

THE PATHFINDER'S GUIDE TO EBERRON

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.

PATHFINDERS' GUIDE TO EBERRON

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

WHY PATHFINDER 2E?

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

Not only this, but players will find that with the customization enabled by pathfinder 2e's feat system, they'll be able to build characters far more intricately

D&D 3 EBERRON CAMPAIGN SETTING

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

EXPLORING EBERRON

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

EBERRONICON

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

tied to the lore than ever before. This is most evident in the new dragonmarked system, where a player can be a member of the dragonmarked houses without ever manifesting a mark!

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

and ideas add to the potential of the Pathfinder 2e system for the world of Eberron.

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.

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

DRAGONMARKS

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

EQUIPMENT

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

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 the 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!

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 from pathfinder sources should *always* be verified with your GM. Similarly, this guide aims to tag information with appropriate rarity. These are typically applied to potentially imbalanced options,

options that require GM work to integrate with the world, or even options that your GM might decide doesn't exist in their Eberron. If something is Uncommon, Rare, or Unique, you should check with your GM to see how to work it into your character.

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. Inline citations are done with the [X] format which references a citation at the end of the document.

the world is now yours. Welcome to the world of Eberron.

***Disclaimer:** In the event of crashing airships, attacks by the Emerald Claw, or invasions by mind-bending corruptions ascending 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.*

***Legal Disclaimer:** This guide aims to be within the terms of fair use under the OGL - as a result, this guide will never be for sale. Feel free to copy and distribute this document however you want as long as you continue to follow the terms of fair use under the OGL. If there are modifications, corrections, updates, features, or anything you would like to add to this document please submit it back to [Github](#). You will be credited for your work, and this document will be maintained as an up to date source for the Eberron community.*

CHANGELOG

V 1.2.0 - 2022-08-09

- Added details regarding the Planes of Eberron

V 1.1.2 - 2022-06-07

- Minor erratas, formatting adjustments, and clarifications

V 1.1.1 - 2022-04-06

- Integrates ancestral weapons of Golarion with no Eberron equivalent
- Added ancestral rarity to stats
- Moved warforged stats to general rather than heritage
- Moved shifter stats to general rather than heritage
- Modifies shifter feats
- Removed shapeshifter train from changelings
- Increased changeling starting languages
- Made gnoll statistic source more clear
- modified myrnaxe statistics
- Increased gnoll bow volley distance

V 1.0.10 - 2022-03-01

- Errata and clarifications
- Dragonmark clarifications
- Changeling feat balance
- Bugbear feat balance
- Bugbear speed increase
- Gnoll feat balance
- Kalashtar feat balance
- Wand Mastery adjustments

V 1.0.0 - 2021-10-03

- Document created

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 the proud human nation of Galifar. Five heirs to the Five nations of Aundair, Thrane, Breland, Cyre, and Karrnath worked as one under the crown. This all came to an end 100 years ago when Thrane, Breland, and Karrnath rejected Cyre's claim to the throne, starting a hundred-year war that ripped the kingdom of Galifar apart. This war is now known as the Last War.

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

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

NATIONAL LORE

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

REGIONAL LANGUAGE

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

AUNDAIR

NATION

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

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

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

Breland, one of the original Five Nations founded by the human settlers of Khorvaire, mixes a proud agricultural tradition with a more urban and industrial outlook, especially in its massive cities. As with the other Five Nations, Breland's borders have fluctuated over time. It was named for King Galifar I's daughter, Brey, in the year 32 YK. [2]

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

Once, Cyre shone more brightly than any of its sibling nations in the kingdom of Galifar. The Last War took a toll on the nation and its citizens, slowly toppling its many achievements as it became the battleground on which the armies of Karrnath and Thrane and Breland clashed. Finally, disaster struck. No one knows if the catastrophe was caused by a weapon from an enemy nation or a doomsday device of Cyre's own design. The cataclysm may have been deliberate; it may have been an accident. In the end, the result was the same. Beautiful Cyre, jewel of Galifar's vast holdings, exploded in a blast of arcane power the likes of which hadn't been seen since the ruin of Xen'drik forty thousand years before. On the Day of Mourning in 994 YK, Cyre disappeared. Now the region that was once Cyre goes by a different, darker name. Now it is simply the Mournland. [3]

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

In ages past, hobgoblins and other goblinoids controlled Khorvaire. Over the course of thousands of years, a host of goblinoid nations rose and fell. The greatest civilization of this age, the hobgoblin Empire of Dhakaan, bred goblins and bugbears as slaves and warriors. The ancient empire has returned, in a weaker, less influential form, in the new nation of Darguun. [4]

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

North of the Eldeen Reaches, life gradually seeps out of the earth. Lush forests fade to a broad tableland of dried soil and cracked rock. Further north, the elevation rises into the bleak chain of mountains known as the Shadowcrags, then drops dramatically. The land beyond, a highland plateau, is broken into badlands, a network of canyons and mesas that forms a natural labyrinth leading out to a plain of blackened sand and volcanic glass. This is the Demon Wastes—the last remnants of the rakshasa civilization that ruled Khorvaire millions of years before the rise of goblinoids or humans. Amid ruins so old that they barely resemble the buildings they once were, fiendish creatures search for fresh blood while ancient forces watch from the shadows. In this realm of death and desolation, long-forgotten treasures and primaevial secrets hide in the blasted wastes. [5]

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

A mere two decades ago, Droaam was part of Breland. But while the maps reflected this claim, few Brelish lived in the western barrens beyond the Graywall Mountains. The place has always been dangerous, a haven for monsters of all sorts, and the land was never easy to work or hunt. A few brave settlers tried to tame the land over the years, but none of them ever met with much luck. As the Last War wore on, monster warbands became more aggressive, striking at Breland either at the behest of warring nations or for their own spoils of war. In 987 YK, King Boranel of Breland evacuated the few remaining Brelish and declared that the land west of Graywall was sealed and off limits. In that same year, a trio of hags declared the sovereignty of the new nation of Droaam. [6]

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

The Eldeen Reaches cover the northwestern region of Khorvaire to the Shadowcrag Mountains. The eastern Reaches feature fertile plains and rolling hills, but dense forests cover the majority of the nation. These forests house some of the most primaeval trees on the continent, ancient growths that have survived the rise and fall of empires and witnessed the arrival of humans on the shores of Khorvaire. The forces of magic permeate these woods, and strange beasts and mischievous fey roam the land. Many dangers also lurk in the deep woods, and the humanoids who make their homes in these forests don't always take kindly to visitors. [7]

KARRNATH**NATION****FIVE NATIONS** | **KHORVAIRE** | **RECOGNIZED BY THRONEHOLD****Government** Monarchy**Capital** Korth (85,000)**Population** 2,500,000 (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

Of the Five Nations founded by the human settlers of Khorvaire, Karrnath has the strongest military tradition. Famous as the birthplace of Galifar himself, the great king who unified the Five Nations, the nation consists of lush forests, fertile plains, and extensive waterways flowing from snow-covered mountaintops to the sea. [8] Karrnath fought the last war with the aid of the religion of the Blood of Vol, supplementing their regular army with undead soldiers.

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% Other)**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 Cloudbreakers, The Blood of Vol

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

Prince Mika Rockface (CE female dwarf) Commander of the Cloudbreakers

A loose confederacy of pirate lords, sea barons, and merchant princes controls the area east of the Hoarfrost Mountains. This strip of the continent's eastern shore, along with the chain of islands that wraps around the coast and extends north into the Bitter Sea, makes up the region known as the Lhazaar Principalities. Named for the near-mythic explorer who led the humans to Khorvaire some three thousand years ago, the Lhazaar Principalities have always been grouped together—even though the individual princes rarely see themselves as part of a greater whole. [9]

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

The dwarf lords declared their independence from Karrnath at the first Iron Council in the year 914 YK. The gathered dwarf lords created a formal alliance of the dwarf clans and proclaimed the birth of a new nation, the Mror Holds. (Kundarak officially remains neutral, staying true to the tenets of the dragonmarked houses, and thus is technically not part of the formal alliance.) [10]

Q'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 frontier nation of Q'barras, settled within the past seventy years and recognized by the Thronehold Accords, remains a dangerous, unstable place. Even so, more than a hundred thousand settlers call it home and fight to keep it, despite the troubles and dangers that surround them. [11]

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

Commonly, the region known as the Shadow Marches conjures images of a fetid backwater where illiterate humans mingle with orcs and other foul creatures and practice strange rites by the light of the moons. These images are accurate-to a point. A desolate land of swamps and moors, the Shadow Marches have been orc territory for more than thirty thousand years. The region has suffered through a terrible war against the daelkyr that scarred the land, stranded horrible creatures in the shadows, and divided the orc tribes. The daelkyr were eventually defeated, but the schisms caused by the war remain. [12]

THE TALENTA PLAINS

NATION

KHORVAIRE | RECOGNIZED BY THRONEHOLD

Government Tribal

Capital Gatherhold (2,300)

Population 400,000 (Halfling 80%, human 10%, changeling 4%, dwarf 4%, other 2%)

Languages Halfling, Common, Dwarven

Religion Ancestral and animal spirit worship

Exports Crafts, exotic creatures, native art, mercenaries

Houses House Ghallanda, House Jorasco

Lathon Halpum (CG male halfling) Lathon of the tribes

The Talenta Plains spread out to the east from Karrnath and the Mournland, reaching for the mountains of Ironroot and Endworld. This flat tableau of rugged grassland gives way to the punishing heat and sand of the Blade Desert before rising into the forlorn peaks and crumbling cliffsides of the Endworld Mountains. Across this vast expanse, herds of buffalo-sized dinosaurs run wild, and halflings wander in nomadic tribes. The halflings control a territory bordered by Karrnath, the Mror Holds, Q'barra, Valenar, and the Mournland. Every year, the Blade Desert seems to creep farther into the grasslands, but as long as life can be squeezed from the Plains, the Talenta halfling tribes will survive. [13]

THRANE

NATION

FIVE NATIONS | KHORVAIRE | 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

The spirit of the Silver Flame took hold of the hearts and souls of the people of Thrane seven hundred years ago, and this religious fervor remains the driving force behind the nation. Thrane was one of the original Five Nations founded by the human settlers of Khorvaire; the culture and heritage of the region goes back millennia. It was absorbed into the Kingdom of Galifar and remained a pillar of that celebrated kingdom for almost a thousand years. While the rest of the Five Nations followed the tenets of the Sovereign Host, a new religion found life in Thrane before spreading far and wide across Khorvaire. In the wake of the Last War, Thrane stands as a theocracy devoted to the Silver Flame. [14]

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

For decades the elves fought on the side of Cyre, battling Talenta warbands, hobgoblin mercenaries, and the forces of Breland and Karrnath. They fought for the love of battle and gold, not loyalty to Cyre. Then, in 956 YK, the elves took action that surprised the Cyrans and the other Five Nations. War Leader Shaeras Vadallia proclaimed that his people had ties to the land from a time before human feet touched the soil of Khorvaire, and that his soldiers had restored those ties with spilled blood. Vadallia declared himself high king of the new nation of Valenar, and his warriors have been fortifying their position and slowly expanding their borders ever since. [15]

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

During the Last War, Zilargo spent part of the conflict as a neutral observer before aligning with Breland in 962 YK. From that point on, the gnomes provided intelligence and elemental-bound weapons to Breland while avoiding most combat. As a result, Zilargo emerged from the Last War stronger than ever, and Breland owes the gnomes a debt for the services they rendered. [16]

SARLONA

Sarlona is a land of ancient civilizations and the origin of human civilization and culture. After fifteen hundred years of conflict, intrigue, and repression, four nations remain among the many ancient ruins. While there are still holdouts against their power, the Riedra is the strongest among them. The lands are primarily ruled by the Riedran inspired, which work to extend the grasp of the dreaming dark into the world. Visitors are watched at all times, and the risk to travel to Sarlona is great. If adventurers take the risk, they may be able to find treasures of civilizations long lost.

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). All the following excerpts are from Secrets of Sarlona.

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)

Adar is as a land plucked from some other realm. Among the mountains that spring from southern Sarlona, manifestations of other worlds and the natural results of such interference conspire to produce a forbidding environment. Yet, amid unforgiving peaks and between terrible storms, life thrives and evolves.

The word Adar means "refuge" in an ancient Riedran dialect; this etymology shows that Adar was named from without. Its people have never been unified-clashes among its mountain folk continue intermittently, and rancorous debates arise among its mystics. Still, Adar has long been a place of peace and introspection on a continent known for its terrible wars. Only when Adar accepted the strangest refugees of all-renegade quori-did it become a realm beset on all sides by immortal enemies. Adarans must now work together or become an instrument of the Inspired. [17]

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

Once Sarlona was a land of many nations. These kingdoms had their heroes and gods - a host of proud and unique traditions. Fifteen hundred years ago, a force reached out of nightmares to claim Sarlona. Over the course of two centuries, a dozen nations were shattered by war and psychic subversion. The Inspired rose among the ruins and forged a new kingdom from the wreckage - the vast empire known as Riedra. [18]

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

Five thousand years before the arrival of the Inspired and the present age, the nations now known collectively as Syrkarn were the jewels in the imperial crown of old Sarlona. Today, only ancient stonework and half-forgotten legends mark the fall, passing, and rebirth of this land. Still, to those who have inherited this seemingly inhospitable kingdom, Syrkarn offers a gift denied to both the warring nations of the past and the Inspired-dominated lands of the present. To its people, Syrkarn is the promise of freedom. [19]

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 Tashana Tundra is a land of vast, open spaces and endless sky. Home to the great shifter nation of Sarlona, the Tundra consists mainly of grassy, treeless plains that stretch without interruption from horizon to horizon. For many thousands of years, these semi-nomadic tribes have roamed the grasslands, isolated from the rest of the world and left in relative peace to contemplate the cold, pure spirit of their ancestral homeland. [20]

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; Xendrik p. 25) or more in-depth in the **Eberron Campaign Setting** (p. 216). All the following excerpts are from the Eberron Campaign Setting.

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

The island-continent kingdom of the elves radiates with magic. Jungles of bronzewood and densewood blanket the land, and the boundaries between life and death have become blurred and indistinct in the ancient elf civilization. The honoured dead of Aerenal walk among the living. The Sibling Kings call upon the ancient lords of the Undying Court for guidance, and the ranks of the elf armies overflow with heroes who died in glorious battle. In the depths of the City of the Dead, the elf kings of ages past chart the movement of the Ring of Siberys and prepare for greater days to come. [21]

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

Argonnessen, the land of the dragons, remains a mystery to most of the rest of Eberron. Few have dared explore the huge continent, and those who have set out to see the great cities of the dragons have never returned to

share their tales. Even the Aerenal elves, who battled the dragons in ages past, have never seen more than a glimpse of the continent's interior. [22]

FROSTFELL

CONTINENT

CONTINENT

North of Khorvaire, beyond the icy coldness of the Bitter Sea, the barren Frostfell covers the top of the world. This land of perpetual winter is locked in ice and snow. Sometimes, when winter gets the upper hand, storms blow out of the Frostfell and temporarily turn other regions into semblances of this frozen waste. The dwarves believe they originated in this frozen land, and legends of strange monsters, unrestrained demons, and hordes of undead are featured in tales of the Frostfell. The only known expedition to reach the ice plains and snow-covered peaks and return to tell the tale was led by Lord Boroman ir'Dayne of the Wayfinder Foundation. More often, the Frostfell sends bitterly cold winds, snowstorms, and great icebergs to punish the southern lands. [23]

XEN'DRIK

CONTINENT

CONTINENT

Capital Region Stormreach (unofficial)

Languages Common, Elven, Giant

It rises out of the mist to the south of Khorvaire, beyond Shargon's Teeth and the Thunder Sea. Today, Xen'drik is a continent of secrets and mystery, a wild place full of promise and danger. In the distant past, Xen'drik was home to a great civilization of giants, and the remains of these kingdoms hide within the dense jungles of the continent. Giants of all types still roam the jungles and mountains of Xen'drik, but they are primitive and disorganized compared to the society of the distant past. The elves of Aerenal also trace their origin to these mysterious shores, and the dark-skinned elves called drow still live among the ruins of the giant civilization. [24]

MAP 1-1: THE WORLD OF EBERRON



Source: Eberron Rising from the Last War. Keith Baker.

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	Argonessens, 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 Argonessens 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 deity, 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). Taken as a whole, 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]

A deity of fertility, plant life, and abundance, Arawai is neutral good. She claims many druids and rangers among her followers, as well as farmers, sailors, and any who are significantly concerned with weather or fertility. She is usually portrayed as a half-elf woman, sometimes as a halfling or a human, and occasionally as a bronze dragon. [25]

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]

A deity of lore and magic, Aureon is lawful neutral. The patron of all arcane spellcasters, as well as sages, librarians, and scribes, he often appears as a gnome or human wizard in ancient texts, and occasionally as a majestic blue dragon. [26]

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]

A neutral nature deity associated with hunting and animal life, Balinor claims hunters, druids, barbarians, and rangers among his followers, since he appears as both a protector of nature and an exemplar of gently taking what one needs for sustenance from nature's bounty. Usually portrayed as a burly human, sometimes as a crude but good-natured half-orc, and occasionally as a stalking green dragon. [27]

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, the lawful good deity of community, is invoked as a protector of villages and homes, to bless marriages, and to confirm government appointments. Usually depicted in ancient texts as a commoner of any race, or sometimes as a copper dragon brooding over a nest of eggs. [28]

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, the lawful good deity of honourable combat, self-sacrifice, and sunlight, manifests as a peacemaker, a careful planner, and a strategist. She serves as the patron of paladins, generals, and diplomats who fight their battles with words. In addition, in her role as a sun god, she brings light to pierce the darkest places of the world. She is commonly represented as a human or half-elf knight shining with holy radiance, and sometimes as a red dragon perched on a cloud. [29]

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]

The chaotic good deity of war, Dol Dorn appears as a paragon of physical perfection who promotes bodily strength as well as martial training. Most often depicted as a heavily muscled human, sometimes as a dwarf or a half-orc, and occasionally as a silver dragon. [30]

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]

Merchants, traders, and thieves revere Kol Korran, the neutral deity of trade and money-as might anyone who has money or wants more. He is depicted as a fat, cheerful human or dwarf in fine clothes. A few ancient representations of him show a white dragon lying on a bed of ice-blue gemstones. [31]

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]

Gamblers, rogues, bards, and hedonists invoke the favour of Olladra, the neutral good deity of luck and plenty. She is often depicted as a young halfling, sometimes as an elderly human, and occasionally as a black dragon. [32]

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, the neutral good deity of crafts, industry, and fire, is the patron of artisans and artificers, smiths and smelters, and all who make things. Dwarves, in particular, revere him; he commonly appears as a dwarf smith in holy texts, and sometimes as a brass dragon. Wizards who specialize in fire also place their faith in him. [33]

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]

In some ways, the Dark Six can be considered a part of the pantheon of the Sovereign Host. It would be more accurate, however, to say that these deities have been cast out of the pantheon because of their evil ways. The Dark Six are the patrons of criminals, outcasts, and villains, as well as of various kinds of monsters. The holy texts show them scheming against the Sovereign Host at every turn for reasons that vary from deity to deity, and their dark minions likewise plot against the followers of the Sovereign Host.

