger Dedication

As the discharge of your wands builds up arcane energy around you, you channel that overcharge of

energy into a bullet form. Choose acid, cold, electricity, or fire. When you fire the bullet manifested by Arcane Blowback, you deal 1d6 additional damage of this type. At 12th level, this increases to 2d6 additional damage, and at 18th level, it increases to 3d6 additional damage.

EXPERT WANDSLINGER CASTING FEAT 12

ARCHETYPE

Prerequisites Basic Wandslinger Casting; master in Arcana

You gain the expert bounded spellcasting benefits (SoM 74). During your daily preparations, you may create a unique wand for each of your prepared spell slots. Due to the unstable arcane energy supporting them, only you are capable of using these wands. These wands follow the normal rules of wands, including once per day use, but they may not be overcharged. For each spell slot you gain from this feat, add a spell of that level or lower to your spellbook.

MASTER WANDSLINGER CASTING FEAT 18

ARCHETYPE

Prerequisites Expert Wandslinger Casting; legendary in Arcana

You gain the master bounded spellcasting benefits (SoM 74). During your daily preparations, you may create a unique wand for each of your prepared spell slots. Due to the unstable arcane energy supporting them, only you are capable of using these wands. These wands follow the normal rules of wands, including once per day use, but they may not be overcharged.

ARCANE OVERCHARGE

FEAT 20

ARCHETYPE

Prerequisites legendary in Arcana

There's no overcharge like arcane overcharge. Wands prepared by your Wandslinger features may be overcharged, following all the rules of regular wands. In the event one of your wands is destroyed, you take force damage equal to your level. You may prepare the wand again during your next daily preparations.

FEATS

The following feats are accessible to most characters in Eberron, allowing you to connect to the world of Eberron and all it has to offer.

GENERAL FEATS

These feats are general feats available to anyone regardless of ancestry or background.

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 an 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 11 flat check. On a failure, the wand is broken. On a critical failure, the wand is destroyed. Regardless of the result, the wand may not be used again until your next daily preparations.

SKILL FEATS

These feats are general skill feats available to anyone regardless of ancestry or background.

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. For consumable items, you may build them one at a time. If you do, you only need to spend 1 day at work before attempting a Crafting check.

PROFICIENT PROTOTYPER

FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

When you spend downtime to use the Craft activity, with your proficiency in creating prototypes 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 an expert in crafting you may reduce this by 2 days, master by 4 days, and legendary by 8 days.

WEAPONS, ARMOUR, AND ADVENTURING GEAR

The world of Eberron is built on both arcane and mundane innovation, much of it powered by House Cannith. The following equipment has been developed in Eberron, whether by a specific culture, ancient civilization, or by the research funds of a nation's war machine.

WEAPONS AND ARMOUR

The following weapons and armour are available in Eberron.

TABLE 7-1: ARMOUR

Light Armour	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	/ Strengt	h Bul	k Group	Armour Traits
Leafweave	4 gp	+1	+4	-1	-	10	1	-	Flexible, Primal
Darkleaf Breastplate	6 gp	+2	+3	-1	-	12	1	-	Flexible, Primal
Medium Armour	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armour Traits
Darkleaf branded mail	10 gp	+3	+2	-2	-5ft	14	2 (Composite	Flexible, Primal

TABLE 7-2: MELEE WEAPONS

*See Myrnaxe entry

Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Boomerang, Talenta	4 sp	1d4 B	L	1	Boomera	Agile, Finesse, Halfling, Returning, Thrown 20ft Nonlethal
Boomerang, Xen'drik	8 sp	1d4 S	L	1	Boomera	ng Agile, Finesse, Drow, Returning, Thrown 20ft
Sharrash	2 gp	1d6 S	1	2	Polearm	Reach, Finesse, Halfling, Trip
Tangat	4 gp	1d6 S	1	1	Sword	Finesse, Forceful, Halfling, Sweep
Trait Changes*						
Boarding Axe	-	-	-	-	-	Agile, Climbing, Versatile P
Buugeng	-	-	-	-	-	Agile, Sweep, Twin
Claw Blade	-	-	-	-	-	Agile, Deadly d8, Disarm, Finesse, Shifter, Versatile P
Gill Hook	-	-	-	-	-	Grapple, Reach
Wish Blade	-	-	-	-	-	Disarm, Resonant, Two-Hand 1d10
Wish Knife	-	-	-	-	-	Agile, Disarm, Finesse, Resonant, Versatile S
Whip Claw	-	-	-	-	-	Finesse, Hampering, Reach, Shifter
* All stats as in source boo	ks exce _l	ot traits a	ıs note	d		
Uncommon Advanced Wea	apons	Price	Damag	e Bulk	Hands	Group Weapon Traits
Double-Bladed Scimitar		10 gp	1d6 S	1	2	Sword Backswing, Dual, Elf, Forceful
Myrnaxe		4 gp	-	1	-	- Gnoll, Attached*
Axehead		2 gp	1d12 S	5L	2	Axe Gnoll, Forceful, Sweep, Attached*
Spearhead		2 gp	1d6 P	5L	1	Spear Gnoll, Deadly (d8), Two-Hand (d10), Attached*

TABLE 7-3: RANGED WEAPONS

Uncommon Martial Weapons Price Damage Range Reload Bulk Hands Group Weapon Traits

Trait Changes*

Thunder Sling - - - - - Agile, Propulsive, Uncommon

* All stats as in source books except traits as noted

Uncommon Advanced Weapons Price Damage Range Reload Bulk Hands Group Weapon Traits

Gnoll bow 5gp 1d8 P 150ft. 0 2 1+ Bow Fatal d10, propulsive, gnoll, volley

10 Great arrows 2sp

ARMOUR TRAITS

Primal: This armour is created entirely out of primal components, and can be considered wooden armour for druid and other anathemas.

ARMOUR DESCRIPTIONS

Darkleaf: Similar to leafweave armour, darkleaf armour is made of carefully cured and beautifully carved pieces of wood, supplemented by treated leaves. This special process enables the many primal practitioners of the world a sturdy, yet entirely natural armour.

Leafweave: The artisans of Aerenal weave suits of armour from leaves and wood, which are then treated by a special process that makes them as tough and flexible as leather. This special process enables the many primal practitioners of the world a sturdy, yet entirely natural armour.

WEAPON TRAITS

Dual: A single dual weapon is balanced such that their flurry of blows land with the speed of two weapons. Dual weapons satisfy requirements of dual-wielding melee weapons, such as for the Ranger Twin Takedown feat.

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 bladed 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 is the signature weapon of Valenar elves. A haft of fine wood supports a long, curving blade on either end.

Gnoll bow: Though the gnollbow is not significantly larger than a normal longbow, the draw of the weapon is deceptively heavy. Gnoll 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 at much higher velocity, resulting in greater penetrating power. You must 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 gnoll bows unless otherwise stated. To craft a gnoll 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. A myrnaxe has a sturdy wooden haft with a curved axe blade on one end and a long spearhead on the other. Depending on the wielder's stance, the myrnaxe is either functionally a battleaxe or a spear. A user may switch between the sides of the myrnaxe with an interact action. The myrnaxe has the damage, hands, group, and weapon traits of the side in user. Myrnaxes are composed of two attached items: the Myrnaxe -Axe, and the Myrnaxe - Spearhead. 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, both sides are manufactured at the same time, using their respective crafting costs for material, and forming a completed Myrnaxe when finished. Each side of the weapon gains the effect of its respective precious material. You may not wield individual halves of the Myrnaxe.

Sharrash: Similar to a scythe, the Talenta Sharrash developed by the halflings of the Plains consists of a sicklelike blade at the end of a long pole.

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

ADVENTURING GEAR

The following adventuring gear is available in Eberron.

TABLE 7-4: ADVENTURING GEAR

Item	Price	Bulk	Hands
Spellshard (Blank)	1 gp	L	1
Clothing Clothing, darkweave (level 3)* Clothing, glamerweave (level 3)*	base clothing + 100 gp base clothing + 100 gp	base clothing base clothing	- -
Arcane signet ring	15 gp	-	-
Signet brooch	7 gp	-	-
Identification papers, standard	2 sp	-	-
Identification papers, with portrait	5 sp	-	-
Letter of credit	special	-	-
Traveling papers	2 cp	-	-
Artifice Tools	5 gp	2	2
Sterling Artifice Tools (level 3)	55 gp	2	2
*Special, see entry			

GEAR DESCRIPTIONS

Spellshard (Blank) A spellcaster can mystically imprint spells into an Eberron dragonshard rather than physically writing them into a spellbook. A single spellshard is about the size of a human fist. The spellcaster can concentrate on the shard in order to bring any spell stored in it into focus; the spell appears as silvery writing within the swirling colours of the shard. Each Spellshard can hold up to 100 spells. The Price listed is for a blank Spellshard.

