



le Scriptorium

presents:

a setting for
Fantasy Craft



CONVERSION GUIDE



A CONVERSION GUIDE FOR FANTASY CRAFT BY AEGIS

To use this document, you will need *Fantasy Craft*, second printing, and the *Adventure Companion*. You may also find *Spellbound* quite useful. Nothing could replace the *Eberron Campaign Setting*, 3rd or 4th edition, for more detailed informations on this fantasy world.

EBERRON
CONVERSION GUIDE

Introduction

This document is meant to allow fans of both *Eberron* and *Fantasy Craft* to use their favorite set of rules to play in this world of wonders. Besides iconic characters and creatures, you will find here new objects, spells and other useful rules for your game.

Fantasy Craft is a game by Alex Flagg, Scott Gearin, and Patrick Kapera. *Eberron* is Wizards of the Coast's property and was born from the devious mind of Keith Baker. All the pictures used in this document are *Wizard of the Coast's* property.

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CAMPAIGNS

Era

Reason. With the Last War, the Khorvaire brutally entered the industrial age. The scientific development of its nations is relatively important for a fantasy world. Character options and gear from the Ancient, Primitive, Feudal, and Reason eras are available in this setting (see *Fantasy Craft*, page 305).

Campaign Qualities

The following campaign qualities are suggested for the Eberron campaign setting (see page 322 of *Fantasy Craft* for more on campaign qualities).

Bold Heroes: Heroes of Eberron campaigns are unusually lucky. They always seem to escape the direst situations almost unharmed.

Dragonmarked: The draconic prophecy has a deep impact on Eberron. It might even be the very reason the whole world exists. Those who bear its mark have an important role to play in the world's destiny.

Flexible Magic Items: Years of studies have risen the comprehension of magic items to a new level. New and strange combinations are discovered on a daily basis ...

Greater Magic Items: And magic items are growing more and more powerful too!

Miracles: Gods exist on Eberron. Well, no one has ever seen them or anything, but the faithful who worship the Sovereign Host and others entities do receive blessings.

Plentiful Magic Items: Thanks to the artificers, the industry of magic has made magic items almost common. Although most peasants still cannot afford a *everburning lights*, nobles and even middle-class people consider magic as just another luxury.

Sorcery (Cyclical Magic): Eberron is literally surrounded by magic. Although neither simplistic nor universal, arcane magic has many adepts. The planes revolving around the world also have a strong impact on the forces of the arcane.



CHARACTERS

The world of Eberron brings new exciting origins for the players: young species who have carved their place in the world, beings gifted with psychic abilities, and many magic wielders who have contributed to the technological advancement of the Khorvaire. If you wish, you may also create regional Talents for humans coming from the different regions of Khorvaire, particularly the Five Nations.

Species

This section describes the social place of all species found in *Fantasy Craft*, but also presents a few new ones, specific to *Eberron*, like the changelings, the kalashtars, and the shifters.

CHANGELINGS

A long history of cross-breeding between humans and doppelgängers – now almost disappeared – has given birth to this hybrid and mysterious species. Changelings have inherited the curiosity and dare of both their ancestors and have carved a place for themselves in human societies. A place that often implies dealing with humans' dirty business.

Common Personality Traits: Smooth operator, Charming, Open-minded, Daring, Paranoid

Common Physical Traits: Thin, noseless, pale skin, featureless face, blank eyes

Example Names: Dox, Fye, Jin, Lam, Ruz

Splinter Race Feats: Superior Mind (mind trickster), Superior Shape (shape shifter). Unless you possess one of these, you are a 'free mind' (a changeling with no particular potential).

Type: Medium (1×1) biped Folk with a Reach of 1. Your maximum wounds equal your Constitution score.

- **Attributes:** Intelligence +1, Wisdom +1, Charisma +1
- **Base Speed:** 30 ft.
- **Bleeding Immunity:** Closing wounds is one of the easiest tricks you know. You are immune to the *bleed* condition.