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

The Devourer is the tsunami that overwhelms the tallest ship, the wildfire that consumes the grandest castle, the earthquake that levels the most glorious city. He is the vast and primordial power of nature, a force that will break any chain and wear down the strongest wall. Those who embrace the Devourer celebrate the glorious power of the wilds. They revel in the raging storm and gladly embrace their predatory instincts. They accept that nature is often bloody and cruel, and don't hesitate to follow its example. But while it may be harsh, nature is rarely evil. Priests of the Devourer often urge their parishioners to follow their instincts or teach people to live in accord with nature instead of forcing their will upon it. He is portrayed as a human or merfolk with seaweed in his hair and beard, as a sahuagin, as an enormous shark, or as a dragon turtle. [34]

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 a silent whisper that can drive you to doubt or despair. She is reckless rage and an all-consuming passion. Instinct is the voice of the Fury, guiding us when rational thought fails. And she is the Sovereign of revenge, promising vengeance to those willing to surrender to her. Her father the Devourer embodies the devastating power of the storm outside us; the Fury is the storm that rages within us, the wild emotions we fight to control. Revered by those whose passion consumes their lives, she is commonly portrayed as a half-elf, sometimes as a drow, and occasionally as a snakelike wyrm of Khyber. [35]

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 patron of those who put personal gain above all else. He guides those who use guile to gain gold, regardless of the cost to others. A rogue who invokes Olladra sees themselves as the hero of the story; one who calls on the Keeper has no compunctions about being the villain. Beyond guiding those who place profit before all else, the Keeper is also known for his willingness to make deals—though his bargains are always slanted in his favour. He is portrayed as a gaunt or grossly fat human, as a lich or a ghoul, or sometimes as a skeletal dragon. [36]

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]

Others who follow the Mockery assert that the very idea of honour in war is delusional. Pain, terror, and death are the inevitable results of violence; at least those who follow the Mockery acknowledge the truth others deny. The assassin who kills without warning, the barbarian who sees mercy as a weakness, the pirate who cultivates a terrifying reputation-all these might view the Mockery as an ally. He is portrayed as a ghastly human warrior with the skin stripped from his body, cloaked in the skins of his enemies, and sometimes as a half-fiend red dragon. [37]

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, the literal shadow of Aureon, gained a life of its own as the price of his arcane mastery. Chaotic Evil, the Shadow devotes its energy to dark magic and the corruption of nature. Many evil wizards and sorcerers revere the Shadow, and many of the monsters of Droam invoke its name as well. It is usually depicted as a shadow, but sometimes (particularly in Droam) as a shadow dragon. [38]

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 most mysterious of the Dark Six, the Traveler is chaotic neutral and seems to have no connection to the other deities of the pantheon. A consummate shapeshifter, the Traveler is said to walk the land in a thousand disguises. A master of cunning and deception, it emphasizes subtlety and careful planning. In some places, the Traveler is known as the Giver of Gifts, but proverbs warn, "Beware the gifts of the Traveler." Revered by doppelgangers, lycanthropes, and a number of changelings and shifters. [39]

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]

In a world where deadly supernatural evil is a concrete fact of existence, the Church of the Silver Flame is dedicated to protecting the common people against supernatural forces of evil. The church itself was founded when a noble paladin gave her life to pull her nation back from the abyss. Some might mistakenly see the church merely as a militant hierarchical religious organization and assume that it must be a force of oppression. But while the Church of the Silver Flame is a religion, it's equally a volunteer militia whose members are prepared to risk their lives to protect every innocent from the real and deadly threats lurking in the shadows. [40]

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]

Most followers of the Blood of Vol identify as Seekers of the Divinity Within-usually shortened to Seekers-though there are other traditions within the faith. The Blood of Vol has long been vilified, with outsiders often viewing it as a death cult, falsely equating it with the cult of Katashka the Gatekeeper, or blaming its members for plagues and blights. However, in the eyes of the Seeker, life and the soul are both divine forces. Every soul has the potential to evolve and develop divine power-but this takes time and willpower, and most mortals die before they accomplish it. Its followers study the secrets of blood and life, and because they believe that death is the end, they see nothing wrong with using the bodies of the fallen to serve the living. Seekers of the Divinity Within (as the faithful call themselves) are glad to be reanimated

after death; at least they can do some good. [41]

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 follow no deity, but they do revere a universal force of positive energy they call il-Yannah, or "the Great Light. Most followers of the Path of Light are psions and psychic warriors, seeking to perfect their bodies and minds through meditation and communion with this light to prepare themselves for conflict with the forces of darkness - most particularly, the Dreaming Dark of the Inspired of Riedra. [42]

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 have a different worship of their ancient dead. While they respect the elders of the Undying Court, they

worship the spirits of the warriors of Xen'drik—elves who fell long before the Undying Court was raised. The Tairnadal priests are known as the Keepers of the Past, and their ranks include both clerics and bards. At birth (or upon joining the Tairnadal, in the case of a half-elf or Aereni recruit) the Keepers of the Past consult the spirits to determine an elf's patron ancestor. The Tairnadal believe that by emulating the behavior of their patron ancestors, they give those ancestors a chance to live again in the current generation. [43]

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 storm

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

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 consist of a diverse group of fanatical sects that revere the power of the subterranean realms. Some of these cults seek to draw Khyber, the Dragon Below, up from the depths of the world, others traffic with demons conjured from the deep regions, and some seek to consort with the aberrations of the deep. Though little unites these mad cults beyond their reverence for the forbidden powers of Khyber, they are generally neutral evil. [45]

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, Wyrmling

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 UNDYING COURT [LN]

The elves of Aerenal revere their ancient dead as incarnate deities, seeking advice from deathless councillors and petitioning their favour. Unlike undead creatures, the deathless elves of the Undying Court are animated by positive energy and are powerful beings of neutral good alignment. [44]

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

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. Most often manifest zones are evident by the way that a plane strengthens its concept in the region where it manifests - though sometimes the effects can be quite subtle. The following list details all thirteen outer planes of Eberron and the effects they might have on your world.

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 are locations on the material plane where an outer plane has created a strong zone of resonance that manifests some of the effects of the outer plane. These manifest zones are typically relatively small, being from a few meters to a kilometre in size, though they can exist in much larger or smaller sizes. Only rarely do manifest zones appear or disappear from the world, as typically manifest zones are static in location. During coterminous or remote phases, their size may change dramatically, but they are always present. 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 - having a stronger or weaker effect on the material plane. Planes can have additional effects if it becomes coterminous or remote. 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

Plane	Moon	Traits	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

DAANVI: THE PERFECT ORDER**PLANE****LN FLOWING IMMEASURABLE****Moon** Nym, the Crown**Moon and Portal Colour** Yellow-gold**Native Inhabitants** Modrons, Inevitables, Angels, Devils

Daanvi is the embodiment of Law. It is the plane that shows the potential of absolute law to create perfect order and work as the structure of society, but it also demonstrates where absolute law can go wrong and be used for oppression or harm. "It shows that laws can serve justice, but they can also pose an endless series of obstacles, or even be the tools of tyrants. Daanvi encompasses all of these paths. It shows the benefits of law and order - and the risks of taking them too far." [11]

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 an exceptionally long cycle. Traditionally, when Daanvi becomes coterminous, it remains so for an entire century; one hundred years after that, it becomes remote for a century.

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 IMMEASURABLE****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

Dal Quor is the plane of dreams. It is the embodiment of unbridled imagination, where raw subconscious thought can take form. This can create dreams of greatness or bliss, but from this raw energy so too are nightmares formed.

"Dal Quor is both impossibly distant and remarkably close. Tens of thousands of years ago, the giants of Xen'drik shattered the ties between Dal Quor and the Material Plane. Since then, it's been permanently remote, and no naturally occurring manifest zone to Dal Quor has been discovered. Not even plane shift or astral travel can allow direct contact with the Region of Dreams." [12] However when a creature dreams, its consciousness still drifts into the dream realm of Dal Quor.

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

The metaphysical damage caused in the conflict between Dal Quor and the giants of Xen'drik broke the ties between Eberron and Dal Quor. There are no naturally occurring manifest zones to Dal Quor, and even plane shift won't allow travel there. [13]

COTERMINOUS AND REMOTE

As a result of the separation of Eberron and Dal Quor, 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

Dolurrh is the plane that embodies the idea of dying - and death itself. As the Realm of the Dead, and it is here that the souls of the mortal dead go when their mortal body perishes. Here, their memories fade and their lives are forgotten. Then, depending on your beliefs, the soul either then ascends to join their god - or becomes nothing for all eternity. [14]

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. Despite not manifesting the planar properties, these zones are still frequently haunted and are the source of many ghost stories throughout the world. Despite the haunted nature of these zones, they are not always dangerous or malicious like the Manifest Zones of Mabar. 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 coterminous.

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

Dolurrh has a slow planar cycle. It is coterminous for one year every fifty years, followed by a one-year-long remote period fifty years later. The moon Aryth seems to also affect the Coterminous and Remote phases of the plane and may cause Remote or Coterminous periods out of the regular cycle.

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. Ghosts are also common when Dolurrh is remote, but rather than being spirits from Dolurrh, it is typically spirits of those who died and were able to resist the pull of Dolurrh - whether from unfinished business or great emotion at the time of death.

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

Fernia is the plane of the concept of fire. This is not simply mundane fire, but all the concepts that are associated with flame, burning, and fire. It embodies the destruction caused as a fire rages through a forest, but also the richness of ash that results. It is the embodiment of the industry of the forge, the burning passion of emotion, and the blaze of spectacle and glory. [EE 161]

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

Fernia is typically coterminous once every five years during the month of Lharvion, and then it is remote once every five years during the month of Zarantyr two and a half years later.

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. On rare occasions, creatures caught by intense flame can find themselves pulled through to Fernia itself.

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 Barakas, the Lantern

Moon and Portal Colour Bright Grey

Native Inhabitants Embers, lumi, celestials, the Architects

Irian is the embodiment of Life and Birth. Irian is the dawn that inevitably banishes even the darkest night, the promise of spring triumphing over the coldest winter. It's the bastion of hope, the promise that life always finds a way. [EE 165]

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 joy.

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

Traditionally, Irian is coterminous for ten days in the month of Eyre and remote for ten days in the month of Sypheros. These effects occur once every three years; the remote cycle comes a year and a half after it is coterminous.

When Irian is coterminous, life is plentiful. Health and fertility are enhanced, positive energy flows freely, and living creatures are infused with an abundant sense of hope. 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** | **IMMEASURABLE****Moon** Zarantyr, the Storm**Moon and Portal Colour** Pearly white**Native Inhabitants** Wild things, Slaadi, Githzerai

Kythri is known as the Sea of Chaos and embodies chaos in all its forms. There are places of land at the edges of the sea of chaos, where islands linger. These lands steadily and constantly change, but creatures can live on these islands, adapting to the endlessly changing environment. [EE 169]

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

Kythri's cycle of coterminous and remote periods is completely unpredictable, lasting anywhere from days to centuries. However, 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

Lamannia embodies primordial nature, untapped and untamable. It's often called the Twilight Forest and is depicted as a realm of colossal trees and massive beasts. However, all natural environments are represented in their most extreme by various layers. [EE 179]

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 cast.

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. It's relatively common for these zones to serve as gateways to Lamannia, though they might require a lunar alignment or a coterminous period. Plants and beasts near Lamannian zones often are significantly larger and healthier than their counterparts in other areas.

COTERMINOUS AND REMOTE

Lamannia traditionally becomes coterminous for a week around the summer solstice and is remote for a week during the winter solstice.

While Lamannia is coterminous, fertility rates of beasts and animals increase and animals and beasts born in these times are strong and hearty. 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, fertility rates of beasts and animals drop, and beasts born in these periods are often weak or sickly. Animals are often uneasy, and 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

NE 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

Mabar embodies the fear of the dark, death, and all that comes to an end. It's entropy, despair, and loss. Mabar is the plane of darkness and death - the hunger that consumes both light and life.

Mabar is the source of negative energy and the origin of most undead. Manifest zones - and most undead - tied to Mabar consume the life force from the world around them. However, some people maintain that negative energy itself is just a tool and that the power of Mabar can be harnessed for good.

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 in 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 infamous and almost universally shunned, as most are harmful to the flora and fauna of the region. However, such regions are also often powerful sources of negative energy.

While Mabaran manifest zones rarely serve as gateways to the plane, they are powerful sources of negative energy and produce undead. Skeletons, zombies, and ghouls can all spontaneously rise in Mabaran manifest zones, and more powerful undead can be created under the proper circumstances

COTERMINOUS AND REMOTE

Traditionally, Mabar is coterminous for three nights in the month of Vult - the nights of the new moon closest to the winter solstice. The people of the Five Nations call this time Long Shadows. Mabar is remote less frequently, for five days around the summer solstice, but only once every five years.

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

Risia is the plane of the Plain of Ice. As Fernia is the embodiment of fire, Risia is the embodiment of all things associated with ice and cold. Though the landscape of Risia is primarily an arctic wasteland, the concepts of isolation, stagnation, and preservation are all demonstrated throughout the plane. The endless frozen plane isn't about snow, it's about the utter stillness, the empty and unchanging landscape.

PLANAR EFFECTS

Lethal Cold. All regions of Fernia 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 0 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 region.

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

Traditionally, Risia becomes coterminous once every five years for the full month of Zarantyr. Once every five years, exactly two and a half years after it is coterminous, it's remote during the month of Lharvion. However, this isn't always the case. Historians have recorded times when the cycle has extended far longer.

When Risia is coterminous, temperatures across Eberron drop sharply. Regions that are already cold can become dangerously hot - and even begin to manifest the Risia Planar traits even if unassociated with a Manifest Zone. On rare occasions, creatures caught by intense cold can find themselves pulled through to Risia itself.

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

Shavarath is the battleground plane. In Shavarath, there's only one constant: total war.

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 $1d10 + \text{level} + \text{Constitution modifier}$ 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 inspire people to violence and aggression, but can also encourage martial discipline and enhance training. They typically manifest one or more of the planar effects of Shavarath.

COTERMINOUS AND REMOTE

Shavarath is traditionally coterminous for 1 year every 36 years, and remote for a year every 36 years, which prevents the occasional single-day coterminous spikes, but otherwise has no apparent effect on the Material Plane. In addition to its regular cycle, Shavarath frequently grows coterminous or remote for a single day.

When Shavarath is coterminous, people are quick to anger and must be careful to not fight over trivial things. The plane's War Magic and Unquenchable Fury properties spread worldwide while it's coterminous, 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

Syrania is the plane of peace and all that flourishes in peaceful times: commerce, education, and reflection. It is an endless sky where cities float among the clouds and peace reigns over all.

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 $5 + \text{spell level}$. 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

Traditionally, Syrania is coterminous on the 9th day of the month of Rhaan, once every ten years. Syrania is remote once every ten years on the same day, five years after the coterminous period.

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, people feel quarrelsome and it's difficult to come to an understanding. 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

Thelanis is a plane built on iconic stories and is the heartland of the fey. It's a fantastic realm essentially built around the idea of adventures, but it's a deadly place for those who refuse to understand its rules.

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, typically by breaking common superstition and wandering away from known paths. Many other Manifest zones reflect the properties and influence of Thelanis without allowing passage between worlds.

COTERMINOUS AND REMOTE

Traditionally, Thelanis becomes coterminous for 7 years every 225 years, and it is remote for 7 years halfway between these cycles.

When Thelanis is coterminous, new gateway zones spring up. Mischievous or cruel fey may cross over, and it's far easier for careless travellers to cross over.

When Thelanis is remote, the effects of Thelanian manifest zones are suppressed. Fey creatures may be temporarily drawn back to Thelanis, even those that normally dwell on Eberron. In general, the world feels less magical.

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

Xoriat is a plane that reassembles and changes fundamentals of reality, warping and bending these fundamentals in ways that may make you question your understanding of the world. Xoriat is a deeply dangerous place, but the plane itself isn't evil or destructive. Xoriat is a glimpse at what lies behind and beyond, of the other ways reality could have been - and of the unseen ways that it is.

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

The seals of the Gatekeepers block travel to Xoriat, but there are still many ways the Realm of Madness can affect the world.

Manifest zones tied to Xoriat are common in the Shadow Marches, but rare elsewhere. 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 seals crafted long ago by the Gatekeeper druids keep Xoriat from becoming coterminous.

Xoriat's remote phases have no known effect, and like Kythri, they're unpredictable, though the phases tend to come and go far more slowly than Kythri's do.

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 strikes.

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 nascent stage 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 vial 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" [G&G p6]. 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 colossi.

These advancements replace a scientific clockwork equivalent, and may even excel in some ways. In particular, clockwork and steam powered contraptions are typically 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 artifice, there are new artifice familiar, artifice items, and artifice feats that are introduced by this class. Should the Artifice not be allowed by your table, everything with the Artifice 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
Eberron Changelings	Uncommon
Elves	Common
Gnolls	Uncommon
Gnomes	Common
Goblins	Common
Half-Elves	Common
Half-Orcs	Common
Halflings	Common
Hobgoblins	Uncommon
Humans	Common
Kalashtar	Uncommon
Kobolds	Common
Lizardfolk	Uncommon
Orcs	Uncommon
Shifters	Uncommon
Warforged	Common

*All others not noted here are Rare.

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

The Bugbear Ancestry is provided in this document.

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

DWARVES

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

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

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

DROW

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

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

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 significantly different in their lore and mechanical implementation. While Pathfinder 2e changelings are the descendants of Hags, 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.

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

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

GNOLLS

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

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

aligned than the standard Eberron gnome, which results in feats and heritages that don't quite align with the Eberron vision of gnomes. However, these differences are primarily lore-based and relatively easily adjusted.

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

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

GOBLINS

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

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

For more information on Goblinoids of Eberron, see 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. While Pathfinder 2e provides the rules to apply the Half-Elf ancestry to non-human Ancestries, this should be considered **rare**.

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

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

HALF-ORCS

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

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

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

HALFLINGS

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

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

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

HOBGOBLINS

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

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

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

HUMANS

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

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

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

KALASHTAR

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

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

The Kalashtar Ancestry is provided in this document.

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

KOBOLDS

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

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

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

LIZARDFOLK

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

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

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

ORCS

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

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

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

SHIFTERS

Shifters are **uncommon** in the world of Eberron. Shifters are an ancestry descended from humans and natural werecreatures. Shifters cannot completely change like their were-counterparts but can shift to take on the features of the animal inherent to their bloodline. While the beastkin ancestry applied to a

human is a close match to the mechanics of the ancestry, a new Shifter ancestry is provided in this document and the beastkin versatile ancestry is considered exotic.

Shifters live in the deepest parts of the Eldeen Reaches, and the northern reaches of Sarlona. Given that this ancestry hails from these remote locations, it is possible that some variations of Shifters are yet unknown to Khorvaire. As such, consider allowing the PCs to play Catfolk, Ratfolk, Kitsune, Tengu, or Shoony Ancestries as Shifters of Eberron who are more permanently integrated with their animalistic traits.

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

WARFORGED

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

The warforged ancestry is provided in this document.

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

DRAGONBORN

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

VERSATILE ANCESTRIES

There exist instances of canon NPCs throughout the world of Eberron with the following Versatile Ancestries, 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

Aasimar 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

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

ANADI

The Anadi are a difficult race to place, but could be one of the Ancestries native to Xen'drik during the rule of the giants. Alternatively, they may live in the southern jungles of Khorvaire and simply be truly reclusive.