Clothing, darkweave: A character wearing darkweave gains a +1 item bonus on stealth checks made in shadowy illumination or dark conditions. Darkweave clothing costs 100 gp more than a normal outfit of the same sort, gains the same benefits (such as High Fashion Fine Clothing), and weighs the same.

Clothing, glamerweave: A character wearing glamerweave clothing gains a +1 item bonus on Diplomacy checks. Glamerweave clothing costs 100 gp more than a normal outfit of the same sort and gains the same benefits (such as High Fashion Fine Clothing).

Arcane Signet Ring: The dragonmarked houses of Khorvaire use these rings extensively for identification purposes.

Signet Brooch Other members of a dragonmarked house, whether actual scions or important hired help, wear signet brooches to identify their affiliation.

Identification Papers: These papers present a detailed physical description of a person (the wealthy sometimes commission small portraits of themselves), the person's name and residence, and in some cases additional information about the person's affiliations (particularly including any connection to a dragonmarked house, royalty, or a large institution).

Letter of Credit: A character who has funds on deposit in a Kundarak bank can request from the bank a letter of credit, which allows them to withdraw funds from a different bank branch. Letters of credit are always notarized with arcane marks (usually by gnomes from House Sivis), making them practically impossible to forge.

Traveling Papers: Anyone who travels across national borders is usually required to carry travelling papers identifying them, their residence, their destination, and their reason for travel.

ARTIFICE TOOLS

ITEM 0+

UNCOMMON ARTIFICER

Price 5 gp Hands 2; Bulk 2

Requirements Must have access to the Artifice class feature.

Artifice tools are a special subset of artisan's tools with all the equipment required to manufacture magical items of any nature. If you have a set of these tools, you do not need different sets for different work, as may be required of regular Artisan's Tools. These tools may also be used in place of the repair kit.

ARTIFICE TOOLS

ITEM 0

Price 4 gp Hands 2: Bulk 2

STERLING ARTIFICE TOOLS

ITEM 3

Price 62 gp Hands 2; Bulk 2

Sterling artisan's tools give you a +1 item bonus to the check.

SERVICES

The following services are available to the people of Khorvaire.

TABLE 7-5-1: SERVICES

Service Price

Hireling

Magewright 7 sp per day

TABLE 7-5-2: HOUSE SERVICES

Service Price
Courier service (House Orien) 1 cp per 10 miles
Mail service (House Orien) 1 cp per 100 miles

Message station (House Sivis)

2 cp per word

Translation (House Sivis)

1 cp per word

TABLE 7-5-3: COSMETIC TRANSMUTATION SERVICES

Service	Price (1 Week)	Price (1 Month)	Permanent
Minor (natural)	1gp	2 gp	5 gp
Minor (unusual)	2 gp	4 gp	10 gp
Moderate	4 gp	8 gp	20 gp
Major	6 gp	12 gp	30 pg

Cosmetic Transmutation With the widespread arcane magic that exists in Eberron, transmutation has become widespread for cosmetics. This can be anything from a minor natural change such as hair colour to a moderate change such as height or sex, to a major change such as a full physical impersonation of a specific individual.

See Exploring Eberron pg 28 for more information

Courier service (House Orien) The price varies based on the weight, and ease of access to the destination of the package. For an extra fee, Orien will use House Kundarak's services to apply a glyph of warding spell to the package.

Mail service (House Orien) Sending mail is inexpensive, but is limited in size. If the security of the letter is important, Orien will use House Sivis' services to protect the messages - either by cryptography or secret page spell.

Message Station (House Sivis) For even faster communication, House Sivis' services are employed. On a per word basis, House Sivis broadcast stations can send messages across their network. These networks are built with Speaking Stones, which are detailed in the magic items section.

Translation (House Sivis) For a fee, House Sivis can translate any document, provided it is a Common or Uncommon language. Exotic languages might be translated by experts in House Sivis for an increased fee.

TRANSPORTATION

The following modes of transportation are available as services to the people of Eberron.

TABLE 7-6: TRANSPORTATION

Service	Price	Speed
Airship (House Lyrandar)	5 sp per 5 miles	20 mph
Elemental galleon (House Lyrandar)	25 cp per 5 miles	10 mph
Lightning rail, first-class (House Orien)	2 sp, 5 cp per 5 miles	30 mph
Lightning rail, standard (House Orien)	1 sp per 5 miles	30 mph
Lightning rail, steerage (House Orien)	1 cp per 5 miles	30 mph
Magebred coach (House Orien)	15 cp per 5 miles	5 mph
Teleportation circle (House Orien)	250 gp	Instant

Airship (House Lyrandar) Airships primarily travel between major cities with docking towers, but not bound to terrain, these airships can provide transportation to any location.

Elemental galleon (House Lyrandar) Elemental galleons have an advantage over more mundane sea fairing vessels, as they are not subject to the will of the wind.

Lightning Rail A large elemental engine tows cars behind it on a rail system that can handle heavy weights over a long distance. The various classes of transportation provide different levels of standards of living for the time that passengers are on the rail network. First Class is in the realm of Fine living, Standard is Comfortable, and Steerage affords cheap-but a sustenance-level of travel.

Magebred Coach These coaches are much like a Carriage trip but are pulled by well trained and swift animals that provide an advantage over standard Carriages.

Teleportation Circle House Orien manages a network of teleportation circles between the major cities of Eberron. For a fee per person, House Orien allows transit between any of these points.

ANIMALS

TABLE 7-7: ANIMALS

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Animal	Rental Price (per day)	Purchase Price
Carver	1 gp per day	32 gp (level 2)
Clawfoot	1 sp per day	26 gp (level 2)
Fastieth	9 cp per day	8 gp
Magebred Animal		
Magebred Guard Dog	2 cp per day	4 sp
Magebred Riding Dog	12 cp per day	8 gp
Magebred Riding Horse	2 sp per day	16 gp
Magebred Warhorse	1 gp per day	60 gp (level 3)
Magebred Pack Animal	4 cp per day	4 gp
Magebred Riding Pony	16 cp per day	14 gp
Magebred Warpony	16 sp per day	48 gp (level 2)
Valenar Riding Horse	3 sp per day	20 gp* (level 3)
Valenar Guard Dog	3 cp per day	1 gp* (level 3)

^{*} Valenar elves do not sell their animals. However on the rare occasions when a Valenar animal chooses an adventurer of a different ancestry as a companion, it is universally accepted. Price provided for GM balance use.

Carver: Known in some worlds as the deinonychus, the statblock is in Beastiary 1 as the Deinonychus.

Clawfoot: A human-sized predator of the Talenta Plains, this dinosaur is the halfling equivalent of a warhorse.

Fastieth: A fast-running, plant-eating dinosaur, the fastieth is the halfling equivalent of a pony or riding a horse on the Talenta Plains.

Magebred Animal: An animal magically bred by House Vadalis might have any of a number of useful qualities and is easier to train than a mundane animal.

Valenar Animals: Valenar animals are awakened to advanced intelligence and power by the touch of an ancestral spirit.

EQUIPMENT

The following equipment is available in Eberron.

Magic Level	Item Level
Cantrips	1st level
1st level	2nd level
2nd level	3rd level
3rd level	5th level
3rd level	7th level
4th level	9th level
4th level	11th level
5th level	13th level
	Cantrips 1st level 2nd level 3rd level 3rd level 4th level 4th level

Magic level listed is the suggested maximum that could be found, and may not be present or accessible to adventurers. Beyond 3rd level spells, 4th and 5th level capable casters are likely rare or unique NPCs who may be entirely unavailable, or unwilling, to meet adventurers. 6th and 7th level capable casters are considered a Unique rarity, and a GM should always consider how such a powerful NPC is present in the world. Higher-level items may be theorized about in the arcane centres of Khorvaire, and blueprints might be available, but the odds of finding items of 10th level or beyond available for retail is unlikely.

CONSUMABLE EQUIPMENT

The following equipment is commonly available to most adventurers.