- *Minor Shapeshifting*: You may attempt any Mask check without a kit and it takes you 2 rounds only. Further, all Disguise penalties are halved. You still may not disguise into a Species with which you share no resemblance at all. A True Seeing spell reveals your true nature and you shift back to your original shape when killed.
- *Enlightened Disguise*: Your maximum Disguise rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Reviled*: Changelings have a not always undeserved reputation of spies and assassins. The starting Disposition of non-changelings decreases by 10.
- *Linguist*: You know 2 additional Languages.

DRAKES

The continent of Argonnessen is home to most dragons. The drakes, the youngest of their kin, are usually more restless and curious about the world than their elders. Although most of them are bound to remain in Argonnessen, some drakes more daring than others travel the world, seldom unnoticed.

Splinter Race Feats: The various drake splinter race feats allow for the personification of a particular aspect — elemental or natural — of their draconic nature.

DWARVES

From the Mror Holds, the dwarves have settled throughout the Khorvaire. Those who do not remain inside their clan's ancient strongholds have carved a name for themselves in the rest of the continent, proving extremely gifted in metalworking, trading, and of course adventuring.

Splinter Race Feats: Today, most of Eberron's dwarves have settled in one of the Five Nations. Those have mostly lost their ancestral legacy in exchange for new opportunities. But those who remain in the Mror Holds and their surroundings have inherited incredible abilities depending on their bloodline and clan (*see Fantasy Craft, page 67 AC*).

ELVES

The elves are an ancient race who used to serve as slaves to the giant kings of Xen'drik. Centuries after the wars with the dragons and their

rebellion against their masters, they have spanned throughout the known world, giving birth to powerful yet very different civilizations.

Splinter Race Feats: Most Khorvaire elves are called 'city elves', descendants of the first pioneers of this continent. These cosmopolitan elves have fully adapted to the human society, thanks to their charming demeanor and sense of aesthetics. On the other hand, Valenar elves (Valenar Nation) are far less sophisticated, and quick to anger. Aërenal elves (Aërenal Nation) are much more sociable and educated ... although sometimes creepy. However, this is not a virtue common to the dark elves (Scorpion Nation), who remained on the Xen'drik long after the fall of their giant masters. The latter certainly are the most savage, ruthless, and unstable branch of the great elven family.

GIANTS

Once upon a time, giants ruled over a large part of the world, the Xen'drik. Their powerful civilization was based on their natural strength, the advanced techniques they developed – it is rumored the Cannith built the warforged based on giants' schematics – and the slavery of the elves. After the dramatic defeat that ended the wars against the dragons and the uprising of the elves, their empire collapsed. Today, only ruins and disillusioned individuals remain of this once grand nation.

Splinter Race Feats: The blood of many Xen'drik giants carries the power of the primal elements (Elemental Heritage).

GNOMES

Gnomes have befriended humans for a long time, and their own country, Zilargo, has close bonds of friendship with the kingdom of Breland. Their intelligent and scheming nature makes them invaluable allies and ruthless enemies. Most of all, their strength lies in their vast network of spies, informers, and assassins.

Splinter Race Feats: Technically, gnomes are pechs with the Quick-Finger Folk feat, although they are entirely distinct races.

GOBLINS

Goblins are not very liked in Khorvaire, to say the least. These nasty little creatures are primarily known for ambushing travelers in the most remote parts of the Khorvaire. The most civilized of this

kind can be found in the Darguun, where they are mostly seen by their hobgoblin cousins as nothing more than cheap cannon fodder.

Splinter Race Feats: Most goblins live in savage tribes and are simply known as 'cave goblins'. However, those who find themselves affiliated to large tribes, as often in the Darguun or the Droaam, often adopt the name of the tribe as well (see Hobgoblins, below).