ANDROID

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

APHORITE

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

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

AUTOMATON

The custom Warforged ancestry presented in this guide is heavily based off of the Automaton ancestry. Given the conflict that an Automaton presents with the Warforged Ancestry, and that Eberron is entirely cut off from the Multiverse - Automatons are discouraged. However - as always - talk to your GM about having an Automaton as an advanced Warforged experiment or prototype.

AZARKETI

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

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

CATFOLK

Consider them a unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities. Alternatively you could consider them to be a mortal bloodline of the Rakshasa, similar to Tieflings.

CHANGELING

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

CONRASU

Conrasu are an interesting concept, that could have originated in a few different ways. Consider the Conrasu as an experiment of the giants before they created the warforged, or even as the design that Cannith based its warforged on. Alternatively, they could be associated with Dal Quor, and the quori spirits present on the material plane.

DHAMPIR

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

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

DUSKWALKER

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

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

FETCHLING

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

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

FLESHWARP

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

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

GANZI

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

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

GOLOMA

Goloma are an ancestry that are so reclusive, they could have originated from anywhere and simply not yet have been discovered. Consider also that Goloma may be native to Lamannia, which would suggest their fear of two-eyed people - as they have simply never encountered them before.

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

GRIPPLI

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

IFRIT

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

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

KITSUNE

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

LESHY

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

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

OREAD

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

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

POPPET

Poppets are small constructs granted a spark of life. This could fit into the world of Eberron in nearly any location where some random happenstance infused a small construct with sentient life. You could consider being the result of the mourning - a soul fused with one of their toys as the mists swept the land, you could consider simply being an advanced creation of your artificer, or you could consider yourself as a story book creature from the planes of Thelanis.

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

RATFOLK

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

SHISK

Shisks are secretive mountain-dwellers, and may have been the natives to the Mror Holds before the dwarves arrived. However, Shisk could be native to any region of the world with significant mountains present.

SHOONY

Shoony could be a unique sub-ancestry of Shifter native to the Eldeen Reaches, or the Lhazaar Principalities.

SKELETON

The Odakyr Rites are used to raise the undead in Karrnath as mindless undead soldiers, however, it is possible that due to special circumstances when you were raised that you are not a simple mindless minion. You could have been an intentional experiment into the advancements of necromancy, or simply a mistake due to a miscalculated interaction with a Dolurrh or Mabar manifest zone.

SPRITE

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

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

STRIX

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

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

SULI

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

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

SYLPH

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

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

TENGU

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

UNDINE

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

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

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.

Dhakaani society is bound by the philosophy of mu'ut and atcha, both respectively meaning the duty to one's empire and personal honour[46]. The martial culture and rigid caste system of Dhakaan places bugbears in roles of aiding with demanding physical labour and being amongst the strongest warriors.

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

Darguun, on the other hand, is a nation carved out of Cyre by goblinoid mercenaries during the Last War. While bugbears found in this region are likely to still place importance on their physical might and rely on their innate strength, they do not have the same reverence of mu'ut and atcha that characterizes the Dhakaani within their culture.

Acting as a counterpart to both regions, the druidic bugbears find an alternative path of life, not abandoning their strengths and stealth, but rather using them to meld into the nature surrounding them. These communities of bugbears are smaller and less centralized. Often druids, rangers, or wisdom's guide these communities.

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. Bugbears of the Dhakaani Empire do not subscribe to a set religion but share the same spiritual connection to Uul Dhakaan, a dreamlike nation that guides the Empire. Alongside this, Dhakaani venerate historical conquests, their previous leaders and warriors, and their past through story-telling. Instead of clerics, their spirituality is guided by the bardic dirge-singers who commemorate the tales of old and those to come.

The druidic cultures of the forest-dwelling bugbears are similar to their Dhakaani kin, wherein there is a higher prevalence of ancestor worship, bardic spiritual leaders, although there is less glorification of military feats in their stories.

There is no unifying religion for the bugbears within Darguun, and the bugbears found in human communities are more likely to subscribe to the populous' religious beliefs.

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), as seen in the names of both their ancient empire (Dhakaan) and their newborn country (Darguun). Goblins, hobgoblins, and bugbears use the same names and naming conventions, despite their tribal differences. [47]

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.

5TH 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 hardness 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**FEAT 9****BUGBEAR**

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

13TH LEVEL**FLEXIBLE MIGHT****FEAT 13****BUGBEAR**

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

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.

MARTIAL REACH**FEAT 17****BUGBEAR****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

Long ago there was a woman named Jes, and she had one hundred children. Her rivals conspired against her and swore to kill her children. Jes begged the Sovereigns for help, but their only answer was the wind and rain. In the depths of her despair, a lonely Traveller took her hand. "I will protect your children if they follow my path. Let them wander the world. They may be shunned and feared, but they will never be destroyed." Jes agreed, and the Traveller gave her his cloak. When she draped it over her children, their old faces melted away and they could be whoever they wanted to be. And so it remains. Though the children are shunned by all, the gift of the Traveler protects them still. [48]

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. A persona is known as the faces and personalities each changeling chooses to adopt - based on where changelings are born their personas are likely to vary. A changeling born in an isolated community might only possess one persona that they developed, using a single face as they exist on Khorvaire, while those belonging to a community of changelings will have multiple personas and perhaps come to share them with one another, each being "Tamirin the Traveling

Seamstress" on different days of the week.

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. Changelings that aim to master the form of shapechanging and mimicry tend to treat each persona as a real being, breathing life into each persona. Some almost eternal figures of local legend, like the vampires lurking in abandoned fortresses, are instead multi-generational efforts of changeling families, all inheriting the persona when they are deemed ready. Is your changeling adventuring to prove they are worthy of inheriting one of these legendary personas?

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 and live a life with less consistency and more chaos - almost as if the god of trickery and change guides them.

NAMES...

A changeling might use a different name for each mask and persona, and adopt new names as easily as they change faces. The true name of a changeling tends to be simple and monosyllabic. For changelings that share personas with their communities, there are often accents each individual changeling employs that is missed by the single-skins. Two changelings might both play the role of Amel, but one is Amel-with-vivid-blue-eyes and the other is Amel-with-golden-nails.

SAMPLE NAMES

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

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

SHIFT SHAPE ➤➤➤

CONCENTRATE **OCCULT** **EBERRON CHANGELING** **POLYMORPH** **TRANSMUTATION**

Frequency Once per 10 minutes

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

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

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

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

RARITY

Uncommon

HIT POINTS

6

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.

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.

5TH 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.

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).

AQUATIC ADAPTATION

FEAT 9

EBERRON CHANGELING

Prerequisite Deep Shift

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

MIND OF THE TRAVELLER

FEAT 9

EBERRON CHANGELING

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

RAPID REGENERATION

FEAT 9

EBERRON CHANGELING

Frequency once per day

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

SKIN DANCER

FEAT 9

EBERRON CHANGELING

Prerequisite Expert in Performance.

You are a master of the unique changeling art of skin dancing. You 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 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 tactiley deceptive to quick inspections. Materials created in this way do not have any functional properties of the material.

TERRIFYING SHIFT

FEAT 13

EBERRON CHANGELING

Frequency Once per 10 minutes

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

17TH LEVEL

THE TRAVELLER'S PROTECTION

FEAT 17

EBERRON CHANGELING | SECRET

Frequency once per form of shift shape

With your ability to read a situation and change your form in precise and subtle ways, people second-guess whether or not they 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.

GNOULLS

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. They served as foot soldiers, fighting against orcs, the early humanoids of Khorvaire, as well as the other gnoll clans belonging to opposing overlords. Even after the overlords were bound by the Silver Flame, gnolls continued to act as their pawns.

This subjugation was broken by a revelation shared between two rival clans of gnolls in the midst of a battle; their fur soaked by blood and wading through limbs and carnage, they questioned what had led them to destroy their kin. The two clans then turned to each other and formed an alliance, urging their brethren to deny the voices that called for endless war and refuse to chase death in the service of any fiend. The two clans coalesced with many more, and 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 Droam.

There are still gnolls that remained bound to the overlords, lacking the freedom of their Znir kin. Is your Gnoll of the long-standing Znir pack, or have they recently been liberated from the grasp of the overlords, trying to find their way through Khorvaire?

YOU MIGHT...

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

OTHERS PROBABLY...

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

PHYSICAL DESCRIPTION...

A typical gnoll stands over seven feet in height, but this is belied by their hunched posture. Males and females are similar in appearance, and other species have difficulty telling them apart. Gnolls have thick fur over their bodies; depending on clan, this can be uniform in colour or broken up with spots or stripes. Their eyes are yellow or green and gleam with reflected light. While these are common traits, the fiendish heritage of gnolls sometimes manifests itself in its appearance. An unusual gnoll could have glowing red eyes, fur with stripes that glow like flames, or other unusual traits. Typically these don't grant special abilities, though you could attribute a class ability or feat to such a mutation. [49]

SOCIETY...

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

The clans maintain distinct territories within the Znir region, but all gnolls are welcome around the hearth of any clan; the Znir take pains to crush any tension that arises between the clans. Shamans and leaders from each clan maintain a council at the Znir, around the idols their ancestors broke. Here they mediate disputes, assign contracts to clans, and allocate funds

and equipment. The Eyre clan has honed their skills as smiths and tanners, and they craft much of the equipment used by the Znir gnolls—though there is still a strong tradition of scavenging among the Znir, and warriors often claim trophies from fallen foes. [49]

ALIGNMENT AND RELIGION...

Gnolls have very strong pack instincts, and an unsentimental matter-of-fact approach to life, and prioritize results over methods. [50] They instinctively work together in combat and think nothing of placing themselves in harm's way to protect their kin. If a gnoll character adopts a

group of adventurers as their temporary pack, these things apply to the other characters - but the gnoll will be surprised and angry if their non-gnoll packmates don't show them the same respect. This means the typical gnoll trends towards a Lawful alignment, but good and evil depend on the current terms of their contract. [51]

NAMES...

A Gnoll's most important identifier is its whoop. While deceptively short, a whoop includes a range of ultrasonic inflexions that indicate clan, a personal identifier, and a suggestion of family affiliation (the Znir trace lineage through the mother). Because it's impossible for most non-gnolls to properly replicate a whoop, gnolls also use contract names—names intended to be used with clients and other outsiders. There is a basic structure of contract names used by all gnolls; the inflection of the name indicates gender, though few people recognize this if they don't speak Gnoll. The Znir typically attach clan names to a formal introduction: "Ghyrryn Barrakas, Znir." [50]

SAMPLE GNOLL CONTRACT NAMES

Dagnyr, Dhynn, Ghyrryn, Gnasc, Gnoryc, Gnyrn, Gnyrl, Hryn, Lhoryn, Lhyr, Lhyrl, Mognyr, Myrl, Sorgyn, Thrynn, Torgyn, Yrgyn, 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. The 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.

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

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

Dravago is typically deployed to any northern engagements.

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

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

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

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

REMOVED ANCESTRY FEATS

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

1ST LEVEL

SENSITIVE NOSE

FEAT 1

GNOLL

This feat is replaced with the Barrakas Clan heritage.

MODIFIED ANCESTRY FEATS

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

1ST LEVEL

GNOLL WEAPON FAMILIARITY

FEAT 1

GNOLL

You're practised with the weapons and arms of the Znir pact. You are trained with **composite longbows**, **gnollbows**, flails, khopeshes, mambelles, **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.

5TH LEVEL

DISTANT CACKLE

FEAT 5

GNOLL

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

It takes a very brave person to enter the laughter-haunted 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, mambelles, **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, mambelles, **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, Nym, Olarune, Vult, or Zarantyr clan heritage.

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

BONE EATER

FEAT 1

GNOLL

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

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All

these benefits apply only when the affliction or condition resulted from something you ingested.

RUNNER

FEAT 1

GNOLL

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

ZNIR LORE

FEAT 1

GNOLL

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

5TH LEVEL

GNOLL COMMUNICATOR

FEAT 5

GNOLL

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

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

ESSENCE OF THE MOON

FEAT 5

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

GNOLL

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

INTIMIDATING FEROSITY

FEAT 9

GNOLL

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

NEITHER GOD NOR DEMON

FEAT 9

GNOLL

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

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

PACK FRENZY

FEAT 9

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.

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.

Lharion 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.

The Kalashtar, throughout Khorvaire, are viewed as deeply spiritual people with an other-worldly quality that is hard for many to place. This alien nature is a result of what the Kalashtar are; creatures born from the willing union between humans and quori spirits from the Plane of Dreams, Dal Quor. These Quori spirits are born of the periodic cycles of Dal Quor - which alternate between Light and Dark. As each cycle comes to an end, it is destroyed and reborn as the other. The current phase of Dal Quor is darkness, it is that of il-Lashtavar - also known as the Dreaming Dark. The quori of the Dreaming Dark rule Dal Quor and aim to extend their cycle forever and block out the light to come. However, centuries ago, a handful of quori spirits rejected these machinations and fled from Dal Quor.

Sixty-seven of these rebel spirits escaped into Eberron and found sanctuary in the minds and bodies of Sarlonan monks. These monks are the ancestors of the modern-day Kalashtar. The quori spirits live through the bloodlines of their first hosts, inherited through generations. By maintaining these bloodlines, the mere existence of the Kalashtar is a protest to the evil of the Dreaming Dark and its goals. However, the Dreaming Dark seeks to extinguish these rebel spirits. If they succeed, and a bloodline is terminated, it means the loss of the spirit, and its return into Dal Quor to be reborn and moulded to the Dreaming Dark.

While most kalashtar quori are one of the original sixty-seven escaped spirits, it is possible for a Kalashtar to join with a Quori spirit who recently abandoned the Dreaming Dark.

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. Not only this, but the Kalashtar have an ability to greater influence the emotional domain

of their once fiendish quori. The quori represent concepts of nightmares - pride, rage, aggression, deceit - and these concepts were once the source of their power, before turning away from the Dreaming Dark. Now embedded into a Kalashtar, the quori provide their host with a greater understanding of what these emotions are. Coupled with their psionics, Kalashtar can influence the emotional states of their enemies, allies, or even themselves, temporarily. While aptitude in using these skills might vary between Kalashtar, all have the ability to develop and grow their powers through rigorous training and meditation.

Though the Kalashtar are bonded with their Quori, they cannot speak to their quori directly – instead, the relationship is experienced as a sense of inspiration and instinct. Some Kalashtar experience the presence of their quori in the way they feel some emotions more intensely than others; other Kalashtar find they can inspire those around them to feel or fight back against fear, cruelty, or malice.

One of the unique results of the quori flight from Dal Quor is that both the Kalashtar and their Quori spirit are unable to return to Dal Quor when they sleep. Instead, Kalashtar experience a trance state shared with their Quori. This trance enables them to relive moments belonging to the ancestors of their Kalashtar line, and even the memories of their quori before it bonded. The adage of the wise Kalashtar often comes from the fact that in their singular life they hold the experiences of many more.

Throughout the centuries, the machinations of the Dreaming Dark have not yielded, and the evil spirits of Dal Quor still aim to dampen the coming of the Light. For this reason, agents of the Dreaming Dark exist in Khorvaire to eradicate the lineages housing the escaped quori. On the continent of Sarlonna, the Dreaming Dark has taken hostage humans and pose

as Inspired, spiritual guides that now lead the Riedran nation. Not all Kalashtar characters are aware of the Dreaming Dark and its connection to Sarlona, but the Dreaming Dark hunts for them all the same.

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 the wisdom you display, which seems beyond your years.
- Opening their emotions to you, even before they realize they are doing so.

PHYSICAL DESCRIPTION...

Kalashtar appear human, but their spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features, and their eyes often glow when they are focused or expressing strong emotions. Beyond this, most creatures struggle to tell Kalshtar and Humans apart at a glance. [52]

SOCIETY...

There are three main kalashtar societies.

The Adaran Kalashtar live lives most similar to the first monks that opened their arms to the refugee quori spirits. They still live on the continent Sarlona, but belong to the land of Adar. The Empire of Riedra, ruled by agents of the Dreaming Dark, currently dominates Sarlona, and imperial forces endlessly siege Adar. The monks and priests of Adar believe that the war against the Inspired and the Dreaming Dark won't be won with weapons; instead, prayer and guided meditation will ultimately shift the balance from darkness to light. They believe the Age of Light will come to Dal Quor, and through their passive actions, they sustain their quori and protect it from returning to the Dreaming Dark. Adaran kalashtar rarely take direct action without reason. They are also ascetic, disciplined, and focused on the Path of Light. They are taught to inspire those who live in fear and enlighten those lost to darkness.

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

On the other hand, some of the kalashtar of Khorvaire have embraced a grim path in the battle against darkness. The Shadow Watchers don't believe that evil can be fought merely with kindness and prayer. Members of this order seek to identify sources of corruption and ruthlessly eliminate them. They believe the Age of Light will come when the Darkness is defeated. As such, a Shadow Watcher's focus is typically on agents of the Dreaming Dark, although they can pursue any force of evil, supernatural or otherwise.

However, your kalashtar might not belong to a community with others of their kind at all. An orphaned kalashtar without spiritual guidance might not be able to understand their trances, the way their quori influences their emotions or the manifestations of their psionic abilities. If your Kalashtar does not know fully what they are, what is their relationship with their unique abilities? [53]

ALIGNMENT AND RELIGION...

All quori spirits that inhabit the Kalashtar were born of the Dreaming Dark – they represent nightmare qualities, those of rage, deceit, and pride. However, this does not lend Kalashtar to fall easily into evil alignments. These connections can instead result in Kalashtar gaining a greater sense of empathy: understanding the pains of fear, the hubris of pride, and the folly of deceit.

Kalashar, just like the humans they originated from, can have an evil alignment. However, those raised with an understanding of their quori tend to develop positive relationships with the darkness their spirit may represent. However lofty their goals are, they will achieve their motivations in any number of ways, so neither law nor chaos has strong sway over the kalashtar. Most kalashtar are devoted to the Path of Light, and

though its faithful worship no gods, the faith itself can be a source of divine magic.

NAMES...

A kalashtar name adds a personal prefix to the name of the quori spirit within the kalashtar. Such names have no relation to the kalashtar's gender. Kalashtar orphans are unlikely to know the name of their spirit and take names from another source.

SAMPLE NAMES

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

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

LINK MIND

CANTRIP 1

UNCOMMON | CANTRIP | CONCENTRATE | ILLUSION | KALASHTAR | MENTAL

Cost 3 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

RARITY

Uncommon

HIT POINTS

6

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Wisdom

Free

LANGUAGES

Common

Quori

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

TRAITS

Kalashtar

Humanoid

LINK MINDS

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

instead of making a Deception check.

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.

HASHALAQ KALASHTAR

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

HASHALAQ SEDUCER

You become trained in Diplomacy (or another skill if you were already trained in Diplomacy). 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.

HASHALAQ INSIGHTFUL

You become trained in Deception (or another skill if you were already trained in Deception). You gain the

HASHALAQ DECEIVER

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

KALARAQ KALASHTAR

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

KALARAQ 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 and has a casting time of \blacklozenge , and loses the somatic component.

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 \blacklozenge

FEAT 1

KALASHTAR | CONCENTRATION

Frequency once per 10 minutes

You can manifest weapons of the mind that cut just as well as a true blade. You can manifest a psi-blade in a free hand. These simple weapons are attacks that deal 1d4 slashing damage. The blades are in the Knife group and have the agile, finesse, magical, and twin traits. You can choose to dissipate the blades at any time as a free action.

PSI-SHIELD \blacklozenge

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.