ARCANA EQUIPMENT

BREATH OF SIBERYS

ITEM 1+

UNCOMMON CONSUMABLE MAGICAL

Usage held in 1 hand; Bulk L

Activate • Interact

While still volatile and unstable, additional refinement of Siberys Powder has created a small globe containing a highly refined solution of dragonshards held in a suspended state. While suspended in this globe, it is protected from water.

When you interact to crush this globe against a magic item that has 0 charges remaining (such as a stave, but not a wand), the item regains charges equal to the following table. This cannot exceed its maximum number of charges.

Charges	Level	Price
1	2	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 Siberys Powder by value.

SIBERYS POWDER

ITEM 0+

UNCOMMON ALCHEMICAL

CONSUMABLE

Ammunition round

Activate • Interact

Siberys powder is a volatile and explosive alchemical substance commonly used in the production of wand munitions. Siberys powder becomes inert and useless when wet and must be kept in a sealed, water-tight container.

Type dose or round; Level 0; Price 1cp

The smallest unit of siberys powder that still has a simple use, a dose can be a simple package paper parcel around siberys powder or it can be packaged with a metal bullet or pellet to be used as ammunition. When ignited with an arcane spark or mundane fire, a dose of siberys powder explodes. This isn't powerful enough to deal damage but it makes a loud sound and could trigger further explosions. A fuse for a dose can be created with a few twists of paper and causes the dose to explode the round after it's lit.

Type horn; Level 2; Price 5 gp

A horn contains 500 doses worth of siberys powder. A horn can be detonated by leaving a small trail of siberys powder and then lighting it. Each 5-foot square requires one dose of siberys powder to create a trail through. As long as the horn is

mostly full (at least 400 doses remaining) it can be detonated to deal 1d6 fire damage in a 5-foot burst (DC 16 basic Reflex save). It takes 1 round per 15 feet of powder trail laid down for a horn to detonate after the trail is lit. If multiple horns detonate simultaneously, it can increase the area of the explosion, but the damage in overlapping areas doesn't increase.

Type keg; Level 6; Price 50 gp

A keg contains 5,000 doses of siberys powder and can be detonated in the same way as a horn. As long as the keg is mostly full (at least 4,000 doses remaining) this deals 3d6 fire damage in a 20-foot burst (DC 20 basic Reflex save). Detonating multiple kegs can increase the area, but not the damage, of this effect; detonating a keg and any horns at the same time in an overlapping area also doesn't increase the damage.

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

MAGICAL COMPONENTS

CATHIER SPLEEN

ITEM 3

COMPONENT CONSUMABLE METAMAGIC

Price 12 gp

Usage material component of a spell; Bulk -

Activate • interact; Trigger You cast a spell from the school of Illusion

When used as a material component (adding the material component to the spell if it doesn't already have it) for an illusion spell, the cathier spleen doubles the spell's duration.

COVADISH LEAVES

ITEM 8

UNCOMMON COMPONENT CONSUMABLE METAMAGIC

Price 75 gp

Usage material component of a spell; Bulk -

Activate → interact; **Trigger** You cast a spell from the school of Necromancy

When used as a material component (adding the material component to the spell if it doesn't already have it) for a Necromancy spell, the covadish leaves heighten the spell level by 1 up to the maximum level you can cast.

DRAGONSEYE OAK ACORN

ITEM 4

COMPONENT CONSUMABLE METAMAGIC

Price 13 gp

Usage material component of a spell; Bulk -

Activate interact; **Trigger** You cast a spell from the school of Evocation with the acid, cold, electricity, fire, or sonic trait

When used as a material component (adding the material component to the spell if it doesn't already have it) for an evocation spell with the acid, cold, electricity, fire, or sonic trait you gain a circumstance bonus to damage equal to twice the level of the spell as well as 1d3 persistent damage of the same type on a critical hit.

GHOST OAK ACORN

ITEM 3

COMPONENT CONSUMABLE METAMAGIC

Price 10 gp

Usage material component of a spell; Bulk -

Activate • interact; Trigger You cast a spell from the school of Illusion

When used as a material component (adding the material component to the spell if it doesn't already have it) for an Illusion spell, you gain a +1 circumstance bonus to the DC of the spell.

HATHIL ROOT

ITEM 3

COMPONENT CONSUMABLE METAMAGIC

Price 9 gp

Usage material component of a spell; Bulk -

Activate • interact; **Trigger** You cast a spell from the school of Transmutation

When used as a material component (adding the material component to the spell if it doesn't already have it) for a transmutation spell, you gain a +1 item bonus to your spell DC for this spell.

IRIAN CRYSTAL

ITEM 8

UNCOMMON COMPONENT CO

CONSUMABLE

METAMAGIC

Price 98 gp

Usage material component of a spell; Bulk -

Activate interact; **Trigger** You cast a spell from the school of Necromancy that restores hit points

When used as a material component (adding the material component to the spell if it doesn't already have it) for a Necromancy spell that restores hit points, you gain a circumstance bonus to healing equal to half the level of the spell.

KIEROS LEAVES

ITEM 7

UNCOMMON COMPONENT

CONSUMABLE

METAMAGIC

Price 51 gp

Usage material component of a spell; Bulk -

Activate interact; **Trigger** You cast a spell with the death trait

When used as a material component (adding the material component to the spell if it doesn't already have it) for any spell with the death trait, any creature affected by the spell increases its doomed condition by 1.

LASKIN HORN

ITEM 6

COMPONENT CONSUMABLE METAMAGIC

Price 40 gp

Usage material component of a spell; Bulk -

Activate • interact; Trigger You make a spell attack

When used as a material component (adding the material component to the spell if it doesn't already have it) for any spell that requires a spell attack roll. You gain a +1 item bonus to your attack roll.

MABAR CRYSTAL

ITEM 2

COMPONENT

CONSUMABLE

METAMAGIC

Price 5 gp

Usage material component of a spell; Bulk -

Activate interact; **Trigger** You cast a spell with the Darkness trait

When used as a material component (adding the material component to the spell if it doesn't already have it) for a spell with the Darkness trait, the Mabar Crystal automatically attempts to counteract any light effects in the area of the spell. This counteract effect is at the cast spell level + 1 and uses your casting DC.

MASTHIN SHOOTS

ITEM 2

COMPONENT

METAMAGIC

Price 6 gp

Usage material component of a spell; Bulk -

CONSUMABLE

Activate interact; **Trigger** You cast an enchantment spell that targets at least one animal or beast

When used as a material component (adding the material component to the spell if it doesn't already have it) for any enchantment spell that targets an animal or beast, the Masthin Shoots double the spell's duration.

NARSTONE

ITEM 6

UNCOMMON COMPONENT

CONSUMABLE

METAMAGIC

Price 50 gp

Usage material component of a spell; Bulk -

Activate • interact; **Trigger** You cast a spell from the school of conjuration

When used as a material component (adding the material component to the spell if it doesn't already have it) for any conjuration spell, the Narstone heightens the spell level by 1 up to the maximum level you can cast.

REATH LEAVES

ITEM 4

COMPONENT CONSUMABLE

METAMAGIC

Price 13 gp

Usage material component of a spell; Bulk -

Activate • interact; Trigger You cast a spell that targets at least one creature with the plant trait

When used as a material component (adding the material component to the spell if it doesn't already have it) for a spell, any creatures with the plant trait take a -1 item penalty to their saves against this spell.

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. 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.

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

DRAGONMARK FOCUS ITEMS

These common items are available to most dragonmarked house members actively employed in the house's service.

CHANNELING WAND

ITEM 3+

DRAGONMARK

INVESTED MAGICAL

AGICAI

Usage held in 1 hand; Bulk L

A channelling 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; At least 25% of the crafting material value must be Siberys shards.

DRAGONMARK CHANNEL

ITEM 2

DRAGONMARK

INVESTED

MAGICAL

Price 35 gp

Usage worn; Bulk -

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 (Cast a Spell); **Frequency** Once per day; **Effect** you can cast one of the dragonmark focus spells that you know at level 1.

Craft Requirements at least 4 gp of siberys shards

DRAGONMARK FOCUS

ITEM 7

UNCOMMON DRAGONMARK INVESTED MAGICAL

Usage worn; Bulk L

When worn by a person whose mark has been attuned to the stone, a dragonmark focus increases the wearer's effectiveness whenever they use any of the spell-like abilities of their mark.