HALF-ELVES

Elves and humans have mingled since the very first elves set foot on the Khorvaire. Since then, an authentic, unique half-elven community has grown on its own right. Half-elves are appreciated for their humor and generally good mood ... much less for their sometimes mischievous habits.

Common Personality Traits: Witty, enigmatic, joyful, thoughtful, mischievous

Common Physical Traits: Hairless face, skinny, thin nose and features, slightly pointed ears, almond-shaped eyes

Example names: Half-elves often adopt human-like names, unless they are raised in a strictly elven community.

Splinter Race Feats: Mechanically speaking, half-elves are humans who have taken the Elf Blood feat (see AC 132).

HALF-ORCS

Orcs and humans intimate relations have rarely been based on mutual consentement, if ever. However, there have been enough for a true half-orc community to develop and grow by its own right. Most common in the Shadow Marches, half-orcs are sought for their strength and still despised – if not feared – for their barbaric roots.

Common Personality Traits: Rough, Threatening, Grumbling, Shy, Single-minded

Common Physical Traits: Well-built, Flat nose, Brown-or green-skinned, Deep voice, Pig-like eyes

Example names: Half-orcs often adopt human-like names, unless they are raised in a strictly orcish community.

Splinter Race Feats: Mechanically speaking, half-orcs are humans who have taken the Orc Blood feat (see AC 134).

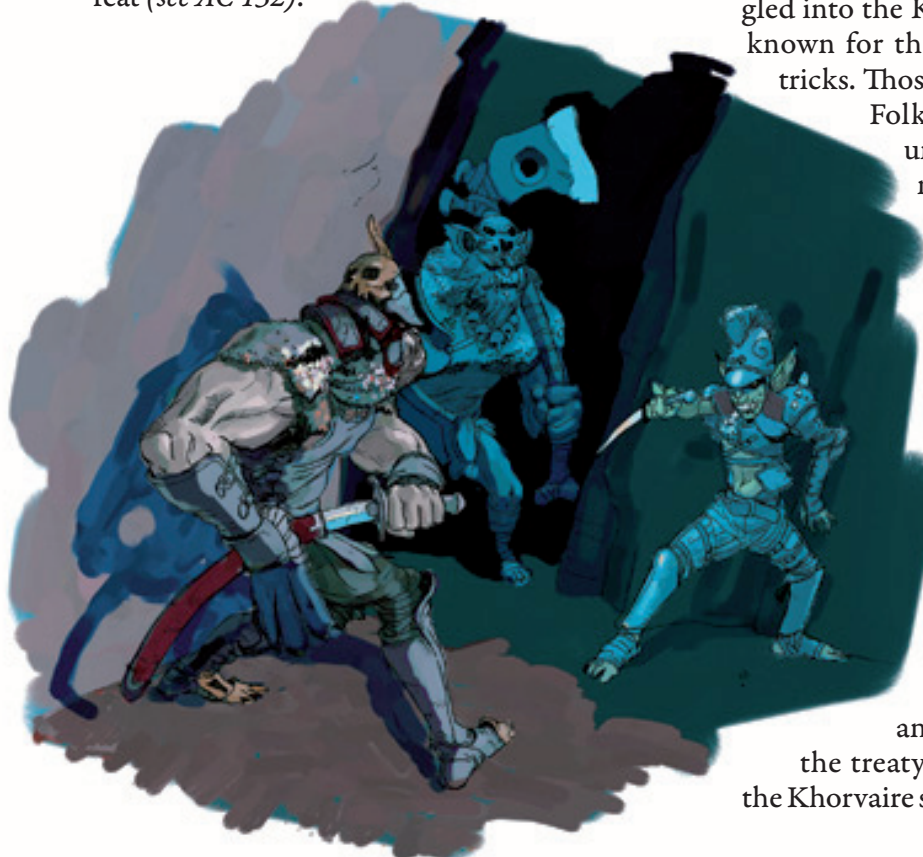
HALFLINGS

Halflings are a rather diverse lot. While a number of them has mingled with the civilizations of the Khorvaire for centuries, becoming a strong community of its own, many tribes still wander the Talanta Plains as their ancestors before, living a life of spirituality and hunting.