5TH 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.

CHANNEL FEAR**FEAT 5****KALASHTAR****Prerequisites** Tsucora Kalashtar heritage

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

CHILDREN OF THE MIND**FEAT 5****KALASHTAR**

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

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 Kalaraq 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.

QUORI FOCUS ♦**FEAT 9****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 werecreature. At a young age, each shifter discovers their beast within, which comes to define who they are as a person. With the ability to draw on their inherent beast to temporarily shift into a more animalistic version of themselves, they are sometimes also referred to as the were-touched. While some believe shifters are the descendants of werecreatures, the opposite is true. The first werecreatures to plague Khorvaire are said to be shifters who were cursed with great evil. Shifters are unrelated to modern werecreatures and are a distinct ancestry of Eberron with unique cultures and traditions.

Despite the distinction between shifters and werecreatures, shifters were persecuted during the fifty-year crusade against werecreatures less than two centuries ago. Targeted by the crusaders who fought against the rising lycanthrope tide, many innocent shifters were killed in the crusade to eliminate the threat. Since then, most shifters across Khorvaire prefer to live in enclaves or districts of other shifters - avoiding other ancestries which may still bear them ill will.

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. While travelling, shifters tend to move in springs and leaps rather than simply walking alongside their humanoid companions. 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 shifter's stance is typically upright with their weight placed on only the front of their clawed feet, creating a semi-digitigrade look.

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, there are more changelings in Breland than there are shifters. Yet, the shifters who live throughout Khorvaire have formed tight-knit communities. There are two primary types of shifter communities. The first type of community is a nomadic tribal hunter-gather pack, common in the remote woods of the Eldeen Reaches. The other is common in urban centres where shifters form small enclaves to hold on to their traditions and remain with those who understand their ways.

The communities of the deep forests of the Eldeen Reaches are typically formed out of a desire to be free of the control of nations and other ancestries. These communities are frequently nomadic hunter-gatherer tribes and are primarily composed of shifters. While it is not unheard of to have other ancestries present in a tribe, shifters typically tend to prefer to bond with fellow shifters. Here the culture and traditions of the shifter communities are strongest, as the shifter community cooperates for the good of one another and the survival of the community.

Shifter communities of the enclaves of major cities typically form as a result of shifters desire to hold on to their culture and traditions. As the minority in

many of these urban regions, without these tight-knit groups shifters struggle to hold on to the culture and traditions of their upbringing.

While the shifter parents are dedicated to raising their children, the family structure is different from many other ancestries. Shifter children typically form a strong bond with a few other children around their age group. Though the children in these groups are typically from many different families, this initial bond is often the strongest bond that a shifter forms in their life.

ALIGNMENT AND RELIGION...

Shifters are typically neutral and view the world as a struggle to survive. The moral and ethical concerns of a shifter are typically centred around the well-being of those directly around them. However, shifters are as varied in alignment as they are in the animals that they draw ancestry from, and can be inclined to any alignment.

After the silver crusade, shifters have become suspicious of any outside religion. Having seen how religion can motivate people, they view intense or conflict-prone religions as terrifying forces capable of causing great harm. As a result, shifters' religions are typically varied and less intense than many would expect of their culture.

Many shifters follow some form of druidic worship. The most common druidic worship of shifters is that of the order of druids known as the moonspeakers. These moonspeakers draw meaning from the movements of the moons and believe that the moon's influence over their heritage gives the moons great power over shifters.

Other shifters who reside in the major cities of Khorvaire have taken up worship of the local religion. Many shifters in the urban centres of Khorvaire revere Balinor and Boldrei of the Sovereign Host, and many shifter adventurers revere the ways of the Traveller of the Dark Six.

During the silver purge, some shifters adopted the faith of the Silver Flame and participated in the crusade. There are still shifters active in the church of the silver flame, though to much scorn of other shifters.

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

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 were-creature. 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

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.

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.

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 and 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.

5TH 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****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.

CLIFFWALK ELITE**FEAT 13****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 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. Early Cannith development of the warforged war focused on the production of warforged such as the warforged titans which were true constructs - machines of war built to destroy, kill, and die on command. With further refinements and arcane experimentation, the warforged evolved until they were a new type of creature - a living construct. This advancement in development was made possible by the creation forges but came with the side-effect of adding sentience to the new construct known only as warforged. However, with their single-minded focus and combat prowess, sentience empowered warforged with a desire to preserve themselves than Cannith's other mindless constructs exhibit - making them a more efficient soldier than simple golems.

In the wake of the Last War, the Treaty of Thronehold has granted warforged their rights and freedom from being used as bought-and-sold soldiers of nations. This newfound freedom for warforged is a double-edged sword, as many warforged struggle to find a place in a world that no longer cares for them. Some warforged have taken up new employments as labourers and artisans; many warforged have taken on employment doing what they already know and fight fiercely as a soldier. The warforged that fight on have taken roles as guards, mercenaries, adventurers, and some have found their way back into the employment of armies. Warforged in these roles make steadfast allies and fearsome enemies. They fight with a vigour that most humanoids struggle to match - but with the ability to adapt and learn that mindless constructs can not replicate.

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

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Constitution

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

Your physiological needs are 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 with 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.

PHYSICAL DESCRIPTION...

Warforged appear to be a completely constructed creature. Their frame is composed of a composite of materials—obsidian, iron, stone, darkwood, silver, and organic material. Around a warforged's frame is a musculature composed of root-like cords infused with alchemical liquids that grant strength and surprising grace and flexibility to their body. Their 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. This integrated armour is attached directly into their body by the root-like tendrils of their musculature and is extremely painful to remove. Most warforged share a similar facial structure, with a hinged jaw and crystal eyes embedded beneath a reinforced brow ridge. The specific composition and structure of each warforged changes depending on their intended purpose, but all warforged are humanoid in shape.

Unique among constructs, warforged have learned to modify their bodies through magic and training. These unique changes that warforged choose helps define their personality and differentiate their physical form from one warforged from another.

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).

Warforged were created by Cannith within the last 30 years, and as a result, their life expectancy is unknown. Older warforged have begun to show signs of physical decay, indicating that they may eventually degrade. Though it is still unclear (and Cannith has never provided a clear answer), it appears that warforged may have innate souls. A warforged's body is as vulnerable to destruction as any other creature's body is, and warforged that have been destroyed require magical intervention such as resurrection magic to restore themselves.

As constructs, warforged have no concept of gender - nor is their body designed to a specific gendered shape. Though some warforged have selected a gender identity, most warforged are unaware or choose to ignore the concept altogether.

SOCIETY...

Warforged were created as soldiers to fight in the last war, and have only gained their freedom within the last two years. As a result, warforged do not have any established cultures or traditions, or any sort of developed place in society. Most warforged have picked up the culture of the nation they fought for, and others have latched on to bits and pieces that interest them creating a mixed celebration of traditions. Since most warforged struggle to relate to other humanoids, most of the time they will band together with other warforged who provide a sense of familiarity. Sometimes this group is those they fought with in the last war, other times it is simply others like them who decided to settle in the local area.

Sometimes warforged prefer to lead solitary lives or work to integrate themselves into other humanoid societies. Some warforged wander Khorvaire, looking to find purpose and meaning for themselves and have become ambassadors between cultures.

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.

ALIGNMENT AND RELIGION...

Warforged tend to be neutrally aligned. As constructs of war, they were built to fight without questioning orders - though they are capable of doing so. Warforged are capable of emotion and moral reasoning, however, this is something few were trained or practised in and most struggle to comprehend.

Warforged similarly tend to be unreligious. As a soldier some warforged have picked up the religion of their humanoid companions, beginning the follow the Sovereign Host as a soldier of Cyre, or the Silver Flame as a Thranish soldier, but independently most have not been drawn to religion. Warforged that have begun to follow a religion have sometimes found an answer to the questions of their existence and their purpose in life, but these warforged are few between.

Some warforged have begun to be drawn towards a messianic figure called the Lord of Blades. The Lord of Blades has begun to gather a cult-like following of warforged by promising purpose to the disaffected and a rebellion against the "weak-fleshed" ancestries.

NAMES...

Most warforged do not have a name for themselves beyond their creation number such as unit 4859. Only after being able to experience the world outside of military structure have they begun to understand the need of other races to have names for everything. Many warforged accept any name that others give them, and warforged working in proximity to other humanoids are often referred to by nicknames. Some warforged, however, have come to see having a name as a defining moment of their new existence, and thus search long and hard for the perfect name to attach to themselves.

SAMPLE WARBORGED 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.

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. Their development for the exclusive use of warfare means that most of these warforged struggle with socialization, and other aspects Cannith deemed unnecessary to a soldier - it simply wasn't necessary to train them. Given their frequent deployment to front-lines of the most dangerous battlefields of the war, these warforged also frequently suffered the most. Many of the warforged veterans of the war now carry lasting wounds and permanent reminders of the role they played, but some have turned this experience as a soldier into newfound employment after the war.

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

JUGGERNAUT WARFORGED

Used as shock troops in the last war, the Juggernaut warforged were a later development of Cannith and only saw deployment toward the end of the war. Developed as a heavier version of the Vanguard Warforged, the Juggernaut Warforged has many of the same physical attributes, with the exception of a much more dense plating over their body. These warforged were often more trained than the Vanguard in the aspects of intimidation, granting them a slight edge in humanoid interactions. However, their physical prowess on the battlefield leads to overconfidence in many situations off the battlefield.

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 also widely deployed throughout Khorvaire. Frequently used in archer or scouting units, these variants of the standard warforged soldier were capable of longer skirmish engagements that took advantage of the warforged's tireless nature to drain the enemy's morale. Similar to the Vanguard warforged, these warforged were never trained in the finer points of socialization and frequently struggle to understand other humanoid creatures.

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

SKILLED WARFORGED HERITAGE

The Skilled Warforged were a creation of Cannith with both Military and Civilian purposes in mind. Each Skilled Warforged was created to be proficient in a particular area or field of expertise, and as a result, are more uncommon than most other warforged. Some of these warforged were developed with an arcane focus in mind, others to assist with Cannith artifice. On the battlefield, these warforged saw limited deployment as wand troops but were less common than the Living Wand warforged heritage on the battlefield.

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 Cannith's attempt at creating a warforged capable of innate spellcraft. Though the introduction of arcane properties into the warforged creation process worked, the produced warforged were unpredictable in their capabilities. The Living Wand Warforged required additional training

after production in order to determine their abilities and to match them with other alike warforged. Due to the complexity and non-standard nature of the average Living Wand warforged, they did not see widespread deployment across Khorvaire. The ones that did were typically formed into extremely effective wand troops.

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 WARBORGED [UNCOMMON]

Cannith created many prototype warforged throughout the war. Many of them were experiments into advanced capabilities for war, some with more complex civilian purposes in mind. For whatever reason - whether the cost of production was prohibitive, or the capabilities did not meet expectations, or the war ended too soon - these Prototype Warforged were never released to the outside world of Khorvaire.

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 Abyssum.

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

FEAT 1

WARFORGED

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 a small toolset of up to 1 Bulk into your body. You can use a 1-minute activity, which has the manipulate trait, to integrate Thieves', Alchemist's, Artisan's, or Healer's tools 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 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.

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 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 to rapidly 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.

5TH 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.

DWARVES

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

LORE ADJUSTMENTS

The following details have modified lore to fit more closely to Eberron.

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

DWARF HERITAGE MODIFICATIONS

The following heritages have modified lore to fit more closely to Eberron.

ELEMENTAL HEART DWARF

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

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

DWARF FEAT MODIFICATIONS

The following feats have modified lore to fit more closely to Eberron.

VENGEFUL HATRED

FEAT 1

DWARF

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

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

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

ELVES/DROW

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

LORE ADJUSTMENTS

The following details have modified lore to fit more closely to Eberron.

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

NEW ELF FEATS

The following feats have been added.

UNDEAD HUNTER

FEAT 1

ELF

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

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

ANCESTOR'S WISDOM

FEAT 9

ELF

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

Gnomes

Lore Adjustments

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

Mechanics Adjustments

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

Goblins

Lore Adjustments

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

Goblins Feat Modifications

The following feats have been modified.

Old Blood Goblin (Previously Chosen of Lamashu)

Feat 5

GOBLIN

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

Halflings

Halflings Feat Modifications

Talenta Prairie Rider

Feat 1

HALFLING

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

Titan Feller -

(Previously Titan Slinger)

Feat 1

HALFLING

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

Halfling Weapon Trickster

Feat 1

HALFLING

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

Humans

Lore Adjustments

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

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

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. They are more intricate than a birthmark but more distinct than a tattoo. Dragonmarks are weaved of blue, green, and purple streaks so vivid, that they seem to glow even without producing light. Scholars still aren't sure as to the origins of Dragonmarks, yet their effect on the world is undeniable.

Of the thirteen true dragonmarks that once existed, twelve true dragonmarks remain. 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. Though each house is bound by the laws of the Korth Edict, in the wake of the last war these laws are being tested. If you bear a mark, it is up to you to decide how you relate to these powerful dragonmarked dynasties.

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

Your Dragonmark grants you special arcane spells called Dragonmark Spells, which are a special type of focus spell. It costs 1 Dragonmark Focus Point from your Dragonmark Focus Pool to cast a Dragonmark Focus Spell. When you select a Dragonmarked Heritage, you do not start with a Dragonmark Focus Pool. Specific dragonmark feats will grant a Dragonmark Focus Pool, Dragonmark Proficiency Modifiers, new Dragonmark Focus Points, or new Dragonmark Focus Spells. You refill your Dragonmark Focus Pool during your daily preparations, and you regain 1 Dragonmark Focus Point by spending 10 minutes using the Refocus activity to recharge the powers of your dragonmark.

Dragonmark Focus Spells are automatically heightened to half your level rounded up unless otherwise noted - such as by the feats which grant you your dragonmark powers. You can't cast or learn a Dragonmark Focus Spell if its minimum level is greater than the level at which you cast your Dragonmark Focus Spells. Though certain feats grant you more Dragonmark Focus Spells and increase the size of your Dragonmark Focus Pool, your Dragonmark Focus Pool can never hold more than 3 Dragonmark Focus Points. The full rules for focus spells are found on page 300 of the CRB, or [here on AONPRD](#). All Dragonmark Focus Spells are considered to be of the arcane tradition. 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 do not interact with regular focus spells in any way. Any spells or feats with the Dragonmark Trait may not be used in conjunction with spells or feats without the Dragonmark trait. Similarly, since it is possible to have focus points from multiple sources, any source that provides focus points or focus spells with the dragonmark trait cannot be combined with focus point sources or focus spells without the dragonmark trait. The reverse is also true. Dragonmark focus points should effectively be considered a unique pool, with its own unique set of focus spells, and its own proficiency rank for spell attack rolls and spell DCs.

Many 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.

1ST LEVEL**LEAST MARK****FEAT 1****UNCOMMON DRAGONMARKED HERITAGE**

You gain a Dragonmark Focus Pool of 1 and select a new Dragonmark Focus Spell. You become trained in Dragonmark Arcane attack rolls and DCs, and you must select your spellcasting ability modifier from Intelligence, Wisdom, or Charisma. Your dragonmark spells are Dragonmark automatically heightened to half your level rounded up, to a maximum of 3. You gain the Dragonmark trait.

5TH LEVEL**LESSER MARK****FEAT 5****UNCOMMON DRAGONMARKED HERITAGE****Prerequisites:** Least Mark

Your dragonmark grows along with your powers. You become Expert Proficiency in Dragonmark attack rolls and DCs. Your dragonmark spells are automatically heightened to half your level rounded up, to a maximum of 6. You gain an additional Dragonmark Focus Spell, but do not gain an additional Dragonmark Focus Point.

9TH LEVEL**LESSER DRAGONMARKED RESERVE****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 Dragonmark focus pool by 1. In addition, you may pick another Dragonmark Focus Spell.

13TH LEVEL**GREATER MARK****FEAT 13****UNCOMMON DRAGONMARKED HERITAGE****Prerequisites:** Lesser Mark

You become Master Proficiency in Dragonmark attack rolls and DCs. Your dragonmark spells are automatically heightened to half your level rounded up, to a maximum of 8. You gain an additional Dragonmark Focus Spell, but do not gain an additional Dragonmark Focus Point.

17TH LEVEL**SIBERYS MARK****FEAT 17****RARE DRAGONMARKED HERITAGE**

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 become Legendary Proficiency in Dragonmark Arcane attack rolls and DCs. Your dragonmark spells are automatically heightened to half your level rounded up, with no maximum. You gain an additional Dragonmark Focus Point and an additional Dragonmark Focus Point.

MANIFESTING A DRAGONMARK

Despite the rigorous study of dragonmarks, it is not entirely understood how marks manifest.

Children are not born with their marks. Rather, a dragonmark most often appears in response to a stressful situation in which the powers of the mark could prove useful. A Deneith heir feels her dragonmark flare to life as her best friend would take a mortal wound. A Lyrandar scion instinctively dashes across the ropes of a storm-tossed ship, and in an instant of burning pain, their mark appears. However, this is not exclusively the case. Sometimes marks will appear later in life, or even never manifest.

If a dragonmark does appear, often the mark will manifest first as the least mark. Through study and focus the bearer increases their power, and the dragonmark 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 feat. If the prerequisites or level of the dragonmarked feat is not met, it gains the Rare trait. When bypassing requirements in this way, assume that each of the prerequisite feats has also been gained for the purposes of Dragonmark Pool size and Dragonmark Focus Spell selection.

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 ◇

FEAT 1

FORTUNE | **GENERAL** | **MARK OF MAKING** | **SKILL**

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

FORTUNE | **GENERAL** | **MARK OF SENTINEL** | **SKILL**

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.

JORASCO TREATMENT ◇

FEAT 1

FORTUNE | **GENERAL** | **MARK OF HEALING** | **SKILL**

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 $1 + \text{the number of dice}$.

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** | **SKILL**

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****FORTUNE** | **GENERAL** | **MARK OF SHADOW** | **SKILL****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** | **SKILL****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 your 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.

TEST OF SIBERYS**FEAT 3****UNIQUE** | **DRAGONMARKED HERITAGE** | **GENERAL**

Prerequisites You do not have a Dragonmark, Your house is willing to run your test

The Test of Siberys is a rite of passage undertaken by adolescent children of the dragonmarked houses. The test varies from house to house and is based both on the powers of the mark and the traditions of the family. Outsiders, even those of dragonmarked houses, know little of what goes on in a particular house's test. The test is rumoured to induce the kind of extreme stress needed for dragonmarks to manifest. Though a person can fail the test and still manifest a mark at a later age, this is rare. As a rule, it is assumed that those who fail will never develop a dragonmark.

If you choose the Test of Siberys, your character must undergo the test associated with their mark. If you succeed, gain the Least Mark ancestry feat.

AWARDING THE FEAT

A character can only gain the benefits of the Test of Siberys if they pass the test. A GM should run this as a personal challenge to the player, customized depending on their house. This challenge has a good chance of failure and even the potential of death. When a player would select this feat, do not grant them the bonus of a mark yet. Instead - as soon as reasonably possible in game - they should take the Test of Siberys. On a failure, have the player select a different feat in its place. They may not (except under extraordinary circumstances) ever attempt the test again.

HIGHER LEVELS

If a character takes this general feat at a higher level, such as 7th, you can consider allowing them to manifest any dragonmark of a lower level. However, the stakes associated with manifesting a higher level mark should increase accordingly.