Activation *****;Trigger: You cast a Dragonmark Focus Spell

Frequency Once per day

Effect See Dragonmark Focus type

Type Dragonmark Focus (Least); **Level** 7; **Price** 340 gp; Effect: This focus grants a +1 item bonus the spell attack, DC, or skill check of Dragonmark Focus Spell.

Craft Requirements at least 42 gp of siberys shards

Type Dragonmark Focus (Lesser); Level 13; Price 2,500 gp;

Effect: This focus grants a +2 item bonus the spell attack, DC, or skill check of Dragonmark Focus Spell.

Craft Requirements at least 312 gp of siberys shards

Type Dragonmark Focus (Greater); Level 17; Price 13,000 gp;

Effect: This focus grants a +3 item bonus the spell attack, DC, or skill check of Dragonmark Focus Spell.

Craft Requirements at least 1625 gp of siberys shards

DRAGONMARK RESERVOIR

ITEM 8

DRAGONMARK INVESTED MAGICAL

Price 500 gp

Usage worn; Bulk L

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 62 gp of siberys shards

MAGIC ITEMS

The following items are advanced developments of arcane talent or ancient civilizations. These items can be of great value to the average adventurer, and to the magewrights that would seek to reverse engineer them.

ARMOUR

The following armours are too expensive to be readily available to the common soldier but can be used to great effect by talented adventurers.

PRECIOUS MATERIAL ARMOUR

These suits of armour are made of unique materials available in Eberron. They can be crafted in addition to all of the suits of armour available in the base pathfinder 2e rules.

BRONZEWOOD ARMOUR

ITEM 12+

Usage varies by armour; Bulk varies by armour

It's easier to wear than normal armour, reducing the Strength score necessary to ignore its check penalty by 2. Unlike darkwood, bronzewood can be used instead of metal to fashion armour - it is somewhat shapeable during manufacturing.

Type standard-grade bronzewood armour; Level 12;
Price 1,600 gp + 160 gp per Bulk; Craft
Requirements at least 200 gp of bronzewood + 20 gp per Bulk

Type high-grade bronzewood armour; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** at least 16,000 gp of bronzewood + 1,600 gp per Bulk

RIEDRAN CRYSTEEL ARMOUR ITEM 12+

Usage varies by armour; **Bulk** varies by armour

Riedran Crysteel armour is capable of warding off mental assaults, granting you a +1 circumstance bonus to saves and DCs against mental effects.

Type standard-grade riedran crysteel armour; Level 12;
Price 1,600 gp +160 gp per Bulk; Craft
Requirements at least 200 gp of riedran crysteel +
20 gp per Bulk

Type high-grade riedran crysteel armour; Level 19;
Price 32,000 gp + 3,200 gp per Bulk; Craft
Requirements at least 16,000 gp of riedran crysteel
+ 1,600 gp per Bulk

HELD ITEMS

These items need to be held to use them.

BATTLE ROD

ITEM 1

INVESTED MAGICAL

Usage held in 2 hands; Bulk L

Price 15 gp

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 at a maximum of 2 range increments away. For each range increment above the first, you take a -2 penalty to your attacks or DCs.

SENDING STONE PAIR

ITEM 7

MAGICAL

Usage held in 1 hand; Bulk L

Price 300 gp

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.

WAR STAFF

ITEM 4

INVESTED MAGICAL

Usage held in 2 hands; Bulk 1

Price 100 gp

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.

MATERIALS

The following unique materials are available, in addition to pathfinder 2e materials.

BYESHK

MATERIAL 0+

MATERIAL 0+

PRECIOUS

Byeshk is a rare and heavy metal of lustrous purple.

Type byeshk chunk; Level 0; Price 10 gp; Bulk L
Type byeshk ingot; Level 0; Price 100 gp; Bulk 1
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			
Standard-grade	8	32	16
High-grade	11	44	22
Items			
Standard-grade	12	48	26
High-grade	15	60	32
Structures			
Standard-grade	24	96	48
High-grade	30	120	60

PRECIOUS

BRONZEWOOD

Unlike most woods, bronzewood can be used instead of metal to fashion heavy armour and weapons - it is somewhat shapeable during manufacturing, and it keeps a sharp edge.

Type Bronzewood branch; Level 0; Price 500 gp; Bulk L

Type Bronzewood lumber; **Level** 0; **Price** 5,000 gp; **Bulk** 1

Type standard-grade bronzewood object; **Level** 8; **Price** 350 gp per bulk;

Type high-grade bronzewood object; **Level** 16; **Price** 6,000 gp per bulk;

Bronzewood Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	7	28	14
High-grade	10	40	20
Structures			
Standard-grade	14	56	28
High-grade	20	80	40

SOARWOOD

MATERIAL 0+

UNCOMMON PRECIOUS

Soarwood possesses a magical buoyancy. A soarwood item's Bulk is reduced by 3 (or to light Bulk at minimum, with no effect on an item that normally has light Bulk). The Price of an item made of soarwood is based on the item's normal Bulk, not its reduced Bulk for being made of soarwood, but reduce the Bulk before making any further Bulk adjustments for the size of the item. Soarwood is, however, not particularly fit for the purposes of armour, Shields, or Weapons.

Type Soarwood branch; Level 0; Price 600 gp; Bulk - Type Soarwood lumber; Level 0; Price 6000 gp; Bulk L

Type standard-grade soarwood object; **Level** 9; **Price** 500 gp per bulk;

Type high-grade soarwood object; **Level** 17; **Price** 10,000 gp per bulk;

Soarwood Items	Hardness	HP	BT
Thin Items			
Standard-grade	3	10	5
High-grade	5	20	10
Items			
Standard-grade	5	18	9
High-grade	7	28	14
Structures			
Standard-grade	12	46	23
High-grade	14	56	28

RIEDRAN CRYSTEEL

MATERIAL 0+

UNCOMMON PRECIOUS

Crysteel makes excellent weapons, and the crystalline component makes them resonate with psionic power.

Type Riedran crysteel chunk; **Level** 0; **Price** 10 gp; Bulk L

Type Riedran crysteel ingot; Level 0; Price 100 gp; Bulk 1

Type standard-grade riedran crysteel object; **Level** 7; Price 250 gp per bulk;

Type high-grade riedran crysteel object; **Level** 15; Price 4500 gp per bulk;

Riedran Crysteel Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	28	14
High-grade	9	40	20
Items			
Standard-grade	10	44	22
High-grade	13	56	28
Structures			
Standard-grade	21	88	44
High-grade	27	112	56

EBERRON SHARDS

MATERIAL 0+

PRECIOUS

Eberron dragonshards also called bloodstones, are found encased in geode like stone shells-egg-shaped

Type unprocessed small eberron shards (up to 2 inches); Level 0; Price 4 sp; Bulk -

Type unproccessed medium eberron shards (More than 2 inches, up to 4 inches); Level 0; Price 1 gp; Bulk -

Type unprocessed large eberron shards (More than 4 inches, up to 6 inches); Level 1; Price 3 gp; Bulk -

Type unprocessed greater eberron shards (More than 6 inches); Level 4; Price 13 gp; Bulk -

Type refined small eberron shards (up to 2 inches); Level 1; Price 3 gp; Bulk -

Type refined medium eberron shards (More than 2 inches, up to 4 inches); Level 2; Price 5 gp; Bulk -

Type refined large eberron shards (More than 4 inches, up to 6 inches); Level 4; Price 13 gp; Bulk -

Type refined greater eberron shards (More than 6 inches); Level 7; Price 51 gp; Bulk -

KHYBER SHARDS

MATERIAL 0+

PRECIOUS

The dragonshards reflect the orange-red glow of the molten rock, and the silhouette of a swirling dragonmark is barely visible within the smoky crystal.