Splinter Race Feats: Many halflings have mingled into the Khorvaire societies, and are mostly known for their courage, wits, and often dirty tricks. Those who still live in the plains (Plains Folk) are very different, ferocious and untamed warriors who hunt giant dinosaurs like simple game.

HOBGOBLINS

While giants once ruled over Xen'drik, hobgoblins once ruled over Khorvaire. The Dakhaan empire ruled by force and other species were nothing more than slaves. This tyrannic reign ended when the horrors from Xoriat invaded Eberron and almost wiped the hobgoblin civilization out. Millenia later, during the Last War, the hobgoblins united again under the banner of a new warlord, and gained their independence with the treaty of Thronehold. While the rest of the Khorvaire still sees them as ruthless barbarians,



the once mighty hobgoblins are slowly regaining their strength.

Common Personality Traits: Brutal, honorable, impulsive, faithful, reckless

Common Physical Traits: Clawed hands, pointed ears, brown fur, dark nose, piercing eyes

Example Clan Names: Dhakaan, Mordraam, Rohaar, Thaar, Wesgaar

Example First Names: Araal, Chord, Duraa, Saroni, Sehemoth

Splinter Race Feats: Iron Bearer (Kech Shaarat tribe), Word Bearer (Kech Volaar tribe), Standard Bearer (Rukhan Taash tribe). Unless you choose one of these, you're a kadaar'rhun, a warrior from a minor tribe.

Type: Medium (1×1) biped Folk with a Reach of 1. Your maximum wounds equal your Constitution score.

- *Attributes:* +2 Dexterity, +2 Constitution
- *Base Speed:* 30 ft.
- *Darkvision I:* You ignore the effects of dim and faint light.
- *Enlightened Sneak:* Your maximum Sneak rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Enlightened Tactics:* Your maximum Tactics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Reviled:* For the rest of the Khorvaire, hobgoblins are nothing more than barbarians. The starting Disposition of non-gobli-noids decreases by 10.
- *Unbreakable:* Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

HUMANS

Humans span all across the Khorvaire and are by far the dominant species of Eberron. They are threatened, however, by more enemies than any other culture. They gain strength from their sheer numbers and their will to always go forward.

Splinter Race Feats: Planar ascendance is almost unheard of on Eberron. Only the daelkys, with their counter-nature experiments have achieved such tainted feats (Daelkyr Heritage).

KALASHTARS

The entities of Dal Quor, realm of the dreams, are known to enter this world by possessing the mind of humans. But while Inspired do this by coercion and with the vilest intentions, kalashtars are opposed to their nefarious plans – and their methods. Indeed, they enter the physical envelope of humans only when invited, to become a unique identity. From their secluded land of Adar or even at the core of the Khorvaire, they struggle to prevent the Inspired to take over another continent.

Common Personality Traits: Stern, mesmerizing, graceful, dreaming, seductive

Common Physical Traits: Unearthly splendor, tall, perfect features, unfocused eyes, deep voice

Example Names: Halkhad, Kanatash, Novakri, Panitari, Thinharath

Splinter Race Feats: You may select feats as if you're a human.

Type: Medium (1×1) biped Folk with a Reach of 1. Your maximum wounds equal your Constitution score.



- *Attributes:* Charisma +2
- *Base speed:* 30 ft.
- *Alloof:* Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.
- *Charming:* Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Mind Link:* You learn the Projection psychic power (*see the Psionics*) and its cost is reduced to 3 vitality. You may use it (but not increase it) without any Rank in Manipulate. Your Psion Level for this power is always 1.
- *Limited Proficiencies:* You begin play with 2 fewer proficiencies (minimum 0).
- *Quori Language:* You learn the Quori Language.
- *Tenacious Spirit:* You gain 1 additional vitality point at each Career Level.