7TH LEVEL**KYBER'S REAPER****FEAT 7****GENERAL** | **DRAGONMARK** | **ABERRANT MARK****Frequency** once per day

Trigger You reduce an enemy to 0 Hit Points with the powers of your 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.

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 dragonmarked focus spell, reduce the number of actions to cast it by 1 (minimum 1 action).

19TH LEVEL**HEART OF SIBERYS****FEAT 19**

DRAGONMARK | GENERAL | MARK OF SENTINEL | MARK OF HEALING

Prerequisites siberys mark

Frequency once per day

Trigger a creature within 30 feet of you would increase their dying condition

You can call upon the power of your Siberys dragonmark to call a dying ally within 30 feet back from the brink. The ally you mark regains 1 hit point, does not increase their wounded condition, and gains a +2 status bonus to AC until the end of their next turn. Additionally, you may choose to expend one charge of your dragonmarked focus pool to transfer as many of your remaining hit points to the marked creature as you wish. You cannot reduce your own hit points below 0 or raise the target's hit point total above its maximum.

MARK OF DESTINY**FEAT 19**

DRAGONMARK | FORTUNE | GENERAL

Prerequisites siberys mark

Frequency once per day

Trigger see feat description

You can use your Siberys mark to bend fate itself. You may invoke the mark of destiny in two circumstances.

- When you make a check. You may expend one charge of your dragonmarked focus pool to reroll a check. You must use the second result.
- If you have at least 2 dragonmarked focus points you may expend them all to avoid death. You can do this when your dying condition would increase. You lose the dying condition entirely and stabilize with 0 Hit Points. You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value.

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 [HALF-ELF 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 following mark of detection focus spells. As the powers of your mark are heightened, the powers and variety of spells will increase as well.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Detection, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Hyperfocus
2	Light of Revelation
4	Glimpse the Truth
4	Know the Enemy

NEW FOCUS SPELLS

As a member of the Mark of Detection, you may select also select from among the following new focus spells.

CANTRIP OF DETECTION

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.

CANTRIP 2

DEDUCTIVE INTUITION

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.

FOCUS 1

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 this spell 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 normal 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 two races: humans and 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 [HALF-ORC 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Finding, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Hyperfocus
1	Zenith Star
2	Light of Revelation
3	Ephemeral Tracking
5	Hunter's Vision

NEW FOCUS SPELLS

As a member of the Mark of Finding, you may select also select from among the following new focus spells.

CANTRIP OF FINDING

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.

CANTRIP 2

HUNTER'S INTUITION

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.

FOCUS 1

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 this spell 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 normal number of actions. The replicated spell is automatically heightened to the level of 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Handling, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Heal Animal
1	Heal Companion
1	Magic Hide
3	Beastmaster Trance
4	Enlarge Companion

NEW FOCUS SPELLS

As a member of the Mark of Handling, you may select also select from among the following new focus spells.

CANTRIP OF THE HANDLER

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.

CANTRIP 2

PRIMAL CONNECTION

DRAGONMARK ENCHANTMENT MARK OF HANDLING

Cast ➡ 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.

FOCUS 1

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** | **MARK OF HANDLING**

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.

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 this spell 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 normal 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Healing, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Life Boost
1	Healer's Blessing
4	Rebuke Death
5	Restorative Moment
10	Revival

NEW FOCUS SPELLS

As a member of the Mark of Handling, you may select also select from among the following new focus spells.

GUIDANCE OF THE HEALER

CANTRIP 2

CANTRIP | **DRAGONMARK** | **MARK OF HEALING** | **NECROMANCY**

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 Points.

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 to +2

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 this spell 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 normal 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 HERITAGE]

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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Hospitality, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Charming Touch
1	Charming Words
1	Soothing Words
1	Sweet Dream
4	Unity

NEW FOCUS SPELLS

As a member of the Mark of Hospitality, you may select also select from among the following new focus spells.

HOMELY TOUCH

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.

CANTRIP 2

INNKEEPER'S MAGIC

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 Spell.

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.

FOCUS 1

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 this spell 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 normal 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	Enthrall
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 dragonmark, 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Making, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Object Memory
1	Practice Makes Perfect
4	Tireless Worker

NEW FOCUS SPELLS

As a member of the Mark of Making, you may select also select from among the following new focus spells.

MAKER'S GIFT

DRAGONMARK | MARK OF MAKING | CONJURATION

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.

FOCUS 1

CANTRIP OF THE CRAFTER

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.

CANTRIP 2

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 at the heightened level of this spell 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 normal 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 crafting activity, but with the empowering effects of your dragonmark guiding you, your efficiency is increased exponentially.

When you begin the Crafting activity, you can cast Construction Savant as part of your activity. When you have spent a full day of the Crafting Activity under the effects of Construction Savant, you may immediately make the crafting 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.

The materials and labour involved in assembling an item satisfy all of the required spell components and casting time of Construction Savant.

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 (up to 3 at a time)

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 your maximum, 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Passage, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Agile Feet
1	Unimpeded Stride
4	Abundant Step
4	Traveler's Transit

NEW FOCUS SPELLS

As a member of the Mark of Passage, you may select also select from among the following new focus spells.

CANTRIP OF THE COURIER

CANTRIP | 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 Light. 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.

CANTRIP 2

COURIER'S SKILL

ABJURATION | DRAGONMARK | MARK OF PASSAGE

Cast dragonmark, somatic

Duration 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 Swift Passage.

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

Heightened (7th) The duration is 1 hour.

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

FOCUS 1

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 this spell 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 normal 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**Heightened Level Spell**

2	Fleet Step, Longstrider
3	Safe Passage
4	Haste
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 Dragonmarked Mobility 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**CANTRIP 3****UNCOMMON CANTRIP 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Scribing, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Forced Quiet
1	Redact
4	Ghostly Transcription
4	Safeguard Secret
4	Transcribe Moment

NEW FOCUS SPELLS

As a member of the Mark of Scribing, you may select also select from among the following new focus spells.

CANTRIP OF THE MESSENGER

CANTRIP 2

RELAY

FOCUS 2

CANTRIP **DRAGONMARK** **MARK OF SCRIBING** **ILLUSION**

DRAGONMARK **MENTAL** **LINGUISTIC** **MARK OF SCRIBING**

ILLUSION

Cast see replicated spell; dragonmark, somatic

Cast ➤➤➤ dragonmark, somatic, material

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

Range touch; **Targets** one mundane item

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.

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.

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

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.

DRAGONMARKED SCRIBE

FOCUS 2

ILLUSION | DRAGONMARK | MARK OF SCRIBING

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 this spell 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 normal number of actions. The replicated spell is automatically heightened to the level of 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 ♦ dragonmark, somatic; **Trigger** You or an ally within range attempts a skill check to Recall Knowledge

Range 30 feet; **Targets** you or the triggering ally

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 warms 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Sentinel, you may select from among the following Pathfinder focus spells. If you do so 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	Spell
1	Protector's Sacrifice
2	Perfect Strike
3	Battlefield Persistence
4	Enduring Might
4	Unity

NEW FOCUS SPELLS

As a member of the Mark of Sentinel, you may select also select from among the following new focus spells.

CANTRIP OF THE SENTINEL

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.

CANTRIP 2

SENTINEL'S DEFENSE

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.

FOCUS 2

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 this spell 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 normal 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Shadow, you may select from among the following Pathfinder focus spells. If you do so 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
4	Trickster's Twin
5	Dance of Darkness
5	Shadow Illusion
5	Shadow Jump

NEW FOCUS SPELLS

As a member of the Mark of Shadow, you may select also select from among the following new focus spells.

BECOME SHADOW

FOCUS 2

CANTRIP OF THE SHADOW

CANTRIP 2

DRAGONMARK | **MARK OF SHADOW** | **ILLUSION**

CANTRIP | **DRAGONMARK** | **MARK OF SHADOW** | **ILLUSION**

Cast dragonmark, somatic; **Requirements** You are in dim light or darkness

Cast see replicated spell; dragonmark, somatic

Duration sustained up to 10 minutes.

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

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.

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.

Heightened (6th) The duration becomes 10 minutes.

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****ABJURATION** | **DRAGONMARK** | **MARK OF SENTINEL**

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 this spell 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 normal 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 veil.

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 [HALF-ELF 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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Storm, you may select from among the following Pathfinder focus spells. If you do so 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.

Focus Spell	Source
1	Pushing Gust
3	Personal Blizzard
4	Bottle the Storm
4	Downpour
4	Dust Storm
4	Stormwind Flight

NEW FOCUS SPELLS

As a member of the Mark of Storm, you may select also select from among the following new focus spells.

CANTRIP OF THE STORM

CANTRIP | 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.

CANTRIP 2

WINDWRIGHT'S INTUITION

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.

FOCUS 1

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 the heightened level of this spell 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 normal 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 dragonmark, somatic; **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 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.

ADDITIONAL FOCUS SPELLS

As a member of the Mark of Warding, you may select from among the following Pathfinder focus spells. If you do so 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	Source
4	Stasis	Gods & Magic
4	Protector's Sphere	Core
4	Adaptive Ablation	Gods & Magic
5	Spellmaster's Ward	Pathfinder Society Guide

NEW FOCUS SPELLS

As a member of the Mark of Warding, you may select also select from among the following new focus spells.

CANTRIP OF THE GUARD

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.

CANTRIP 2

WARDER'S INTUITION

ABJURATION | **DRAGONMARK** | **MARK OF WARDING**

Cast ➡ 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.

FOCUS 1

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 it.

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.

DRAGONMARKED WARDER**FOCUS 2****ABJURATION** | **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 this spell 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 normal number of actions. The replicated spell is automatically heightened to the level of 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
9	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.

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 Mark is a versatile Heritage, which can only be applied to the following ancestries: Dwarf, Elf, Gnome, Human, Half-Elf, 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 often appear when people from different dragonmarked families produce a child, and for this reason, such unions are forbidden by the Twelve. However, 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. If you are a half-elf or half-orc, you gain those respective traits as well. In addition, you can pick from your original ancestry, 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 a Will save against your dragonmark DC. On a critical failure, you increase your drained condition by 1. If the save is a natural 1, 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.

UNIQUE MARKS

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.

THE DANGERS OF THE ABERRANT

During the war of the mark, the dragonmarked houses united to exterminate those with aberrant marks, significantly reducing their numbers. Survivors of the war had marks with significantly weaker powers.

Although aberrant marks are no longer hunted by the houses as during the War of the Mark, the fear of the aberrant marks persists. Since the Day of Mourning, the number of aberrant dragonmarks manifesting has begun to increase. This phenomenon is causing alarm in the Twelve. If a player character manifests a powerful aberrant mark and catches the attention of the Twelve, they may find themselves targeted once again.

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.

ADDITIONAL FOCUS SPELLS

As an Aberrant Marked character, you may select from among the following Pathfinder focus spells. If you do so 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	Swarmsense
1	Waking Nightmare
3	Aberrant Whispers
4	Overflowing Sorrow
7	Shadow's Web

NEW FOCUS SPELLS

As an Aberrant Marked character, you may select also select from among the following new focus spells.

INDUCE CHAOS

FOCUS 1

ABERRANT MARK	ABERRANT FEEDBACK	DRAGONMARK
ENCHANTMENT		

Cast >> dragonmark, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will **Duration** sustained up to 1 minute

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.

MINOR TABLE

d4	Condition
1	Stupified 1
2	Enfeeble 1
3	Clumsy 1
4	Drained 1

MAJOR TABLE

d4	Condition
1	Dazzled
2	Slowed 1
3	Immobilized
4	Fleeing

Critical Success The target is unaffected.

Success The target takes a random condition from the minor table.

Failure The target takes a random condition from the minor table for the duration of the spell, which is not reduced at the end of its turn. It can attempt a new save at the end of each of its turns to end the condition.

Critical Failure The target takes a random condition from the major table the duration of the spell, which is not reduced at the end of its turn. It can attempt a new save at the end of each of its turns to end the condition.

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 this spell 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 normal 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

Heightened Level	Spell
2	Acidic Burst
3	Slough Skin
4	Stinking Cloud
5	Rusting Grasp
6	Acid Storm
7	Abyssal Plague
8	Eclipse Burst
9	Volcanic Eruption
10	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.

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	Skill	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
Lyrandar	Acrobatics	Steady Balance
Medani	Deception	Lie to Me
Orien	Survival	Terrain Expertise
Sivis	Society	Multilingual
Tarkanan	Stealth	Experienced Smuggler
Tharashk	Survival	Experienced Tracker
Thuranni	Stealth	Terrain Stalker
Vadalis	Nature	Train Animal

*Due to your extensive training, you always succeed on the check to put on the armour

EXCORIATE

BACKGROUND

RARE

The dragonmarked houses have their own laws, some older than Galifar. 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. An excoriate must surrender their signet ring, any other property that can be claimed as a gift of the house, and the name of both house and family. Their likeness is circulated through the major enclaves of the house. Heirs of their house are forbidden to provide them with aid or succour, and the other houses typically shun excoriates of any line. Excoriation is a rare punishment but is often a fate worse than prison for a dragonmarked heir.

You gain two 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 excoriation.

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.

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 an excoriate. You are typically refused service in establishments owned by your house or its guilds. Members of your house are forbidden from providing you with any sort of aid or support. You may not use the name of your house or family. Should you present yourself as a member of your house, you could be prosecuted for fraud. In addition, you cannot make use of feats that require the support of your house for training, such as the favoured in House feat, or Dragonmarked Scion archetype. [55]

HOUSE ORPHAN

BACKGROUND

The Korth Edicts prevent members of a dragonmarked house from holding land, a noble title, or rank in a national military. Over the centuries, many dragonmarked heirs have chosen to give up their birthright to be freed from the edicts. During the Last War, many idealistic heirs left their houses to fight for one of the Five Nations. Others have married into noble families, whether for love or greed.

Depending on their reasons for departure, an orphan could have a specific set of enemies within their house or might have had a perfectly amicable parting of the ways. However, an orphan is restricted

from using their family or house name. They might not be an outcast, but they have surrendered their birthright just the same. It is more difficult for an orphan to gain access to house training such as the Dragonmarked Scion, but not impossible. Outside of the house, you decided to choose your own path. [56]

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.

A dragonmarked scion bears the name of their house and, if they carry a dragonmark, can use the honorary title of lord. A scion can obtain room and board at any house enclave, though they are expected to put in a few hours of work in exchange. The scion does not have access to any special resources, but can usually find work at a guild business. [57]

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 AGENT

BACKGROUND

UNCOMMON

Every dragonmarked house is involved in dozens of schemes and plots. Some of these are deep secrets that could threaten the existence of the house if exposed; others are practical quests designed to turn a profit. 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. An agent can be called into the service of their house at any time, but how this servitude affects the rest of the party is an important question.

A dragonmarked agent bears the name of their house and, if they carry a dragonmark, can use the honorary title of lord. A house agent and their companions can always find free room and board at any house enclave. At the GM's discretion, a trusted agent might be paid a regular salary by their house, or receive information, transportation, and supplies as necessary to complete an assignment. [58]

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. Some are the descendants of excoriates, while others are the product of a doomed romance. Whatever their stories, these foundlings carry dragonmarks but have no connection to their houses. All the dragonmarked houses seek to identify and recruit foundlings. A house might occasionally refuse to accept a foundling, typically in cases involving descendants of truly infamous excoriates. As a rule, though, the houses all want to expand their ranks. [59]

Choose two ability boosts. One must be to **Wisdom**, **Charisma**, or **Intelligence**; and one is a free ability boost.

Despite never receiving formal training, your dragonmarked blood has inclined you to learn the skill related to your house. Without the formal training of your house, however, you instead develop a Lore related to that skill rather than the dragonmarked houses.

CLASSES

Classes define how you play your character and how you might interact with the world of Eberron. Pathfinder 2e supports a wide variety of exciting classes to choose from, and this document will help you fit them into the world of Eberron.

As with all feats that have Uncommon or Rare traits, you should always run them by your GM before you select them. However, the vast majority of common rarity, and even many of uncommon rarity, classes and feats fit directly into the world without any adjustment. Rare traits often indicate feats that may take more work to fit into the world, but it can be done. See the following entries provide some support for how you might your class into the world. If your class isn't noted below, it's up to you to think about how they might interact with the world.

TABLE 5-1 NEW CLASSES AND ARCHETYPES

Class/Archetype	Details
Artificer	A tinkerer of the arcane, able to construct magical solutions to any problem
Dragonmarked Scion	An archetype that specializes in the perfection of their dragonmarked powers
Wandslinger	An archetype that specializes in slinging magic with a flourish and a bandolier of wands

ALCHEMIST

Many of the advances in Eberron are done through magic, which makes the Alchemist an exception to the rule. As a result of this, much like stated in the Alchemist entry, others probably think you're some kind of sorcerer or an eccentric wizard and don't understand that you don't cast spells; spellcasters who clumsily dabble in an alchemy only heighten this misconception.

As an alchemist, you may not need to adjust anything at all to make your character work. You could consider how some of the more scientific advances of the alchemist (such as the bomb) might instead be flavoured to be arcane power instead (such as a bomb being composed of powdered dragonshards which destabilize in a blast of energy).

ARTIFICER

Artificers are a class designed around the creative application of the arcane sciences of the world. Their ingenuity with the development of these magical devices allows them to create inventions without comparison. Artificers are similar to the Inventor class and build off of their mechanics. The Artificer class is in development and will be placed at the end of this section. For the time being see the Inventor class entry for a comparable class.

BARBARIAN

Barbarians need no adjusting at all. You could consider the source of your instincts; perhaps as a shifter your nature provides the "Animal Instinct"; or you are a halfling or elf in tune with the spirits of your ancestors for the "Spirit Instinct".

BARD

The bards of Eberron perform in many different roles: from research to diplomacy, to performance, to espionage. Consider how you might use your powers as a bard to fit into the world. When selecting your muse, keep in mind that many deities may exist only metaphysically. However, this does open your muse to be from any metaphysical concept; as many powers in Eberron are derived from belief rather than a divine source.

CHAMPION

Champions of Eberron are not required to be tied to alignment or deities. If you are playing with the suggested alignment variant, you should feel free to select any alignment rather than the requirements of tenant, deity, or cause. While you must pick just one Tenant and Cause, these are guidelines rather than rules. Similarly, Anathemas and Edicts of your beliefs are guidelines that you should do your best to follow but are not necessary rules. If you are breaking the standards of your Tenant, Edicts, or Cause, think about why this may be the case for your character. Finally, your power can be derived from any metaphysical concept rather than just deities, you need simply to have faith in it. See the cleric entry for how you might build a new faith.

CLERIC

Clerics of Eberron, like champions, are not required to be tied to alignment or deities. If you do follow one of the major religions, you need not be of the same or even similar alignment - there are even clerics in Eberron who serve neither church nor deity. If this is the case, you should pick a principle or abstract ideal

that you instead put your faith in. It is from this faith that your power is drawn. You may build out the details of your belief, including divine ability, divine font, divine skill, favoured weapons, domains, domain, spells, edicts, and anathema. When following a faith, anathemas and edicts are more of a guideline than a rule. Should you violate the anathema repeatedly, this may draw the ire of your church, or you may even begin to have your faith waver, however it is unlikely that the power you revere will take any action as a result.

DRUID

There are a number of different sects of druids in Eberron. Druidic orders can be associated with any sect, however many sects have a tendency towards a few orders. The Ashbound may trend towards the Wild order, while the Wardens of the Wood may be Leaf or Animal. Not all druids are part of a sect, so feel free to place yourself in the world with the assistance of your GM.