Type unprocessed small khyber shards (up to 2 inches); Level 0; Price 1 gp; Bulk -

Type unproccessed medium khyber shards (More than 2 inches, up to 4 inches); Level 0; Price 2 gp; Bulk -

Type unprocessed large khyber shards (More than 4 inches, up to 6 inches); Level 1; Price 4 gp; Bulk -

Type unprocessed greater khyber shards (More than 6 inches); Level 4; Price 20 gp; Bulk -

Type refined small khyber shards (up to 2 inches); Level 1; Price 4 gp; Bulk -

Type refined medium khyber shards (More than 2 inches, up to 4 inches); Level 2; Price 7 gp; Bulk -

Type refined large khyber shards (More than 4 inches, up to 6 inches); Level 4; Price 20 gp; Bulk -

Type refined greater khyber shards (More than 6 inches); Level 7; Price 70 gp; Bulk -

SIBERYS SHARDS

MATERIAL 0+

PRECIOUS

Their crystalline depths contain pulsating golden

Type unproccessed small siberys shards (up to 2 inches); Level 0; Price 5 sp; Bulk -

Type unproccessed medium siberys shards (More than 2 inches, up to 4 inches); Level 0; Price 2 gp; Bulk -

Type unprocessed large siberys shards (More than 4 inches, up to 6 inches); Level 1; Price 4 gp; Bulk -

Type unprocessed greater siberys shards (More than 6 inches); Level 4; Price 17 gp; Bulk -

Type refined small siberys shards (up to 2 inches); Level 1; Price 4 gp; Bulk -

Type refined medium siberys shards (More than 2 inches, up to 4 inches); Level 2; Price 6 gp; Bulk -

Type refined large siberys shards (More than 4 inches, up to 6 inches); Level 4; Price 18 gp; Bulk -

Type refined greater siberys shards (More than 6 inches); Level 7; Price 63 gp; Bulk -

SHIELDS

The following shields are too expensive to be readily available to the common soldier but can be used to great effect by talented adventurers.

PRECIOUS MATERIAL SHIELDS

These shields are made of unique materials available in Eberron. They can be crafted in addition to all of the shields available in the base pathfinder 2e rules.

BYESHK SHIELD

ITEM 7+

UNCOMMON

Usage varies by shield

Byeshk shields don't typically have an additional effect, though when used for a shield bash, they are Byeshk weapons.

Type Byeshk Buckler (Standard-Grade); **Level** 7; **Price** 330 gp; **Bulk** L; **Craft Requirements** Byeshk worth at least 375 sp

The shield has Hardness 6, HP 24, and BT 12.

Type Byeshk Shield (Standard-Grade); **Level** 7; **Price** 374 gp; **Bulk** 1; **Craft Requirements** Byeshk worth at least 471 sp

The shield has Hardness 8, HP 32, and BT 16.

Type Byeshk Buckler (High-Grade); **Level** 15; **Price** 5,500 gp; **Bulk** L; **Craft Requirements** Byeshk worth at least 2,750 gp

The shield has Hardness 9, HP 40, and BT 20.

Type Byeshk Shield (High-Grade); **Level** 15; **Price** 6,000 gp; **Bulk** 1; **Craft Requirements** Byeshk worth at least 3,000 gp

The shield has Hardness 11, HP 44, and BT 22.

BRONZEWOOD SHIELD

ITEM 12+

UNCOMMON

Usage varies by weapon; Bulk varies by weapon

Bronzewood shields are 1 Bulk lighter than normal (minimum 1 bulk, with no effect on a shield that normally has light Bulk).

Type Bronzewood Buckler (Standard-Grade); Level 8;
Price 400 gp; Bulk L; Craft Requirements
Bronzewood worth at least 50 gp
The shield has Hardness 3, HP 12, and BT 6.

Type Bronzewood Shield (Standard-Grade); Level 8; Price 440 gp; Bulk 1; Craft Requirements Bronzewood worth at least 55 gp The shield has Hardness 5, HP 20, and BT 10. Type Bronzewood Tower Shield (Standard-Grade); Level 8; Price 560 gp; Bulk 3; Craft Requirements Bronzewood worth at least 70 gp The shield has Hardness 5, HP 20, and BT 10.

Type Bronzewood Buckler (High-Grade); **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** Bronzewood worth at least 4,000 gp
The shield has Hardness 6, HP 24, and BT 12.

Type Bronzewood Shield (High-Grade); Level 16; Price 8,800 gp; Bulk 1; Craft Requirements Bronzewood worth at least 4,400 gp

The shield has Hardness 8, HP 32, and BT 16.

Type Bronzewood Tower Shield (High-Grade); Level 16;
Price 11,200 gp; Bulk 3; Craft Requirements
Bronzewood worth at least 5,600 gp
The shield has Hardness 8, HP 32, and BT 16.

RIEDRAN CRYSTEEL SHIELD

ITEM 9+

UNCOMMON

Usage varies by shield

Riedran Crysteel shields can ward against mental effects. While you have this shield raised, you gain its circumstance bonus to saving throws against mental effects that target you (as well as to AC).

Type Riedran Crysteel Buckler (Standard-Grade); Level 8; Price 400 gp; Bulk L; Craft Requirements Riedran Crysteel worth at least 375 sp

The shield has Hardness 3, HP 12, and BT 6.

Type Riedran Crysteel Shield (Standard-Grade); Level 8; Price 440 gp; Bulk 1; Craft Requirements Riedran Crysteel worth at least 471 sp
The shield has Hardness 5, HP 20, BT 10.

Type Riedran Crysteel Buckler (High-Grade); **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** Riedran Crysteel worth at least 2,750 gp
The shield has Hardness 6, HP 24, and BT 12.

Type Riedran Crysteel Shield (High-Grade); Level 16; Price 8,800 gp; Bulk 1; Craft Requirements Riedran Crysteel worth at least 3,000 gp
The shield has Hardness 8, HP 32, and BT 16.

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WANDS

The following wands are available in the world of Eberron.

DUSTER ITEM 0

COMMON MAGICAL WAND

Usage held in 1 hand; Bulk L

Price 3 gp

This light cloured wand ending in a feather cleans with

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

WAND

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 WAND

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

The following weapons are too expensive to be readily available to the common soldier but can be used to great effect by talented adventurers.

PRECIOUS MATERIAL WEAPONS

These weapons are made of unique materials available in Eberron. They can be crafted in addition to all of the shields available in the base pathfinder 2e rules.

BYESHK WEAPON

ITEM 10+

Usage varies by weapon; Bulk varies by weapon

Byeshk weapons deal additional damage to creatures with weakness to Byeshk, or with 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 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

BRONZEWOOD WEAPON

ITEM 10+

Usage varies by weapon; Bulk varies by weapon

Bronzewood weapons are slightly lighter than their contemporary counterparts but don't offer much else in terms of benefit. A bronzewood weapon's Bulk is reduced by 1 (minimum 1 bulk, with no effect on weapons that normally have light Bulk)

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

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

RIEDRAN CRYSTEEL WEAPON **ITEM 12+**

Usage varies by weapon; Bulk varies by weapon

Riedran Crysteel makes excellent weapons, and the crystalline component makes them resonate with psionic power. On a critical hit with a riedran crysteel weapon, the creature becomes clumsy 1 and stupified 1 for 1 round.

Type standard-grade riedran crysteel weapon; Level 12; **Price** 1,600 gp +160 gp per Bulk; **Craft** Requirements at least 200 gp of riedran crysteel + 20 gp per Bulk

Type high-grade riedran crysteel weapon; Level 19; **Price** 32,000 gp +3,200 gp per Bulk; **Craft Requirements** at least 16,000 gp of riedran crysteel + 1,600 gp per Bulk

WORN ITEMS

The following worn items are available in the world of Eberron.

FEATHERFALL TOKEN

ITEM 1

INVESTED MAGICAL

Price 10 gp

Usage worn; Bulk -

These small feather shaped tokens help significantly reduce the impact of a fall.

Activate Interact; Trigger You begin to fall Effect When you activate the Featherfall Token, you begin to break the effects of your fall. You may treat the fall as though it were 30 feet shorter. If you are in a Syrania manifest zone - most notably Sharn - you gain the benefits of feather fall for 1 minute or until you stop falling, whichever comes first.

PLANE STONE OF ABSORPTION

ITEM 1

INVESTED MAGICAL

Price 15 gp

Usage worn; Bulk -

When this stone is created, choose one of acid (Lamannia), cold (Fernia), electricity (Syrania), fire (Risia), and sonic (Dolurrh). This is the stone's energy resistance type. On your turn, you may spend an interact action to prepare the stone to dissipate incoming energy.

Activate Interact; Trigger You would take energy damage of the stone's type **Effect** By channelling the powers of the plane, some of the effect of the triggering damage is mitigated. You gain resistance 3 to the damage.

PLANE STONE OF DISCHARGE

ITEM 1

INVESTED

MAGICAL

Price 15 gp

Usage worn; Bulk -

When this stone is created, choose one of acid (Kythri), cold (Risia), electricity (Shavarath), fire (Fernia), and sonic (Xoriat). This is the stone's energy resistance type.