OGRES

More aggressive than the goblins, more vicious than the hobgoblins, more powerful than the orcs, the ogres are without a doubt the direst enemy of men. From the swampy plains or the mountains of the Droaam, they launch devastating raids on the nearest human lands, just to be driven back by the ever-vigilant army of Breland.

Splinter Race Feats: Ogres are terrifying enough, but some subraces are even worse! The merrows (Sea Brave) and the trolls (Stone Brave) are even more feared than their infamous cousins.

ORCS

Orcs are a very diverse lot. While many of them still live among the savage tribes of the Droaam, those of the Shadow Marches live (relatively) peacefully among the humans and half-orcs who have also settled there. Others are even defenders of the weak and the innocent: at the border of the Demon Waste, courageous human and orc tribes fight endlessly against the offspring of demons to prevent them from pouring onto the entire continent. And throughout the Khorvaire, the Sentinels of the Seal, among which are many orcs, try to prevent Xoriat from entering in conjunction with Eberron once again.

Splinter Race Feats: Most orcs are either simple farmers, hunters, or savage, almost animalistic barbarians. However, some of them have embraced a

greater ideal and raise above their kin. This is mostly the case of the druids who protect our world from otherworldly invasions (Gatekeepers) and the valiant tribes who patrol the borders of the Demon Waste to prevent the evil from spreading (Ghaash'kala).

ROOTWALKERS

Rootwalkers are almost extinct in Eberron. There is actually one survivor of this forgotten species, an ancient druid in Eldyn's Reaches, but he might very well be the last of his kind.

SAURIANS

Saurians are almost unheard of in most of the Khorvaire. Most of them can be found in the deep jungles of Q'barra, where various tribes of all sizes, shapes, and cultures fight for survival and against the recently arrived human invaders.

Splinter Race Feats: Most Q'barra saurians are lizard-folk from the 'cold sun' tribe and present no particular qualities. But most notably two other species have evolved into quite intriguing specimens. The smallest ones are known as 'poison dusk' and are dreaded archers relying on poisoned arrows (Poison Dusk). But the most feared species is that of the 'black scales', huge, brutal black lizards who haunt the deepest jungles of Q'barra (Dark Scale).

SHIFTERS

Another hybrid species, the shifters are certainly the most feared of all. Decending from the ravenous werewolves and other lycanthropy-infected creatures, they are vicious predators gifted with animalistic agility and instincts. However, their human side grants them a total control over their feral nature ... so they say.

Common Personality Traits: Angry, curious, savage, stubborn, wild

Common Physical Traits: Sharp teeth, claws, strong legs, tail, feline eyes

Example Names: Briar, Donnon, Jalk, Red, Terri

Splinter Race Feats: Lycanthropic Bloodline (any). Unless you choose one of these, you're 'weak blood' (a shifter whose bloodline has been crossed to many times with human blood).

Type: Medium (1×1) biped Folk with a Reach of 1. Your maximum wounds equal your Constitution score.



- *Attributes*: +3 Dexterity, –1 Intelligence, –1 Charisma
- *Base speed*: 30 ft.
- *Achilles' Heel (silver)*: Silver has always been the bane of your ancestors. When you suffer damage from silver weapons, you also suffer an equal amount of lethal damage.
- *Darkvision I*: You ignore the effects of dim and faint light.
- *Enlightened Acrobatics*: Your maximum Acrobatics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Natural Attack*: You gain the Claw I natural attacks (*see Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Claw IV, Claw III, and Claw I become Claw V).
- *Rage Basics*: You gain the Rage Basics feat.
- *Reviled*: Most people still perceive shifters as bloodthirsty lycanthropes. The starting Disposition of non-shifters decrease by 10.

UNBORN

Most of Eberron's Unborn are Warforged, cyborg-like creatures built by the Cannith house during the Last War to provide fresh, tireless troops to the highest bidder. Except in Karrnath where undeads were favored, Warforged have been employed everywhere. But now the war is over, no one really wants these animated reminders of dark times near their home. After all, they're just killing machines, aren't they?