FIGHTERS

In the wake of the last war, fighters have no end of potential placement in the world of Eberron. You could be a veteran of the last war, a mercenary for hire, or any other number of possibilities.

GUNSLINGER

While guns are a hotly debated topic, gunslingers can still be placed in the world with or without guns in your Eberron. See the Guns section of this guide for additional information about the implementation of gunslingers in your Eberron, and the details on reskinning them into Wandslingers - along with a new Wandslinger archetype.

INVENTOR

Inventors are widespread in Khorvaire, your talents can always be applied. As an Inventor in Eberron, you may have had dealings with House Cannith, or operate entirely independently of them. See the Gears section of this guide for additional information about the implementation of Inventors and Artificers in your Eberron.

INVESTIGATOR

Investigators find themselves with no lack of employment in the world of Eberron. There are mysteries to solve, crimes to investigate, and pieces of intrigue to uncover. As an investigator, you may have had dealings with House Medan, if so, consider how they might fit into your story.

MAGUS

Like fighters, the last war had no end of a need for capable fighters. A magus, however, would be considered a rarity on the battlefield. Consider how you used your unique ability to wield spells and blades equally could have changed your employment opportunities in the world. Also consider what drew you to your hybrid study, and how you used that to your advantage.

MONK

While less common than fighters, monks fit into the world in many different cultures. The Kalashtar of Adra, Goblins of the Dhakanni Empire, and any number of cultures have a place for martial arts. However, monks can fit in anywhere in the world.

ORACLE

Oracles don't require modification to fit the setting, but you should consider how and where your mystery came from. With absent gods, you may need to think about other potential sources of your mystery. Perhaps the powers of an old relic, an arcane accident, the spirits of your ancestors, or perhaps it's a mystery!

RANGER

There are many untamed wilds and lands in Eberron, and the ranger can roam any of them. Rangers fit the setting without any changes.

ROGUE

There are a number of criminal elements throughout Khorvaire, and you could be involved in any one of them... or none at all, for every nation has no end for its need for spies and thieves. Rogues fit the setting without any changes.

SORCERER

Sorcerers draw their power from the magic inherent to their bloodline, consider where this power could have come from. Undead may be drawn from your family's ties to the blood of vol, the hag bloodline could be the result of an interaction with the hags of Droaam, or Aberrant could be the result of Daelkyr influence. There are a number of ways you can think about tying your bloodline to the world.

SUMMONER

Summoners are unique magic users and are more difficult to place in the world of Eberron, though they can still be placed. Consider where your Eidolon has come from, and how others might react to their presence. Is your Divine Eidolon from Irian? Perhaps your Dragon eidolon is an echo of the essence of one

of the progenitor dragons. Work with your GM to figure out a source.

SWASHBUCKLER

The daring and bold swashbucklers fit easily into the world of Eberron, and even more so as a standard adventurer. Swashbucklers fit the setting without any changes.

WITCH

Witches, like sorcerers, draw their power from an external source, in this case, it is a patron rather than a bloodline. Consider how this patron fits into the world. Fey could be one of the many archfey of Thelanis, Wild order may be the blessing of a powerful druid in the Eldeen Reaches, and Winter could even just be the touch of a creature of the plane of Risia. Only Baba Yaga is difficult to fit, as Baba

Yaga is not a canonical creature of Eberron. However, you could work with your GM to make one of the Daughters of Sora Kell be your patron, Sora Teraza is mysterious in her ways. There are a number of ways you can think about tying your patron to the world.

WANDSLINGERS

Wandslingers are wand wielding proud arcane duelists of Eberron. Wandslingers are implemented as a special Way of the Gunslinger class, and Gunslingers, in general, are commonly referred to as Wandslingers in Eberron. See the Gunslinger class entry for more information.

WIZARD

With the widespread arcane magic in Khorvaire, wizards can be placed nearly anywhere. There are a number of arcane schools at which you could have developed your magic, or perhaps you could have learned your magic on your own.

ANIMAL COMPANIONS

There are a number of wild animals species in Eberron, and a number of them have been domesticated into loyal allies. Feel free to expand your selection for your Animal Companion. Is your companion one of the Talenta planes dinosaurs? Is it one of the Valenaran Steeds? Is it perhaps a powerful magebred version of a normal animal from House Vadalis, or even an entirely new creature altogether as a result of their breeding program?

ARCHETYPES

These new archetypes allow you to interact with your dragonmark and grow its power alongside your own

DRAGONMARKED SCION

Through intense dedication and focus, a 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

A Dragonmark

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. How and who Siberys marks choose to appear on remains a mystery. At the moment it seems the only deciding factor in whether the mark will appear is fate.

WANDSLINGER (CLASS ARCHETYPE)

The development of the cantrip — casual spells that can be used at will — took centuries, as the Arcane Congress studied Aereni techniques and the powers of sorcery. The soldiers of the united kingdom relied on sword and bow. But as the Last War began, Aundair took stock of its resources. Thanks to the presence of the Arcane Congress, Aundair led Galifar in mystical education. Assembling the first regiment of arcane dragoons, Aundair developed the war staff and battle rod. Over the course of the Last War, these techniques spread across the Five Nations and beyond. Today it's no surprise to see a tough inquisitive or a Sentinel Marshal with a sword in one hand and a wand in the other. But no one calls these people "arcane dragoons." If you fight your battles with fire bolt or sacred flame, you're known as a "wandslinger." EE 26 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 ♦

GUNSLINGER | 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

As part of your Arcane incantations, 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 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**FASTEAST 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 fire the 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 the replaced 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. Each time you gain a spell slot of a new level from the wandslinger archetype, add a spell of that level or lower to your spellbook. 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. These cantrip wands 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 or stave, use your advanced firearm proficiency for the

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.

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.

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

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	Strength	Bulk	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

Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Boomerang, Talenta	4 sp	1d4 B	L	1	Boomerang	Agile, Finesse, Halfling, Returning, Thrown 20ft Nonlethal
Boomerang, Xen'drik	8 sp	1d4 S	L	1	Boomerang	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 books except traits as noted

Uncommon Advanced Weapons	Price	Damage	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*

*See Myrnaxe entry

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 50ft.
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.

feel entitled to demand its return or challenge the bearer to prove they're worthy to wield it.

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. With this in mind, the Eyre clan produces a weapon they call the myrnaxe, named for the smith who created it. A myrnaxe has a sturdy wooden haft with a curved axe blade on one end and a long spearhead on the other. 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.

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. Forged with techniques honed over centuries, these blades are strong, sharp, and remarkably light. Each scimitar is a masterpiece, and as a result, the double-bladed scimitar is an expensive weapon - few though ever have the opportunity to purchase one. A Valenar blade in the hands of a non-elf is generally assumed to have been stolen or looted from a fallen foe, and a Valenar elf might

TABLE 7-4: ADVENTURING GEAR

Item	Price	Bulk	Hands
Spellshard (Blank)	1 gp	L	1
Clothing			
Clothing, darkweave (level 3)*	base clothing + 100 gp	base clothing	-
Clothing, glamerweave (level 3)*	base clothing + 100 gp	base clothing	-
Arcane signet ring	15 gp	-	-
Signet brooch	7 gp	-	-
Identification papers, standard	2 sp	-	-
Identification papers, with portrait	5 gp	-	-
Letter of credit	special	-	-
Traveling papers	2 cp	-	-
Artifice Tools	5gp	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: Darkweave fabric has strands of shadow interwoven with black threads to produce a coarse but beautiful cloth. 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: Glamerweave is a fine, light fabric that has delicate illusions woven into its threads. The colour of glamerweave seems to shift subtly and is hard to describe, but this property makes for a striking and strangely beautiful appearance. 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. They resemble ordinary signet rings but are set with gemstones like more decorative rings. Inside a large central gemstone, an intricate runic pattern, which is an arcane mark,

becomes visible when worn by the person for whom it was constructed. It is extremely unusual for anyone who does not have the Favored in House feat to carry an arcane signet ring.

Signet Brooch Other members of a dragonmarked house, whether actual scions or important hired help, wear signet brooches to identify their affiliation. These items don't contain an arcane mark like the Arcane Signet Ring but are well made from expensive materials.

Identification Papers: Most people of the middle and upper classes, at least in the most civilized areas of Khorvaire (Aundair, Breland, Karrnath, Thrane, Zilargo, and the Mror Holds) carry identification papers with them at all times. Issued by national governments and notarized by House Sivis, 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: House Kundarak, the house that carries the Mark of Warding, operates banks throughout central Khorvaire. 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. For many characters, this system is a convenient alternative to carrying wealth around in the form of precious gems, jewellery, or coins. Letters of credit are always notarized with arcane marks (usually by gnomes from House Sivis), making them practically impossible to forge. House Kundarak does not charge a fee for issuing letters of credit.

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. Travelling papers consist of a parchment sheet with the appropriate information and an arcane mark, carried in a leather folder. House Sivis, House Orien, House Deneith, and House Lyrandar all offer travelling papers that are recognized throughout central Khorvaire.

ARTIFICE TOOLS

ITEM 0+

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. If you wear your artisan's tools, you can draw and replace them as part of the action that uses them.

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
Spellcasting from Dragonmarked Spell list (Any house)	At cost of core book Table 7-15: Spellcasting Services
Hireling	
Least Dragonmark	9 sp per day
Lesser Dragonmark*	8 gp per day
Greater Dragonmark*	36 gp per day

* Requires Favoured in House feat

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. Note that identity theft is a crime under the Code of Galifar. See Exploring Eberron pg 28 for more information

Courier service (House Orien) The Courier service of house Orien carries messages and packages across Khorvaire. Packages and messages send by courier are more secure, but more expensive. 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) The mail service of house Orien is the method by which most common folk of Eberron can communicate. Sending mail is expensive, 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.

Magewrights Magewrights are the backbone of Eberron's arcane industry. While they fill the role of a standard crafter - such as an Arcane Locksmith, Blacksmith, Healer, Potter, Tailor - they weave cantrips and magic into their work. See the Magewright entry for sample stat blocks.

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. While House Sivis can attempt to break or Decipher Writing, this is not a service that is accessible to the public. If you have the Favoured in House feat, House Sivis may be willing to attempt this.

Spellcasting Houses can provide a casting of a spell from their Dragonmarked Spell List (detailed in each Dragonmarked Heritage). These spells are done at the cost of the Core Rulebook Table 7-15 plus any associated costs.

Hirelings Hirelings from the houses are either unmarked members (magemights cost and stat block) or Least Dragonmarked members. See the Dragonmarked NPC entries for examples.

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) These elemental flying vessels are a new invention in the world of Eberron. 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 faring vessels, as they are not subject to the will of the wind. Elemental Galleons are uncommon, and regular vessels still see use through Eberron despite their advantages.

Lightning Rail Orien's lightning rail network was developed with the assistance of the united kingdom of Galifar. 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 One of the more refined methods of land travel, 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

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: A close relative of the clawfoot, a carver is a predatory dinosaur, about the size of a heavy horse, native to the Talenta Plains. Known in some worlds as the deinonychus, it is listed in the monsters section of this guide.

Clawfoot: A human-sized predator of the Talenta Plains, this dinosaur is the halfling equivalent of a warhorse. Well trained and loyal, a clawfoot often continues fighting even after its rider's death. It is listed in the monsters section of this guide.

Fastieth: A fast-running, plant-eating dinosaur, the fastieth is the halfling equivalent of a pony or riding a horse on the Talenta Plains. It is listed in the monsters section of this guide.

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. Magebred animals and the template are provided in the monsters section of this guide.

Valenar Animals: Valenar animals are awakened to advanced intelligence and power by the touch of an ancestral spirit. Traditionally, Valenar animals choose Valenar elves as companions, reflecting a bond between the ancestors of elf and animal. To be chosen by a Valenar animal is a great honour, and any such elf is treated with respect and reverence. Still, on the rare occasions when a Valenar animal chooses an adventurer of a different ancestry as a companion, it is universally accepted. Valenar animals are provided in the monsters section of this guide.

EQUIPMENT

Eberron is a world built on a widespread arcane industry. As a result, low-level magic items and spells are relatively easily accessible. The following magical items may be of use to adventurers, but are not necessarily the only ones that exist. There are also a number of more "mundane" magical items that aid common folk with their day to day tasks. Brooms that sweep with the snap of your fingers, Everbright lanterns that glow without fuel, or more. The following items, though magical, should not be considered typical magical items as rewards. These items should be relatively (except in the case of uncommon) easily available in most places.

Town Size	Magic Level	Item Level
Thorp	Cantrips	1st level
Hamlet	1st level	2nd level
Village	2nd level	3rd level
Small Town	3rd level	5th level
Large Town	3rd level	7th level
Small City	4th level	9th level
Large City	4th level	11th level
Metropolis	5th level	13th 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.

COMMON EQUIPMENT

The following items are likely not of interest to adventurers but are of value to the common folk of the world.

BRIGHT BASIN

ITEM 0

COMMON | MAGICAL

Price 6 gp

Bulk 2

This basin is a static emplacement for any household

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

ROD OF CLEANSING

ITEM 0

COMMON | MAGICAL

Usage held in 2 hands; **Bulk** 1

Price 4 gp

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

Activate ♦♦ Interact; **Effect** Clean an area within 10 feet of you that is no larger than 5 cubic feet, removing dirt and grime.

THURIMBAR ROD

ITEM 2

GNOME | MAGICAL

Usage held in 2 hands; **Bulk** 1

Price 50 gp

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

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

CONSUMABLE EQUIPMENT

The following equipment is commonly available to most adventurers.

ARCANA EQUIPMENT

BREATH OF SIBERYS

ITEM 1+

CONSUMABLE | MAGICAL

Usage held in 1 hand; **Bulk** 1

Activate ♦ Interact

While still volatile and unstable explosive arcana component, additional refinement 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 processed eberron shards by value.

It is important to qualify that while Cannith engineers are working on solving the overcharging problem, there are no solutions yet. In the event a charge of the Breath of Siberys is applied to a magic item with charges remaining, the item is subject to overcharging. The next time that a charge is expended from the item, roll a DC 10 flat check. On a success, the item is broken. On a failure, the item is destroyed.

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 firearm 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

The cathier, a small, harmless herbivore native to the Eldeen Reaches and similar to a hare, has a magical ability to camouflage itself. Its spleen aids in the casting of illusion spells. 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

The covadish plant grows on the island of Aerenal, where it is highly valued by the elves for its necromantic properties. 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 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

The dragonseye oak grows in Q'barra and its acorn aids in the casting of certain evocation spells. 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 half the level of the spell rounded up.

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

The hathil plant grows in the swamps of the Shadow Marches. 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** | **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

This transparent crystal glows with a soft white light. 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

The herb known as kieros grows only in the region of Aerenal known as the Madwood. 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.

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 roll.

The laskin, a small antelope native to the Eldeen Reaches, has swept-back horns that can be used as a material component. 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

This inky black crystal, dark as obsidian and slightly translucent, fills certain regions of the Khyberian underworld. 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** | **CONSUMABLE** | **METAMAGIC****Price** 6 gp**Usage** material component of a spell; **Bulk** -**Activate** ♦ interact; **Trigger** You cast an enchantment spell that targets at least one animal or beast

The masthin plant, native to the jungles of Q'barra, produces natural intoxicants during its early growth and often attracts animals in the wild. 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

This strange stone found in the Demon Wastes is believed to be the remains of petrified demon bones. 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

The reath vine is a parasite that grows on trees in the Eldeen Reaches. 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. So while many Medani inquisitives wear Medi spectacles, they acquired them through service to the house, not by purchasing them with gold. While a dragonmark focus item usually has the same general appearance as the item whose effects it duplicates, it bears the image of the required mark somewhere on the item and often carries the sigil of the associated house. Siberys dragonshards are a vital component of focus items, most including a shard in some form. [54]

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

Dragonmark Focus Item	Duplicated Item	Dragonmark
Cannith's marvellous miniatures	Feather Token	Making
Cloak of passage	Cape of the Mountebank	Passage
Cloak of shadows	Cloak of Elvenkind	Shadow
Ghallan jug	Decanter of Endless Water	Hospitality
Deni shield	Force Shield/Spellguard Shield	Sentinel
Eyes of the Dragonne	Eyes of the Eagle	Finding
Ori boots	Boots of Speed	Passage
Ori horseshoes	Horseshoes of Speed	Passage
Serpentine mirror	Crystal Ball	Shadow
Storm's embrace	Snappleaf	Storm
Warding brooch	Brooch of Shielding	Warding
Wind stones	Sending Stone	Scribing

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

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** -

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

Activation Interact (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

The simplest and most common form of dragonshard item, a dragonmark focus is an amulet holding a small Siberys shard. This shard is attuned to enhance the power of a specific dragonmark. When worn by a person whose mark has been attuned to the stone, a dragonmark focus increases the wearer's effective caster level whenever they use any of the spell-like abilities of their mark.

Type Dragonmark Focus (Least); **Level** 7; **Price** 340 gp;

This shard increases the heightened level of your dragonmark focus spells by 1, up to a maximum of level 4. This effect does not stack.

Craft Requirements at least 42 gp of siberys shards

Type Dragonmark Focus (Lesser); **Level** 13; **Price** 2,500 gp;

This shard increases the heightened level of your dragonmark focus spells by 1, up to a maximum of level 7. This effect does not stack.

Craft Requirements at least 312 gp of siberys shards

Type Dragonmark Focus (Greater); **Level** 17; **Price** 13,000 gp;

This shard increases the heightened level of your dragonmark focus spells you can cast by 1, up to a maximum of level 9. This effect does not stack.

Craft Requirements at least 1625 gp of siberys shards

DRAGONMARK RESERVOIR

ITEM 8

DRAGONMARK INVESTED MAGICAL

Price 500 gp

Usage worn; **Bulk** L

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

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

Craft Requirements at least 62 gp of siberys shards

GREATER DRAGONMARK FOCUS ITEMS

These items are developed by the individual houses of the twelve to amplify the powers of their mark. The creation of these items are frequently house trademark secrets, and to construct your own without their approval would be a major disservice to the house (if you managed to find the crafting recipe). Members of the house with sufficient reputation, or who are Favoured in House, may be able to access these items in specific house enclaves. Members with sufficiently high favour may even gain the house's approval to construct these items.

ALTAR OF RESURRECTION

ITEM 13

UNCOMMON DRAGONMARK MAGICAL MARK OF HEALING
STRUCTURE

Price 3000 gp; **Weight** permanent structure

This marble slab acts as a channel for the powers of the Mark of Healing.

A character who possesses a lesser Mark of Healing or better can use the altar in their resurrect ritual to target a creature resting on the altar. If the character does so, they may use their Mark of Healing dragonmark spell modifier as the primary check for the ritual, the school of magic becomes arcane, and each caster gains a +1 status bonus to their check for each dragonmark focus point they choose to spend on the ritual. In addition, while using the altar the secondary casters may choose to use Medicine, Society, or their Mark of Healing dragonmark spell modifier. Each of the two secondary casters must still not perform the same check.

The character must still provide the material components for the resurrection spell.

Craft Requirements Crafter must have the Mark of Healing, and at least 25% of the value must be Refined Greater Siberys Shards.