Activate Trigger You succeed on a melee Strike against a creature Effect By channelling the powers of the plane, the effects of your strike are magnified. You gain a +1 circumstance bonus to damage, this damage type is the same as the stone type.

CHARLATAN'S GLOVES

ITEM 1

INVESTED MAGICAL

Price 15 gp

Usage worn; Bulk -

Activate (up to 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 custom; Level 1; Price 10 gp

This custom drybrooch has basic illusions woven into the field.

FINAL MESSENGER

ITEM 1

INVESTED MAGICAL

WARFORGED

Usage worn; Bulk L

Price 5 gp

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.

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.

Activate 1 minute Interact; Effect While the messenger is attached to you, you can spend 1 minute reviewing the data currently stored within the final messenger, and if you choose, change any or all of these data points.

Activate Interact; Effect You release the final messenger, 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.

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Activate • Trigger you are reduced to 0 hit points while a final messenger is attached to you; Effect You release the final messenger, 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.

PSIONIC FOCUS

ITEM 3

KALASHTAR INVESTED

MAGICAL

Usage worn

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-blades manifested by the kalashtar Psi-Blade 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

ITEM 1

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.

SPELLS

These new spells are a combination of regular spells and focus spells found throughout Eberron that allow you to interact with the world in new ways.

SPELL LISTS

The following spells are provided by this supplement, and accessible to any caster of the respective school.

COMMON CANTRIPS

These cantrips are employed in the day to day life of many NPCs in the world of Eberron.

TABLE 8-1: COMMON CANTRIPS

Level	Name	Effect
0	Boldrei's Broom	Clean a surface or object.
0	Culinary Transmutation	Reheat or cool food.
0	Grogan's Grime	Soil a surface or object.
0	Halan's Dramatic Entrance	Make a dramatic entrance.
0	Incendiary Purge	Extinguish a flame.
0	Kellan's Kindling	Ignite a flame.
0	Savage Blossom	Create a flower.
0	Shol Flame	Modify the appearance of a flame.
0	Verran's Textile Restoration	Clean a cloth or material object.
0	Zolan Zest	Give flavour to food.
1	Aundair's Silent Sanctum	Create a privacy barrier for conversation.
1	Magecraft	Improve your craft.

DRAGONMARK FOCUS

Dragonmarked heirs channel the powers of these spells. Some marks create similar effects, despite being innately different. Individual houses may refer to their spell effects differently, but the mechanical effects are the same.

TABLE 8-2: NEW DRAGONMARK FOCUS SPELLS

IADL	LU L. ILLII DIM	domination occorring
Level	Name	Effect
1	Dragonmarked Guidance	Provide guidance to another creature with the speciality of your dragonmark.
1	Warded Resilience	You substitute your resilience for a creature.
1	Warded Reflex	You substitute your reflex for a creature.
1	Warded Willpower	You substitute your willpower for a creature.
4	Spell Guard	Counteract a spell effect.
7	Summon Living Dragonmark	Manifest a living form in the shape of your dragonmark.

SPELLS

These spells are the result of arcane innovation in the world of Khorvaire.

TABLE 8-3: ARCANE SPELL LIST

Level	Name	Effect
Cantrip	Force Blast	Launch a bolt of energy at long range.
1	Flash Bang	Create a disorienting blast in an area.
2	Dancing Dragonmark	You cause all dragonmarks in an area to dance on the skin.
3	Curse Dragonmark	You curse a dragonmark to be unreliable.
5	Banish Dragonmark	You temporarily remove a dragonmark's powers from a creature.
5	Fabricate	Convert raw materials.

TABLE 8-4: DIVINE SPELL LIST

	_ •	O
Level	Name	Effect
1	Flash Bang	Create a disorienting blast in an area.
2	Dancing Dragonmark	You cause all dragonmarks in an area to dance on the skin.
3	Curse Dragonmark	You curse a dragonmark to be unreliable.
4	Sai'la's moonblade	You bring a blade of moonlight down on your enemies, revealing shapeshifters.
5	Banish Dragonmark	You temporarily remove a dragonmark's powers from a creature.

TABLE 8-5: OCCULT SPELL LIST

17 VDE	L 0 0. 0000L	OI EEE EIOI
Level	Name	Effect
1	Flash Bang	Create a disorienting blast in an area.
2	Dancing Dragonmark	You cause all dragonmarks in an area to dance on the skin.
2	Jackrabbit Agility	You gain a burst of speed.
3	Curse Dragonmark	You curse a dragonmark to be unreliable.
4	Sai'la's moonblade	You bring a blade of moonlight down on your enemies, revealing shapeshifters.
5	Banish Dragonmark	You temporarily remove a dragonmark's powers from a creature.

TABLE 8-6: PRIMAL SPELL LIST

		_ 0
Level	Name	Effect
1	Flash Bang	Create a disorienting blast in an area.
2	Dancing Dragonmark	You cause all dragonmarks in an area to dance on the skin.
2	Jackrabbit Agility	You gain a burst of speed.
3	Curse Dragonmark	You curse a dragonmark to be unreliable.
4	Sai'la's moonblade	You bring a blade of moonlight down on your enemies, revealing shapeshifters.
5	Banish Dragonmark	You temporarily remove a dragonmark's powers from a creature.

SPELL DESCRIPTIONS

When selecting spells for your caster, you can additionally select from among the following.

AUNDAIR'S SILENT SANCTUM CANTRIP 1

ABJURATION CANTRIP

Traditions Arcane, Occult

Cast 🗫 verbal, somatic

Area 5-foot-radius emanation centred on you

Duration sustained up to 1 minute

You create an invisible sphere of energy with a 5-foot emanation. Until the spell ends, it moves with you, centred on you. The sphere muffles sound in both directions. All creatures have a -2 circumstance penalty to hear any sounds originating from the other side of the sphere, in addition, creatures have a +2 circumstance bonus on saves against auditory effects originating from the other side of the sphere.

Heightened (3rd) you may choose the area to be up to a 10-foot-radius emanation centred on you. The circumstance penalty to hear sounds becomes -4. and the circumstance bonus to saves becomes +4.

BANISH DRAGONMARK

SPELL 5

UNCOMMON TRANSMUTATION INCAPACITATION

Traditions arcane, divine, occult, primal

Cast somatic, verbal

Range 30 feet; Targets 1 creature with the Dragonmark trait

Saving Throw Will; Duration 1 day

One of the spells developed by the twelve to hunt Aberrant Marks, they found these dragonmark targeting spells could disable any dragonmark - not just Aberrant marks. The twelve determined it to be too great a risk to make public. However, this spell has since been acquired by various intelligence agencies, held until the day it may be necessary.

You utter a harsh incantation and point a finger at the target. Suddenly, your foe's dragonmark begins to writhe and separate from its body. They must attempt a Will save.

Critical Success the target is unaffected.

Success the target is drained 1.

Failure the target is drained 1, and the target may not use any feature, spell, or item with the dragonmark trait. They may attempt a Will save at the end of each of their turns to resume using their dragonmark.

Critical Failure the target is drained 2, the target may not use any feature, spell, or item with the dragonmark trait until the duration expires.

Heightened (+1) The duration increases by 1 day.

TRANSMUTATION

BOLDREI'S BROOM

CANTRIP 0

COMMON CANTRIP

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet

You clean an object or surface made from wood, stone, or metal no larger than 1 bulk or 1 cubic foot.

CURSE DRAGONMARK

SPELL 3

UNCOMMON CURSE TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast >>> somatic, verbal

Range 30 feet; Targets 1 creature with the Dragonmark trait

Saving Throw Will; Duration varies

One of the spells developed by the twelve to hunt Aberrant Marks, they found these dragonmark targeting spells could disable any dragonmark - not just Aberrant marks. The twelve determined it to be too great a risk to make public. However, this spell has since been acquired by various intelligence agencies, held until the day it may be necessary.

You trace a pattern in the air with your hand as this spell is cast. In response, the target's dragonmark seems to twist and curl in.

Every time the target creature attempts to use a feature, spell, or item with the dragonmark trait, they must succeed on a DC 11 flat check or else fail to use it, losing any resources expended.

Critical Success The target is unaffected.

Success The spell lasts for 1 round.

Failure The spell lasts for 1 minute.

Critical Failure The spell has an unlimited duration.

Heightened (+1) the DC of the flat check increases by 1

CULINARY TRANSMUTATION

CANTRIP 0

COMMON

CANTRIP

TRANSMUTATION

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet

You chill or warm up to 1 bulk or 1 cubic foot of nonliving material.