Splinter Race Feats: Saying that each warforged is unique would be a lie: most of them were built in series during the war. However, several models were gifted with unique attributes in order to perform specific missions. Unborn splinter race feats can make *your* warforged unique.



Human Talents

Even if smaller kingdoms exist, only the Five Nations are ancient enough to possess a distinctive culture and strongly "typical" citizens.

AUNDARIAN

In Aundair, those who can afford it can have access to the best education and trainings in Khorvaire.

- *Attributes*: +2 Intelligence, –2 Wisdom
- *Base Speed*: 30 ft.
- *Broad Learning*: You gain 2 additional Studies (see page 61).
- *Double Boost*: You may spend and roll 2 action dice to boost Intelligence-based skill checks.
- *Enlightened Skill*: Choose one skill from Chapter 2. Your maximum rank in that skill increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Sharp Mind*: you gain 1 additional skill point per level.
- *Scars of the Last War*: The starting Disposition of people from the other Four Nations decreases by 10.

BRELISH

Very nationalist and proud, Brelish people are a stubborn, combative lot. Although not always open minded, they can be extremely innovative when need arises.

- *Attributes*: +2 Wisdom, –2 Dexterity
- *Base Speed*: 30 ft.
- *Encouragement*: Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Enlightened Impress*: Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.

- *Grueling Combatant*: Each time an adjacent opponent attacks you and misses, he suffers 2 points of subdual damage.
- *Scars of the Last War*: The starting Disposition of people from the other Four Nations decreases by 10.
- *War of Attrition*: You may Tire up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

CYREAN

Once refined and elegant, all Cyreans that aren't dead are lucky survivors of the Day of the Mourning. Some are desparate, but many are just angry and looking for revenge.

- *Attributes*: +2 Charisma, -2 Strength
- *Base Speed*: 30 ft.
- *Celebrated*: Your Legend rises by 2.
- *Charming*: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Last Chance*: You may spend and roll 2 action dice to boost any save.
- *Light Sleeper*: Sleeping is never a Terminal Situation for you.
- *Natural Elegance*: Your Appearance bonus increases by +1.
- *Scars of the Last War*: The starting Disposition of people from the other Four Nations decreases by 10.

KARRNATHI

Karrnathi may be sometimes cold, grumpy, and stubborn, but they are before all a tough, patient people who has been through daunting trials.

- *Attributes*: +2 Constitution, -2 Charisma
- *Base Speed*: 30 ft.
- *Crunch!*: Your Strength-based damage rolls inflict 1 additional damage.
- *Rock Solid*: You gain 1 additional wound point per level.
- *Slow and Steady*: The cost to activate your Downtime errors and those of your teammates increases by 2 action dice.
- *Scars of the Last War*: The starting Disposition of people from the other Four Nations decreases by 10.
- *Sterner Stuff*: The *keen* quality of each attack made against you decreases by 4.

THRANE

Most Thrane are obedient, hard workers, and devout followers of the Silver Flame.

- *Attributes*: +2 Wisdom, -2 Intelligence
- *Base Speed*: 30 ft.
- *Bow Proficiency*: You gain the Bow proficiency.
- *Double Boost*: You may spend and roll 2 action dice to boost Wisdom-based skill checks.
- *Higher Calling*: Characters with opposing Alignments suffer a -1 Penalty with skill checks targeting or opposed by you.
- *Scars of the Last War*: The starting Disposition of people from the other Four Nations decreases by 10.
- *Step In*: Once per scene, you may choose to receive all of the damage being inflicted upon an adjacent character by a single attack. You may apply your damage reduction and damage resistance to this attack normally, as if you had been the original target of the attack.