ASTRAL BEACON

ITEM 10

MAGICAL MARK OF PASSAGE DRAGONMARK STRUCTURE

Price 1000 gp; **Weight** permanent structure

Tied to the Mark of Passage, this object acts as a magical beacon to Orien heirs slipping through the Astral Plane. An astral beacon is an 8-inch sphere formed from silver and crystal, with the dragonshard at the core; it is often encased in lead or embedded in the floor of a chamber to prevent enemies from stealing or smashing the sphere.

A character with the Mark of Passage using any feature with the teleportation trait may double the range of the teleportation effect as long as the destination point is within 10 feet of an astral beacon. In addition, for the purposes of teleport, selecting a location within 10 feet of an astral beacon is always accurate within 20 feet no matter the distance travelled.

In addition, when used in a Teleportation Circle ritual, if an Astral Beacon is at the target destination and the ritual is a success, the ritual is a critical success instead. Any caster performing the Teleportation circle ritual with an Astral Beacon can use their Mark of Passage spell modifier instead of their normal check, each caster that does so gains a +1 status bonus to their check for each dragonmark focus point they choose to spend on the ritual.

Craft Requirements Crafter must have the Mark of Passage, and at least 25% of the value must be Refined Greater Siberys Shards.

BAG OF BOUNTY

ITEM 5

CONJURATION | EXTRADIMENSIONAL | MAGICAL
MARK OF HOSPITALITY | DRAGONMARK

Usage held in 2 hands; **Bulk** 1

A character with the Mark of Hospitality may use this bag as a Bag of Holding, except that this bag maintains an environment that extends the shelf-life of food. Any perishables stored in this bag may be retrieved unspoiled up to the duration of the bag, depending on the type of perishable. Beyond this time frame, the food begins to spoil as normal.

Small dragonshards are embedded in the lining of this leather bag, which is designed to enhance the power of the Mark of Hospitality. A Mark of Hospitality user must spend 1 minute each daily preparation to prepare the bag, or else the bag ceases to extend food's shelf life until it is recharged.

Type Bag of Bounty (Type I); **Level** 5;

Price 125 gp;

Capacity 25 Bulk

Shelf-life 10 times normal perishable expiration

Type Bag of Bounty (Type II); **Level** 7;

Price 300 gp;

Capacity 50 Bulk

Shelf-life 15 times normal perishable expiration

Type Bag of Bounty (Type III); **Level** 11;

Price 1,160 gp;

Capacity 100 Bulk

Shelf-life 25 times normal perishable expiration

Type Bag of Bounty (Type IV); **Level** 14;

Price 3,600 gp;

Capacity 150 Bulk.

Shelf-life no expiration

Craft Requirements Crafter must have the Mark of Hospitality; At least 10% of the crafting material value must be Refined Siberys shards.

BRACELET OF COMFORT

ITEM 7

DRAGONMARK | INVESTED | MAGICAL | MARK OF HOSPITALITY

Price 300 gp

Usage worn; **Bulk** -

This bauble enhances the effect of the Mark of Hospitality.

Activate Cast a Spell; **Frequency** once per day; **Effect** You Cast Cozy Cabin as a 3rd level spell, but the spell gains the following additional properties.

- The shelter walls are formed from cobblestone.
- The shelter extradimensionally larger, becoming 30 feet on each side on the interior.
- The furnishings in the shelter include four comfortable beds, two armchairs, a dining table, a writing desk, a bookshelf, a mirror, and a covered latrine, and a small fireplace holding a magical fire. There is a basin for bathing, although water is not provided.
- The caster can set the tone of the decor. The shelter can include a carpet or wall hangings, but like the furniture these objects disappear if they are removed from the shelter.

Craft Requirements Crafter must have the Mark of Hospitality; At least 10% of the crafting material value must be Refined Siberys shards.

COLLAR OF THE WILD BOND

ITEM 9+

DRAGONMARK | INVESTED | MAGICAL | MARK OF HANDLING

Price 600 gp

Usage held in 1 hand; **Bulk** L

This leather collar is studded with small dragonshards attuned to the Mark of Handling. Each collar of the wild bond has an associated key – a small dragonshard embedded in a metal disk.

Activate Cast a Spell; **Frequency** once per day; **Effect**

You Cast Dominate targeting an Animal or Beast wearing the collar, using your Dragonmark spell DC. Using the power of the Mark of Handling, you can use the disk to dominate the creature that is wearing the collar. This does not require the character to expend the power of his mark, Dominate loses the

Incapacitation trait, and the duration lasts for as long as the target creature continues to wear the collar and remains within 120 feet.

Type Collar of the Wild Bond; **Level** 9;

Price 600 gp;

Spell Level Dominate is cast as a 6th level spell.

Type Greater Collar of the Wild Bond; **Level** 17;

Price 13,000 gp;

Spell Level Dominate is cast as a 10th level spell.

Craft Requirements Crafter must have the Mark of Handling; At least 20% of the crafting material value must be Refined Medium or Larger Siberys shards.

EXTENDED WARD

ITEM 10

DRAGONMARK | **MAGICAL** | **MARK OF WARDING** | **STRUCTURE**

Price 1000 gp; **Weight** permanent structure

The Extended Ward holds a relatively large dragonshard core, set into a heavy block of lead and alchemical silver; it is often set directly into the floor of a building. Due to the similar design and placement of the item, it is frequently difficult to differentiate from a houseward.

This item enhances the effect of Mark of Warding focus spells. If a Mark of Warding focus spell is cast with an extended additional 10 minutes of casting time within 20 feet of the Extended Ward, the Extended Ward will automatically sustain the spell each round up to double its duration. If the duration is until your next daily preparations, you may choose to allow the Extended Ward to automatically recast the spell each morning. It may only sustain one such spell at a time.

Craft Requirements Crafter must have the Mark of Warding.

GHALLANDA CAULDRON

ITEM 3

DRAGONMARK | **INVESTED** | **MAGICAL** | **MARK OF HOSPITALITY**

Price 55 gp

Usage Cooking Implement; **Bulk** 2

A Ghallanda Cauldron is a fortified and enchanted cooking device commonly used by Ghallanda inns. When using a Ghallanda Cauldron, you may prepare food with unnatural speed and skill. You can heat, cool, flavour, and cook the raw contents added to the cauldron with enough precision to recreate the tastes of herbs and spices you don't have access to. You gain a +1 item bonus to craft food and drink, and may do so in half the time.

Craft Requirements Crafter must have the Mark of Hospitality.

HELM OF THE SENTINEL

ITEM 11+

DRAGONMARK | **INVESTED** | **MAGICAL** | **MARK OF SENTINEL**

Usage worn helm; **Bulk** L

A multitude of eyes are engraved on the surface of this helmet. The pupils are tiny dragonshards attuned to the Mark of Sentinel.

Activate Cast a Spell; **Frequency** once per day; **Effect**

You Cast Contingency, expending a Dragonmark focus point, and preparing one of your Dragonmark Focus spells.

The contingency is negated if the character removes the helm, and the helm can only have one contingency active at a time.

Type Least Helm of the Sentinel; **Level** 11;

Price 1,250 gp;

Spell Level Contingency is cast as a 7th level spell, the heightened level of the stored dragonmark spell is 4th.

Type Lesser Helm of the Sentinel; **Level** 13;

Price 2,600 gp;

Spell Level **Spell Level** Contingency is cast as an 8th level spell, the heightened level of the stored dragonmark spell is 5th.

Type Greater Helm of the Sentinel; **Level** 15;

Price 6,000 gp;

Spell Level **Spell Level** Contingency is cast as a 9th level spell, the heightened level of the stored dragonmark spell is 6th.

Type Siberys Helm of the Sentinel; **Level** 17;

Price 13,500 gp;

Spell Level **Spell Level** Contingency is cast as a 10th level spell, the heightened level of the stored dragonmark spell is 7th.

Craft Requirements Crafter must have the Mark of Sentinel; At least 20% of the crafting material value must be Refined Medium or Larger Siberys shards.

HOUSEWARD

ITEM 12

MAGICAL | **MARK OF WARDING** | **DRAGONMARK** | **STRUCTURE**

Price 2000 gp; **Weight** permanent structure

While the dragonshard core is quite small, the Houseward itself is a heavy block of lead and alchemical silver; it is often set directly into the floor of a building. Due to the similar design and placement of the item, it is frequently difficult to differentiate from an Extended Ward.

A character who possesses a lesser Mark of Warding or better can use the Houseward in their

Ward Domain ritual to target an area centred around the Houseward. If the character does so, they may use their Mark of Warding dragonmark spell modifier as the primary check for the ritual, and each caster gains a +1 status bonus to their check for each dragonmark focus point they choose to expend during the ritual. In addition, while using the Houseward the secondary casters may choose to use Lore (any), Survival, Thievery, or their Mark of Warding dragonmark spell modifier. Each of the two secondary casters must still not perform the same check.

The character must still provide the material components for the Ward Domain spell.

Craft Requirements Crafter must have the Mark of Warding.

KEYCHARM

ITEM 1

MAGICAL

Price 15 gp;

Usage worn; **Bulk** -

While they are almost trivially simple to produce, these charms are critically important to the warding services of House Kundarak. When a character uses the Mark of Warding to cast alarm, arcane lock, glyph of warding, or any other warding spell which selects targets and ignores the caster, they can invest ownership of the spell into a keycharm. Whoever holds the charm is considered to be the caster of the spell for purposes of bypassing its effects (or receiving the mental alert from an alarm).

The charm has no inherent powers, and if the spell it is linked to expires, it is considered to be a mundane object—although a dragonmarked character could link it to a new warding spell.

Craft Requirements Crafter must have the Mark of Warding.

KUNDAR CHAINS

ITEM 4+

DRAGONMARK | MAGICAL | MARK OF WARDING

Usage held in 2 hands; **Bulk** L

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

Type Kundar chains (Average); **Level** 4; **Price** 75 gp;

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

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

These function as Manacles (Good) in addition to their extradimensional restrictions.

Type Kundar chains (Superior); **Level** 18; **Price** 18,600 gp;

These function as Manacles (Superior) in addition to their extradimensional restrictions.

Craft Requirements Crafter must have the Mark of Warding.

PEN OF THE SCRIBE

ITEM 5

MAGICAL | MARK OF SCRIBING | DRAGONMARK

Price 140 gp; **Bulk** L

This long ink pen, formed of silver and copper with a thin dragonshard at its core, is an invaluable tool for the scribes of House Sivis. In the hands of a character with the Mark of Scribing, it has the following powers.

- It never runs out of ink. The user can change the colour of the ink produced by the pen by speaking the name of the desired colour in gnomish.
- It doubles the speed at which a character can write. A character cannot use the pen to scribe a scroll or record a spell in a spellbook since both tasks require special inks, but it increases the speed at which the character can create a forgery or copy a note, for example.
- It provides a +1 circumstance bonus to Create Forgery checks made to duplicate written material.

Craft Requirements Crafter must have the Mark of Scribing.

SPEAKING STONE

ITEM 9

MAGICAL | MARK OF SCRIBING | DRAGONMARK

Price 700 gp;

Usage touched with two hands; **Bulk** 3

This device is the key to long-distance communications across Khorvaire, powering the message stations of House Sivis. A character who possesses the Mark of Scribing can use a speaking stone to send a message to any other speaking stone; the sender must know the location of the target stone. This effect is similar to that of the sending spell. However, the message travels at a rate of 1-mile per

minute has no maximum number of words and does not allow an immediate response. When the message reaches its target stone, it is delivered whether or not anyone is around to hear it.

In a Sivis message station, a gnome is always on duty by the speaking stone, listening for any messages that may come in and scribing them upon receipt. Large cities, such as Sharn, may contain multiple stone stations. Major stations often possess more than one speaking stone.

Craft Requirements Crafter must have the Mark of Scribing.

STORM SPIRE

ITEM 15

UNCOMMON	MAGICAL	MARK OF STORMS	DRAGONMARK
STRUCTURE			

Price 3000 gp; **Weight** permanent structure

These large towers allow bearers of the Mark of Storms to control the local weather.

A character who possesses a lesser Mark of Storms or better can use the tower in their Control Weather ritual to target the surrounding area. If the character does so, they may use their Mark of Storms dragonmark spell modifier as the primary check for the ritual, the school of magic becomes arcane, and each caster gains a +1 status bonus to their check for each dragonmark focus point they choose to spend on the ritual. In addition, while using the Storm Spire the secondary casters may choose to use Survival, or their Mark of Storms dragonmark spell modifier.

Craft Requirements Crafter must have the Mark of Storms.

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 2

INVESTED **MAGICAL**

Usage held in 2 hands; **Bulk** L

Price 35 gp

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

Activate ♦ **Interact** **Effect** The next cantrip you cast this turn uses the rules for range increments. You may cast the spell at a target 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

Sending stones are one of the backbones of communication across Khorvaire. House Sivis specializes in communication primarily by their replication of more efficient and less costly sending stones. For larger lower priority messages, Speaking Stones are used instead.

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

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

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

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

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

MATERIALS

The following unique materials are available, in addition to pathfinder 2e materials.

BYESHK

PRECIOUS

Byeshk is a rare and heavy metal of lustrous purple, mined from the Byeshk and Graywall Mountains along Droaam's borders. It can also be found in the Ironlands, a Khyberian demiplane that's been delved into by the Ghaash'kala and Kech Sharaat. Aberrations tied to the daelkyr—including dolgaunts, dolgrims, and mind flayers—are susceptible to weapons made of byeshk alloys, making the metal highly valued to the Dhakaani, Gatekeepers druids, and others that fight aberrations. Dhakaani weapons forged during the Xoriat Incursion were often forged from byeshk. Byeshk is difficult to work into armour, and it offers no significant advantage over iron armour.

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;

MATERIAL 2+

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

BRONZEWOOD

MATERIAL 0+

PRECIOUS

This exceptionally hard wood, native to Aerenal, is useful in the manufacture of armour and weapons. 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

Rare even in the abundant forests of Aerenal, soarwood possesses a magical buoyancy. Ships made from soarwood skim effortlessly over the surface of the water. Soarwood is a necessary component of the airships and elemental galleons manufactured by House Orien and House Cannith. 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

The Inspired lords of Riedra supervise the mining of a crystalline substance that can be alloyed with iron to form Riedran crysteel. 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 rocks perhaps a foot across. These stone shells usually lie just below the surface of the ground, covered by 2 to 10 feet of dirt and sediment, but always above the bedrock layer. Since Eberron dragonshards are not found buried within rock, most shard fields are in lowlands, as opposed to mountains or rocky barrens.

Type unprocessed small eberron shards (up to 2 inches); **Level** 0; **Price** 4 sp; **Bulk** -

Type unprocessed 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** L

Type unprocessed greater eberron shards (More than 6 inches); **Level** 4; **Price** 13 gp; **Bulk** L

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** L

Type refined greater eberron shards (More than 6 inches); **Level** 7; **Price** 51 gp; **Bulk** L

KHYBER SHARDS**MATERIAL 0+****PRECIOUS**

While Siberys shards are the rarest variety of dragonshard, Khyber shards are the most hazardous to obtain. Despite the hazards, Khyber shards fuel so much of Khorvaire's industry that it's worth the risk for the payout. Khyber shards are found in everything from lightning rails to airships to elemental forges which increase the output of many of Khorvaire's smiths and craftsmen. Khyber shards are found only in the depths of Khyber, growing in clusters on cavern walls and floors near pools of magma. 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 unprocessed 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** L

Type unprocessed greater khyber shards (More than 6 inches); **Level** 4; **Price** 20 gp; **Bulk** L

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** L

Type refined greater khyber shards (More than 6 inches); **Level** 7; **Price** 70 gp; **Bulk** L

SIBERYS SHARDS**MATERIAL 0+****PRECIOUS**

Siberys shards fall from the Ring of Siberys, and as a result, are usually found in Xen'drik and other equatorial regions. Their crystalline depths contain pulsating golden veins. The rarest of the dragonshard varieties, Siberys shards are also sometimes called sunstones or starmotes, and their connection to the dragonmarked houses means that they are often simply called dragonshards with no qualification. Dragonshards are rarely found large enough to be crafted into items of any significant size.

Type unprocessed small siberys shards (up to 2 inches); **Level** 0; **Price** 5 sp; **Bulk** -

Type unprocessed 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** L

Type unprocessed greater siberys shards (More than 6 inches); **Level** 4; **Price** 17 gp; **Bulk** L

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** L

Type refined greater siberys shards (More than 6 inches); **Level** 7; **Price** 63 gp; **Bulk** L

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

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

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

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.

SNARES

The following snare traps are available in Eberron.

BLAST DISK

ITEM 4

CONSUMABLE **MAGICAL** **SNARE** **TRAP**

Price 15 gp

Usage held in 1 hand, see details; **Bulk** 1

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

Trigger After activating the item, the condition you select becomes the trigger of the item. You can also choose to ignore the trigger and immediately activate the payload.

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

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

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

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

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

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

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

WANDS

CANNITH WONDER WAND

ITEM 1

COMMON **MAGICAL** **WAND**

Usage held in 1 hand; **Bulk** L

Price 15 gp

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

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

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

DUSTER

ITEM 0

COMMON **MAGICAL** **WAND**

Usage held in 1 hand; **Bulk** L

Price 3 gp

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

Activate ♦♦ (Cast a Spell); **Frequency** Unlimited **Effect**

Clean an area within 10 feet of you that is no larger than 1 cubic foot, removing dirt and grime.

LAMPLIGHTER**ITEM 1****COMMON MAGICAL 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**SPECIFIC MAGIC WEAPONS**

These specific magic weapons are unique to the world of Eberron.

KEEPER'S FANG**ITEM 14****RARE INVESTED EVIL MAGICAL****Price** 3800 gp**Usage** held in 1 hand; **Bulk** L

These infamous +2 greater striking daggers, prized by assassins, have a Khyber dragonshard embedded into the pommel that channels the souls of victims but doesn't itself trap them. There's much debate over the actual fate of the souls of those slain by a Keeper's Fang. The common myth says that the souls of victims are trapped in the Lair of the Keeper, and heroes can seek to reclaim a soul from the Sovereign of Death and Decay. Another myth maintains that these weapons channel souls to the overlord Katashka, and that one must deal with the Lords of Dust to restore a victim. Most Keeper's Fangs were created by the Shaar'khesh assassins of the Empire of Dhakaan.

Rather than ascribing the blade's power to the Keeper--whose existence the Dhakaani reject--they believe these blades utterly destroy the souls of their victims.

Activate ♦; **Frequency** once per day; **Trigger** You reduce a creature to 0 hit points with a strike from this blade; **Effect** the creature is slain and its soul removed. A creature whose soul has been stolen in this way can be restored to life only by means of a wish spell.

WORN ITEMS

CHARLATAN'S GLOVES

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 basic; **Level** 1; **Price** 10 gp

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

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 0, 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.

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.

UUL'KUR (DREAM KEY)

ITEM 2

UNCOMMON | MAGICAL | GOBLIN

Price 20 gp

Usage worn; Bulk L

This iron token is inlaid with a sliver of a Siberys dragonshard. Most are worn as brooches, but others take the form of coins or keys. While an uul'kur is a common magic item, the secret of its creation is

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

VOLA'KHESH

ITEM 3

UNCOMMON | MAGICAL | GOBLIN

Price 30 gp

Usage worn; Bulk L

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

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

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

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

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 these spells are commonly referred to (and behave identically to) the following spells.

TABLE 8-2: NEW DRAGONMARK FOCUS SPELLS

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.
5	Wall of Gears	Create a wall out of moving parts.