DANCING DRAGONMARK

SPELL 2

UNCOMMON TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast >>> somatic, verbal

Range 30 feet

Area 15-foot burst

Saving Throw Will; Duration sustained 10 minutes

One of the spells developed by the twelve to hunt Aberrant Marks, they found these dragonmark targeting spells could disable any dragonmark - not just Aberrant marks. The twelve determined it to be too great a risk to make public. However, this spell has since been acquired by various intelligence agencies, held until the day it may be necessary.

Creatures with the dragonmark trait in the area become nauseated as their marks begin to writhe and dance on their skin. A creature must attempt a Will saving throw if it is inside the burst when you cast it, when it enters the burst, or when it ends its turn within the burst. All creatures without the dragonmark trait automatically critically succeed.

Critical Success The creature is unaffected.

Success The creature is fascinated by its mark.

Failure The creature is sickened 1 and fascinated by its mark.

Critical Failure The creature is sickened 2 and fascinated by its mark.

DRAGONMARKED GUIDANCE

FOCUS 1

DIVINATION DRAGONMARK TRUE DRAGONMARK

Cast ** dragonmark, somatic

Duration 1 minute

Range touch; Targets one willing creature

You may substitute your speciality for the creature for the duration of the spell. When the target creature makes the check, the creature may choose to use your modifier rather than their own. This check depends on

Mark of Detection perception

Mark of Finding perception

Mark of Handling nature

Mark of Healing medicine

Mark of Hospitality diplomacy

Mark of Making crafting

Mark of Passage acrobatics

Mark of Scribing lore

Mark of Sentinel athletics

Mark of Shadow stealth

Mark of Storm acrobatics

Mark of Warding thievery

FABRICATE

SPELL 5

CONJURATION

Traditions Arcane

Cast ** material, somatic, verbal

Range touch; Target up to 10 cubic feet of material **Duration** until your next daily preparations.

You can convert raw material of one type into a batch of products of the same material equal to the original value. Creatures or magic items cannot be created or transmuted by the fabricate spell. The items made by this spell cannot be greater than twice the level of the cast spell but can be intricate or detailed if you are familiar with the type of item you are constructing. If you work with any minerals, the target and heightened effects are reduced to 1 cubic foot instead of 10 cubic feet.

Objects manufactured in this way are obviously temporarily conjured, and thus can't be sold or passed off as a genuine item. When the spell ends, the item returns to the original raw material.

Heightened (+1) The volume you can affect increases by 10 feet cubic feet, and similarly, minerals are increased by 1 cubic foot.

FLASH BANG

SPELL 1

AUDITORY EVOCATION LIGHT SONIC

VISUAL

Traditions Arcane, Divine, Occult, Primal

Cast >>> somatic, verbal

Range 60 feet; Area 15-foot burst

Saving Throw Fortitude

A pulse of bright light and energy tears ripples through the air, disrupting creatures caught in the area.

Critical Success The creature is unaffected.

Success The creature is dazzled and deafened for 1 round.

Failure The creature is dazzled and deafened for 1 minute. They may make a Fortitude at the end of each of their turns to end the effect.

Critical Failure The creature is deafened and blinded for 1 minute.

FORCE BLAST

CANTRIP 1

ATTACK CANTRIP EVOCATION **Traditions** Arcane

Cast somatic, verbal

Range 180 feet; Targets 1 creature or object

You unleash a bolt of physical power at a creature or object within range. Make a spell attack roll. The blast deals force damage equal to 1d6 + your spellcasting ability modifier.

FORCE

Critical Success You deal double damage.

Success You deal full damage.

Heightened (+1) The damage increases by 1d6.

GROGAN'S GRIME

CANTRIP 0

COMMON CANTRIP CONJURATION

Traditions Arcane

Cast somatic. verbal

Range 5 feet

You soil an object or space no larger than 1 cubic foot.

HALAN'S DRAMATIC ENTRANCE

CANTRIP 0

COMMON CANTRIP EVOCATION

Traditions Arcane

Cast somatic, verbal

Range 30 feet

You instantaneously cause an unlocked door or window within 30 feet to fly open or slam shut.

SPLUTTERING EXTINGUISHER

CANTRIP 0

COMMON CANTRIP EVOCATION

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet

You extinguish a candle, a torch, or a small campfire.

EVOCATION

KELLAN'S KINDLING

CANTRIP 0

COMMON CANTRIP

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet

You light a candle, torch, or small campfire.

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MAGECRAFT

CANTRIP 1

CANTRIP CONJURATION

Traditions Arcane

Cast somatic, verbal, material (a set of artisan's tools)

Duration sustained up to 10 minute

You gain a +1 circumstance bonus to the next check you make with this set of tools. The spell then ends. If you integrate this spell into your downtime crafting activity, this bonus applies to the final crafting check.

JACKRABBIT AGILITY

SPELL 2

TRANSMUTATION

Traditions Occult, Primal **Cast Somatic**, verbal

Duration up to 1 minute

You channel the agility of a jackrabbit to boost your speed. You become quickened 1, you may only use this extra action to Stride or Step.

Heightened (6th) You become quickened 2.

SAI'LA'S MOONBLADE

SPELL 4

EVOCATION LIGHT

Traditions Divine

Cast to

Range varies; Targets 1 creature

Saving Throw Fortitude

Channelling your divine powers, you bring a blade of moonlight down onto a creature you can see. You deal 5d10 positive damage. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

- (somatic) The spell has a range of touch.
- (somatic, verbal) The spell has a range of 30 feet.
- (material, somatic, verbal) The spell has a range of 60 feet and creates a 20-foot burst of blades of moonlight

Critical Success The creature is unaffected.

Success The creature takes half damage. If the creature is under the effects of a Polymorph, this spell attempts to counteract it. The counteract check is one degree of success worse.

Failure The creature takes full damage. If the creature is under the effects of a Polymorph, this spell attempts to counteract it.

Critical Failure The creature takes double damage. If the creature is under the effects of a Polymorph, this spell attempts to counteract it. The counteract check is one degree of success better.

Heightened (+1) the damage increases by 1d10.

SAVAGE BLOSSOM

CANTRIP 0

CONJURATION

Traditions Primal

Cast >>> somatic, verbal, material

You conjure a small flower from the ground within 10 feet of you. This flower collapses into pedals after 1 day has passed.

SHOL FLAME

CANTRIP 0

COMMON CANTRIP EVOCATION

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet; Duration 1 minute

You cause flames to flicker, brighten, dim, or change colour for 1 minute.

SPELL GUARD

FOCUS 4

UNCOMMON ABJURATION DRAGONMARK MARK OF SENTINEL
MARK OF WARDING

Cast dragonmark, somatic, verbal

Trigger A creature you can see casts a spell

Frequency The strain of bending your dragonmark to counter a spell is so great, that you can only cast this spell once per 24 hours - even if you have focus points to cast it with.

You may immediately make a counteract check against the triggering spell.

Heightened (8th) When you successfully counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defences against the reflected spell as normal.

SUMMON LIVING DRAGONMARK FOCUS 7

RARE CONJURATION DRAGONMARK

Cast ••• dragonmark, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

Requirements A Greater or Siberys dragonmark

You summon a writhing mass of energy in a dragonlike form, a three-dimensional projection of your dragonmark. A living dragonmark appears where you designate within the spell's range. Aberrant mark summons gains the Negative trait, while true mark summons gains the Positive trait.

Heightened (+1) the level of the Greater Living Dragonmark summoned increases by 2. Its AC, DCs, and Saves increase by the equivalent amount.

Heightened (9th) you summon a Siberys Living Dragonmark instead of a Greater Living Dragonmark

GREATER LIVING DRAGONMARK CREATURE 9

RARE N MEDIUM INCORPOREAL MINDLESS MINION SUMMONED

Perception +15; Darkvision

Languages -

Str +4, **Dex** +6, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

Summoner Bound The Living Dragonmark is created of the essence of its dragonmarked summoner. It cannot move more than 40 feet from its summoner. If the Living Dragonmark and summoner become more than 40 feet apart, the Living Dragonmark must immediately use its Summoner Return reaction or else be destroyed.

Summoner Focus The summoner of the Living Dragonmark may use the dragonmark as the point of origin for any dragonmark focus spell they cast. If the Living Dragonmark is destroyed, any ongoing magical effects originating from the mark end.

AC 27; Fort +19, Ref +20, Will +15; +1 status to all saves vs. magic

HP 120; **Immunities** death effects, disease, doomed, mental, nonlethal attacks, paralyzed, poison, precision, unconscious; **Resistances** physical 10

Summoner Return (conjuration, teleportation); The Living Dragonmark teleports back to its summoner, arriving in an empty space of its choice adjacent to the summoner.

Speed fly 30 feet

Melee ◆ slam +21 (agile), Damage 2d10+13 force

Ranged • force bolt +21, Damage 2d8+11 force

Dragonmark Discharge (arcane, evocation, positive/negative) The dragonmark discharges its energy in a blast that deals 12d6 positive or negative depending on the source dragonmark damage in a 40-foot cone (Dragonmark DC of the summoner basic Reflex save). The Greater Living Dragonmark is then destroyed.

SIBERYS LIVING DRAGONMARK CREATURE 13

RARE N LARGE INCORPOREAL MINDLESS MINION
SUMMONED

Perception +22; Darkvision

Languages -

Str +5, Dex +8, Con +7, Int -5, Wis +2, Cha -5

Summoner Bound The Living Dragonmark is created of the essence of its dragonmarked summoner. It cannot move more than 80 feet from its summoner. If the Living Dragonmark and summoner become more than 80 feet apart, the Living Dragonmark must immediately use its Summoner Return reaction or else be destroyed.

Summoner Focus The summoner of the Living Dragonmark may use the dragonmark as the point of origin for any dragonmark focus spell they cast. If the Living Dragonmark is destroyed, any ongoing magical effects originating from the mark end.

AC 33; Fort +24, Ref +25, Will +20; +1 status to all saves vs. magic

HP 190; **Immunities** death effects, disease, doomed, mental, nonlethal attacks, paralyzed, poison, precision, unconscious; **Resistances** physical 10

Summoner Return (conjuration, teleportation); The Living Dragonmark teleports back to its summoner, arriving in an empty space of its choice adjacent to the summoner.

Speed fly 40 feet

Melee → slam +27 (agile), Damage 3d10+16 force

Ranged force bolt +27, **Damage** 3d8+14 force

Dragonmark Discharge (arcane, evocation, positive/negative) The dragonmark discharges its energy in a blast that deals 15d6 positive or negative depending on the source dragonmark damage in a 40-foot cone (Dragonmark DC of the summoner basic Reflex save). The Siberys Living Dragonmark can't use Dragonmark Discharge again for 1d4 rounds.

WARDED RESILIENCE

FOCUS₁

ABJURATION DRAGONMARK MARK OF WARDING
MARK OF SENTINEL

Cast ••• dragonmark, somatic

Duration 1 minute

Range touch; **Targets** one willing creature

You substitute your resilience for the creature for the duration of the spell, when the creature makes a fortitude save, the creature may choose to use your fortitude save modifier rather than their own.

WARDED REFLEX

FOCUS 1

ABJURATION DRAGONMARK MARK OF DETECTION

MARK OF PASSAGE

Cast *** dragonmark, somatic

Duration 1 minute

Range touch; Targets one willing creature

You substitute your reflex for the creature for the duration of the spell, when the creature makes a reflex save, the creature may choose to use your reflex save rather than their own.

WARDED WILLPOWER

FOCUS 1

ABJURATION DRAGONMARK MARK OF HEALING
MARK OF HOSPITALITY

Cast ••• dragonmark, somatic

Duration 1 minute

Range touch; Targets one willing creature

You substitute your willpower for the creature for the duration of the spell, when the creature makes a will save, the creature may choose to use your will save modifier rather than their own.

VERRAN'S TEXTILE RESTORATION CANTRIP O

COMMON CANTRIP EVOCATION

Traditions Arcane

Cast somatic, verbal

Range 5 feet

You clean an object made of cloth or leather no larger than 1 bulk or 1 cubic foot.

ZOLAN ZEST

CANTRIP 0

COMMON CANTRIP EVOCATION

Traditions Arcane

Cast >>> somatic, verbal

Range 5 feet

You flavour up to 1 bulk or 1 cubic foot of nonliving material; this lasts for one hour.

OPTIONAL RULES

Recommended and suggested rules from the Gamemastery Guide and other sources to change and capture the feel of Eberron.

Eberron is a world of swashbuckling adventure, noir mysteries, and can fit most other genres with ease. The following rules help improve both the GM's and the player's experience in Eberron and capture differences from the assumptions of the world of Golarion.

WORLD DETAILS

- Dragonmarks are a unique and magical marking on the flesh of a creature. If you disguise yourself as a creature with a visible dragonmark, you take a -2 circumstance penalty to your attempts to deceive other characters. In addition, cosmetic changes fail to capture the true appearance of a dragonmark or hide its presence.
- World levels on NPCs should be kept relatively low. Cantrips and 1st level spells are common, 2nd-3rd level spells become uncommon, while 4th-5th spells are rare and primarily on NPCs of note, and beyond 6th should be considered legendary Unique rarity. Similarly, items become increasingly difficult to obtain, and the primary source of high-level items may be prototype items, or blueprints developed by Cannith, or from ancient ruins such as in Xen'drik. See the Services section for more information.
- Gunpower plays a large part in the pathfinder 2e core rules the gunslinger, alchemist bomber, and various other items depend on black powder. If you keep these items, consider modifying black powder to instead be a powdered Eberron Shard substance called Siberys Powder. See the Wandslinger entry under classes, and the Siberys Powder item for more information. It maintains a similar effect but integrates the arcane nature of Eberron.

RECOMMENDED

- The optional alignment variants rule of the Gamemastery guide suggests the "Extreme Good and Evil" modification, which is the primary lore design of Eberron. While creatures of the planes such as Daanvi, Irian, or Mabar are strongly aligned creatures, on the material plane, things are a shade of grey. On the material plane, it is strongly suggested you use either the Moral Intentions or the No Alignment major variants as to your preference. Many instances of the existing lore fall within these designs: the church of the silver flame is primarily good, however, it is responsible for the horrors of the Silver Purge; many dragons are various alignments and not the standard alignment of their colour; most rulers of the nations are good aligned desipte waging a brutal hundred year war against each other with countless lives lost. It is quite possible to meet a good red dragon or an evil gold dragon. If alignment is required for a ruling consider the creature's general behaviour and motivations. Though a creature might generally be good, they are not beholden to always be good, and vice-versa. If you do make these changes, modify alignment damage "Good, Evil, Chaotic, Lawful" to "Radiant, Shadow, Chaos, Order" respectively. All creatures that are not strongly aligned (such as most creatures of the material plane) take no damage from these types or consider their general alignment when deciding whether it applies.
- PCs are part of the world of Eberron, and they have approximate knowledge of many of the intricacies of
 where they come from. Consider giving all players a free starting trained lore skill in the history and
 politics of their nation.

CONSIDER THE FOLLOWING

- Free Archetype is an optional rule available in the Gamemastery Guide. The rule allows characters to become more diverse, and specialize in a greater selection of options. Eberron is a world in need of heroes, and this optional rule allows characters to stand out as increasingly special.
- Ancestral Paragon is an optional rule available in the Gamemastery Guide. If you have a dragonmarked
 character, you could consider adding this rule to enable the full powers of a dragonmark to manifest while
 allowing the selection of regular ancestry feats as well. Regular characters can benefit from channelling the
 archetype of their ancestry, perhaps as a champion of their people (such as a hero of the Valenar elves).

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- Deep backgrounds are an excellent way to increase your player's connection to Eberron. Work with your players to build out their beginnings, or allow them to roll.
- Ley Lines and Magical Terrain help capture the power of manifest zones. While the Planes entry details a few potential applications of these rules, you can consider enabling all of the features of Ley Lines and Magical Terrain to apply to manifest zones.
- Pervasive magic captures the wide magic feeling of Eberron. It's suggested that you follow the character
 creation of pervasive magic, and give NPCs access to the level 0 cantrips detailed in this document or
 uncommonly level 1 cantrips from any source. However, though magic is pervasive, it is low level. You
 should consider disregarding Creature Adjustments and only apply these widespread cantrips to intelligent
 humanoids.
- Hero points enable the heroic last-minute changes of luck that are the cornerstone of swashbuckling adventure. You could consider increasing the frequency with which you award hero points and even increasing the maximum number of hero points that a player can hold on to.