TABLE 8-4: DIVINE SPELL LIST

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

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

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**  somatic, verbal**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.

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.

BOLDREI'S BROOM**CANTRIP 0****COMMON** | **CANTRIP** | **TRANSMUTATION****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**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.

CANTRIP 0**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**DANCING DRAGONMARK****SPELL 2****UNCOMMON** | **TRANSMUTATION****Traditions** arcane, divine, occult, primal**Cast** somatic, verbal**Range** 30 feet; **Targets** 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.

Dragonmarked creatures in the area become nauseated as their marks begin to writhe and dance on their skin. The creature must make a Will save. 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 your mark.

Mark of Detection perception**Mark of Finding** perception**Mark of Handling** nature**Mark of Healing** medicine**Mark of Hospitality** diplomacy**FABRICATE****SPELL 5****CONJURATION****Traditions** Arcane**Cast** material, dragonmark, 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 and stunned 1.

FORCE BLAST**CANTRIP 1****ATTACK** **CANTRIP** **EVOCATION** **FORCE****Traditions** Arcane**Cast** somatic, verbal**Range** 180 feet; **Targets** 1 creature or object

You unleash a bolt of 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.

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** 5 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.

KELLAN'S KINDLING**CANTRIP 0****COMMON** **CANTRIP** **EVOCATION****Traditions** Arcane**Cast** somatic, verbal**Range** 5 feet

You light a candle, torch, or small campfire.

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**

CONJURATION DRAGONMARK

Cast dragonmark, dragonmark, somatic, verbal**Range** 30 feet**Duration** sustained up to 1 minute

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

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**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.

WALL OF GEARS**SPELL 5****CONJURATION** **BLUDGEONING****Traditions** arcane**Cast** material, somatic, verbal**Range** 120 feet**Duration** 1 minute**Save** basic reflex

You raise a 6-inch-thick wall of moving iron cogs, wheels, gears, pistons, and assorted mechanical parts

up to 60 feet long and 10 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side.

Each 5-foot-by-5-foot section of the wall has AC 10, Hardness 10, and 40 Hit Points.

Both sides of the wall have hundreds of moving parts that flail out, dealing 4d4 points of bludgeoning damage to all creatures that start their turn or move to within 5 feet of a section of the wall.

Heightened (+1) The bludgeoning damage increases by 1d4, the Hit Points of each section of the wall increase by 10.

WARDED RESILIENCE**FOCUS 1****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 0

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.

MONSTERS AND NPCs

ANIMALS

DINOSAUR

CLAWFOOT

N MEDIUM ANIMAL DINOSAUR

Perception +8

Skills Acrobatics +8, Athletics +7 (+9 jumping), Stealth +8, Survival +6

Str +3, **Dex** +4, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 25;

Speed 35 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d8+3 piercing

Melee ♦ talons +9 (agile, finesse), **Damage** 1d6+3 slashing

Leaping Charge ♦ The clawfoot Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a Strike with its talons, gaining a +1 circumstance bonus to its attack roll.

This two-legged lizard boasts sharp teeth and a toe claw that looks like a small sickle. It is no larger than a tall human, but looks like it could easily take down much larger prey.

In the wild, an untrained clawfoot can easily hold its own in combat, but they are even fiercer when hunting in packs. Their instinct for pack structure has made these dinosaurs a traditional war mount for the halflings of the Talenta Plains, with clawfoots quickly and eagerly responding to training and control.

DINOSAUR 2

FASTIETH

CREATURE 1

N MEDIUM ANIMAL DINOSAUR

Perception +4

Skills Acrobatics +6, Athletics +7 (+9 jumping)

Str +4, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 15; **Fort** +5, **Ref** +6, **Will** +4

HP 15;

Nimble Dodge ♦ **Trigger** The fastieth is targeted with a melee or ranged attack by an attacker they can see; **Effect** The fastieth gains a +1 circumstance bonus to AC against the triggering attack.

Speed 40

Melee ♦ bite +7, **Damage** 1d4+2 bludgeoning

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

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

MAGEBRED ANIMALS

Magebred animals are the result of intensive breeding programs run by House Vadalis. These animals are much like the standard animal, however, they have improved durability, statistics, and abilities. To capture this, apply the Elite template to the base animal statblock (Beastiary pg 6). While Vadalis has a large variety of magebred animals, the animals offered in the Equipment section are the ones primarily available to the public. Others may exist, however, and use the Elite template as the baseline along with any new feature or abilities as a result of their breeding.

Animal	Base Animal
Magebred Guard Dog	Guard Dog
Magebred Riding Dog	Riding Dog
Magebred Riding Horse	Riding Horse
Magebred Warhorse	Warhorse
Magebred Pack Animal	Riding Horse, Riding Pony
Magebred Riding Pony	Riding Pony
Magebred Warpony	Warpony

VALENAR ANIMALS

These animals are valued creatures of the Tairnadal elves. Valenar animals are thought to be the spiritual descendants of elven druids, cursed to forever remain in their animal form during the elven rebellion against the giants. Typically, a Valenar animal will choose its companion, and this is the only way you can obtain a Valenar animal.

VALENAR RIDING HORSE

CREATURE 3

N **LARGE** **BEAST** **FEY**

Perception +9

Languages Elvish, and Sylvan; can't speak any language

Skills Acrobatics +8, Athletics +9

Str +4, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +1

Bonded When a valenar steed chooses to bond with a creature, after 1 hour in a willing creature's presence, the creature and the valenar steed become bonded. The steed and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet. The valenar steed can communicate with simple emotions and visions, it still cannot speak.

AC 18; **Fort** +11, **Ref** +8, **Will** +8

HP 42;

Buck DC 21

Speed 45 feet

Melee ♦ hoof +9, **Damage** 1d6+4 bludgeoning

Gallop ♦♦ The valenar riding horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

This fine horse is majestically tall and deservedly proud. Its lush coat is white on the belly, tan on the back, and dark brown on the sides, almost suggesting the coloration of an antelope.

The fastest horses in Khorvaire, Valenar riding horses are bred by the elves of Valenar.

VALENAR GUARD DOG

CREATURE 1

N **SMALL** **ANIMAL** **FEY**

Perception +10

Languages Elvish, and Sylvan; can't speak any language

Skills Acrobatics +7, Athletics +6, Stealth +7, Survival +7

Str +1, **Dex** +2, **Con** +2, **Int** -3, **Wis** +2, **Cha** +1

Bonded When a valenar hound chooses to bond with a creature, after 1 hour in a willing creature's presence, the creature and the valenar hound become bonded. The hound and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet. The valenar hound can communicate with simple emotions and visions, it still cannot speak.

AC 17; **Fort** +7, **Ref** +9, **Will** +7

HP 21;

Speed 30 feet

Melee ♦ jaws +7, **Damage** 1d6+3 piercing

Pack Attack none The hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hound's allies.

These hounds are loyal and intelligent. Most breeds are present in the lineages of the Valenar hounds; each having lush fur, developed musculature, and a proud stance.

Some of the most intelligent hounds in Khorvaire, Valenar Guard Dogs are bred by the elves of Valenar.

VALENAR HAWK

CREATURE 1

N **SMALL** **BEAST** **FEY**

Perception +11

Languages Elvish, and Sylvan; can't speak any language

Skills Acrobatics +8, Stealth +8, Survival +7

Str +0, **Dex** +3, **Con** +1, **Int** -3, **Wis** +2, **Cha** +1

Bonded When a valenar hawk chooses to bond with a creature, after 1 hour in a willing creature's presence, the creature and the valenar hawk become bonded. The hawk and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet. The valenar hawk can communicate with simple emotions and visions, it still cannot speak.

AC 15; **Fort** +4, **Ref** +8, **Will** +7

HP 14;

Speed 10 feet, fly 60 feet

Melee ♦ talons +6, **Damage** 1d6+2 piercing

NPCs**MAGEWRIGHTS**

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

MAGEWRIGHT - CHEF**CREATURE 3**

N	MEDIUM	HUMANOID	MAGEWRIGHT
----------	---------------	-----------------	-------------------

Perception +8**Languages** Common**Skills** Athletics +8, Arcana +8, Crafting +15, Diplomacy +5, Society +8, Cooking Lore +15**Str +1, Dex +1, Con +3, Int +3, Wis +2, Cha +0**

Seasoned Chefs have mastered the preparation of many types of food and drink. They gain a +1 circumstance bonus to checks to Craft food and drink.

Arcane Ritual Spells Arcane ritual spells can be cast at will, however, the casting time becomes 10 minutes and gains the concentration trait instead of the normal casting time. In addition, the spell requires a material component of processed eberron dragonshards worth $2 \text{ gp} \times \text{spell level}$ in addition to the normal material components.

Items Cookware, cloth apron, ladle**AC 16; Fort +9, Ref +8, Will +5****HP 54;****Speed** 25 feet**Melee** ♦ ladle +10 (agile), **Damage** 1d6+1 bludgeoning**Ranged** ♦ ladle +8 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning**Arcane Ritual Spells** DC 17, attack +; **1st** Purify Food and Drink**Arcane Prepared Spells** DC 17, attack +; **Cantrips (1st)**

Culinary Transmutation, Zolan Zest, Magecraft

MAGEWRIGHT - HEALER**CREATURE 3**

N	MEDIUM	HUMANOID	MAGEWRIGHT
----------	---------------	-----------------	-------------------

Perception +9**Languages** Common**Skills** Arcana +8, Crafting +15, Diplomacy +5, Medicine +15, Nature +9, Society +8**Str +0, Dex +1, Con +3, Int +3, Wis +3, Cha +0**

Ward Medic Magewright healers have worked in public health through pandemics and wars, gaining experience treating several patients at once and tending to all their needs. When a Magewright Healer uses Treat Disease or Treat Wounds, they can treat up to two targets.

Arcane Ritual Spells Arcane ritual spells can be cast at will, however, the casting time becomes 10 minutes and gains the concentration trait instead of the normal casting time. In addition, the spell requires a material component of processed eberron dragonshards worth $2 \text{ gp} \times \text{spell level}$ in addition to the normal material components.

Items Healer's Tools b**AC 14; Fort +6, Ref +6, Will +10****HP 48;****Speed** 25 feet**Melee** ♦ dagger +8 (agile, finesse), **Damage** 1d4 piercing**Arcane Ritual Spells** DC 17, attack +; **1st Heal****Arcane Prepared Spells** DC 17, attack +; **Cantrips (1st)**
Stabilize, Magecraft

Magewrights are the backbone of Khorvaire's arcane industry. Performing any role that a common tradesperson might, they weave magic into their productions to increase their efficiency and quality of product. The magewright healer is a 7th-level challenge when healing or aiding in medicine.

MAGEWRIGHT - SMITH**CREATURE 3**

N	MEDIUM	HUMANOID	MAGEWRIGHT
----------	---------------	-----------------	-------------------

Perception +5**Languages** Common**Skills** Athletics +8, Arcana +8, Crafting +15, Diplomacy +5, Society +8, Smithy Lore +15**Str** +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +0

Arcane Ritual Spells Arcane ritual spells can be cast at will, however, the casting time becomes 10 minutes and gains the concentration trait instead of the normal casting time. In addition, the spell requires a material component of processed eberron dragonshards worth 2 gp x spell level in addition to the normal material components.

Items Artisan's tools, leather apron (functions as padded armor), light hammer

AC 17; Fort +9, Ref +8, Will +5**HP** 50;**Speed** 25 feet

Melee ♦ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

Ranged ♦ light hammer +8 (agile, thrown 20 feet),

Damage 1d6+3 bludgeoning plus smith's fury

Arcane Ritual Spells DC 18, attack +; **1st** Mending**Arcane Prepared Spells** DC 18, attack +; **Cantrips (1st)**

Kellan's Kindling, Magecraft

Smith's Fury none The magewright smith deals an additional 1d6 damage when they hit with a weapon they created.

Magewrights are the backbone of Khorvaire's arcane industry. Performing any role that a common tradesperson might, they weave magic into their productions to increase their efficiency and quality of product. The magewright is a 7th-level challenge when competing with smithing or other crafting tasks.

BUILDING MAGEWRIGHTS

Magewrights always cast spells of their profession with the Arcane Ritual Spell feature but can cast cantrips regularly. They own the tools required for their trade, and they are typically higher level in their specialization than their combat challenge. Most magewrights are not trained in combat, and should not be built as such. The following list provides some example magewrights spells and tools for their profession.

EXAMPLE MAGEWRIGHTS

Specialty	Skills and Tools	Cantrips	Spells
Artisan	Artisan's Tools, Crafting	Magecraft	Mending
Entertainer	Performance	Halan's Dramatic Entrance, Tialaen Tongue	Illusory Disguise
Healer	Healer's Tools, Medicine	Stabilize	Heal
Lamplighter	Lamplighter Wand	Kellan's Kindling, Shol Flame	-
Locksmith	Thieves' Tools, Theivery, Crafting	Magecraft	Lock, Knock
Mediator	Perception, Diplomacy	Guidance	Zone of Truth

WANDSLINGERS

As martial magic became widespread in the last war, individuals started training in a new type of fighting: wandslinging. With a cocky bravado, these wandslingers carry a force of personality with a quick wand draw to back it up. Most of these wandslingers specialize in a few, but effective, cantrips cast with the aid of their wand. As this new style of fighting became pronounced in Khorvaire, nations began to see specialist wandslingers wielding the magic of their nation and fighting for their cause.

WANDSLINGER - CYRAN PHANTASM

CREATURE 3

N MEDIUM HUMANOID MAGEWRIGHT

Perception +14

Languages Common

Skills Acrobatics +8, Athletics +6, Arcana +7, Deception +11, Diplomacy +9, Performance +9

Str +1, **Dex** +3, **Con** +2, **Int** +2, **Wis** +1, **Cha** +4

Items Common Wand, Duster (Explorer's Clothing)

AC 18; **Fort** +7, **Ref** +12, **Will** +7

HP 48;

Counterspell  **Trigger** A creature Casts a Spell the Wandslinger has prepared; **Effect** The Wandslinger expends a prepared spell to counter the triggering creature's casting of that same spell. The Wandslinger loses its spell slot as if it had cast the triggering spell. The Wandslinger then attempts to counteract the triggering spell.

Speed 25 feet

Melee  dagger +8 (agile), **Damage** 1d6+1 bludgeoning

Arcane Prepared Spells DC 20, attack +12; **1st** magic missle, Cantrips (**1st**) force blast, shield

BUILDING WANDSLINGERS

Wandslingers are martial characters similar to a gunslinger in spirit - though guns might not exist in your Eberron. A wandslinger typically has 1-2 damaging cantrips and a 1st level damaging spell. Though they call themselves wandslingers, they rarely have access to the types of wands that a player character might. The wands they draw are typically standard arcane foci for casting spells. If creating a higher level wandslinger, consider giving them a magical wand to use instead.

WANDSLINGING SOLDIERS

Wandslinger	Cantrips	Spells
Aundairian Dragoon	force blast, electric arc	concussive burst
Brelish Firebrand	fire bolt, light	burning hands
Cyran Phantasm	force blast, shield	magic missile
Karrnathi Ghoul	chill touch, acid splash	fear
Thrane Beacon	divine lance, stabilize	horizon thunder sphere

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 - despite 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).

- 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.

REFERENCES

- [1] Eberron Campaign Setting. Keith Baker. pg. 136.
- [2] Eberron Campaign Setting. Keith Baker. pg. 142.
- [3] Eberron Campaign Setting. Keith Baker. pg. 188.
- [4] Eberron Campaign Setting. Keith Baker. pg. 152.
- [5] Eberron Campaign Setting. Keith Baker. pg. 158.
- [6] Eberron Campaign Setting. Keith Baker. pg. 164.
- [7] Eberron Campaign Setting. Keith Baker. pg. 170.
- [8] Eberron Campaign Setting. Keith Baker. pg. 176.
- [9] Eberron Campaign Setting. Keith Baker. pg. 184.
- [10] Eberron Campaign Setting. Keith Baker. pg. 192.
- [11] Eberron Campaign Setting. Keith Baker. pg. 194.
- [12] Eberron Campaign Setting. Keith Baker. pg. 198.
- [13] Eberron Campaign Setting. Keith Baker. pg. 202.
- [14] Eberron Campaign Setting. Keith Baker. pg. 206.
- [15] Eberron Campaign Setting. Keith Baker. pg. 210.
- [16] Eberron Campaign Setting. Keith Baker. pg. 212.
- [17] Secrets of Sarlona. Keith Baker. pg. 19.
- [18] Secrets of Sarlona. Keith Baker. pg. 41.
- [19] Secrets of Sarlona. Keith Baker. pg. 83.
- [20] Secrets of Sarlona. Keith Baker. pg. 94.
- [21] Eberron Campaign Setting. Keith Baker. pg. 216.
- [22] Eberron Campaign Setting. Keith Baker. pg. 220.
- [23] Eberron Campaign Setting. Keith Baker. pg. 220.
- [24] Eberron Campaign Setting. Keith Baker. pg. 223.
- [25] Eberron Campaign Setting. Keith Baker. pg. 68.
- [26] Eberron Campaign Setting. Keith Baker. pg. 68.
- [27] Eberron Campaign Setting. Keith Baker. pg. 68.
- [28] Eberron Campaign Setting. Keith Baker. pg. 69.
- [29] Eberron Campaign Setting. Keith Baker. pg. 69.
- [30] Eberron Campaign Setting. Keith Baker. pg. 69.
- [31] Eberron Campaign Setting. Keith Baker. pg. 69.
- [32] Eberron Campaign Setting. Keith Baker. pg. 69.
- [33] Eberron Campaign Setting. Keith Baker. pg. 69.
- [34] Eberron Campaign Setting. Keith Baker. pg. 69.
- [35] Eberron Campaign Setting. Keith Baker. pg. 69.
- [36] Eberron Campaign Setting. Keith Baker. pg. 69.
- [37] Eberron Campaign Setting. Keith Baker. pg. 70.
- [38] Eberron Campaign Setting. Keith Baker. pg. 70.
- [39] Eberron Campaign Setting. Keith Baker. pg. 70.
- [40] Exploring Eberron. Keith Baker. pg. 52.
- [41] Exploring Eberron. Keith Baker. pg. 57.
- [42] Eberron Campaign Setting. Keith Baker. pg. 71.
- [43] Eberron Campaign Setting. Keith Baker. pg. 218.
- [44] Eberron Campaign Setting. Keith Baker. pg. 71.
- [45] Eberron Campaign Setting. Keith Baker. pg. 70.
- [46] Exploring Eberron. Keith Baker. pg 109.
- [47] Eberron Rising from the Last War. Keith Baker. pg 25.
- [48] Exploring Eberron. Keith Baker. pg. 33.
- [49] Exploring Eberron. Keith Baker. pg. 93.
- [50] The Mwangi Expanse. Paizo. pg 111.
- [51] Exploring Eberron. Keith Baker. pg. 95.
- [52] Eberron Rising from the Last War. Keith Baker. pg 29.
- [53] Exploring Eberron. Keith Baker. pg 41.
- [54] Exploring Eberron. Keith Baker. pg 260.
- [55] Dragonmarked. Keith Baker. pg. 12.
- [56] Dragonmarked. Keith Baker. pg. 13.
- [57] Dragonmarked. Keith Baker. pg. 14.
- [58] Dragonmarked. Keith Baker. pg. 12.
- [59] Dragonmarked. Keith Baker. pg. 13.