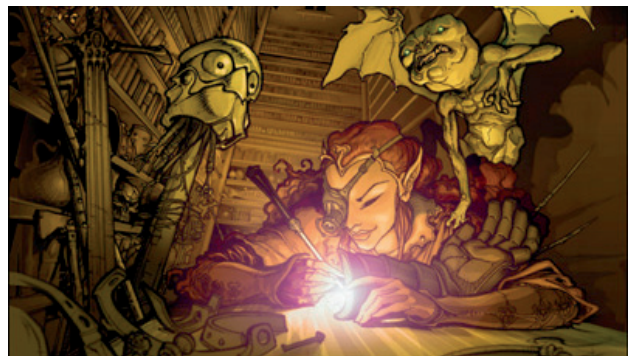
Specialties

You will find new Specialties for psionic characters, particularly the Kalashtars, in *The Psionics* handbook, available on le Scriptorium.

MAGEWRIGHT

You can't stop fixing everything, including all sorts of magical devices.

- *Bonus Feat*: Charm Binding Basics
- *Arcane Potency*: The save DC of any *spell effect* from a magic item you activate increases by 2.
- *Crafting Focus*: You gain 1 additional Crafting Focus.
- *Paired Skills*: Each time you gain ranks in the Spellcasting skill, you gain equal ranks in the Crafting skill. This may not increase your Crafting skill beyond its maximum rank.
- *Thrifty*: Your Prudence increases by 2.



Interests of Eberron

The following Interests are common in Eberron.

LANGUAGES

There are many tongues spoken across the continents of Eberron, but the most widespread are the following:

- **Daelkyr:** Mostly spoken by the sinister masters of the plane of madness, the Daelkyr is also known to some Keepers of the Gate.
- **Dakhaani:** This ancient goblinoid tongue dates back to the time when hobgoblins were the Khorvaire's undisputed masters.
- **Draconic:** This is the ancient language of Argonnessen's dragons, a complex tongue most humans cannot pronounce properly.
- **Dwarven:** The language of the dwarves is pragmatic, rough, but sometimes more subtle than one would guess.
- **Elven:** Native tongue of all the elves, Elven is a delicate, intricate language one takes years to master.
- **Galifar:** Spoken by nearly all humans of Eberron, it was the official tongue of the empire of the same name and of all Five Nations.
- **Gigantic:** Ancient tongue of the fallen giants, it has paradoxically influenced Elven, during the times when elves were the giants' slaves.
- **Halfling:** Spoken only by the halflings who remain on the Talenta plains, this tribal tongue is rather simplistic, but quite poetic.
- **Infernal:** Ancient tongue of the demons, it is mostly spoken by their vile servants of the Demon Wastes and beyond.
- **Quori:** The Quori is a sibilant tongue spoken by the denizens of the plane of the dreams.
- **Sylvanian:** Known to druids, most intelligent creatures of the forest and even a few inhabitants of the Eldyn Reaches, Sylvanian is one of the eldest languages of Eberron.

STUDIES

The following are several examples of more or less obscure Studies held by Eberron characters:

The Last War; everyday magic; magecraft; dragonshards; lightning rail; airship piloting; elemental binding; tomb-raiding; cultures (any one species or human nation, recognized by the treaty of Stronghold or not); warforged; Inspired; psionics; goblinoids; dragonmarks; dragonmarked houses (any one); religions (any one); Galifar history; Five Nations politics; espionage; Sharn; regions (any nation's lands, Mournland, Demon Wastes, Shadow Marches); the Day of the Mourning; continents (Aerenal, Argonnessen, Khyber, Sarlona, Xen'drik); the Seren; the draconic prophecy; Quori; planes (Dal Quor, Xoriat, any other); the Emerald Claw; Lords of Dust

ALIGNMENTS

Eberron's faiths are various and their gods sometimes complex. Some are single entities, others entire pantheons, or even an abstract philosophy. Some are rumored to have created the world, others to have once been human, while others walk among us. But whoever they worship, Eberron's faithful often receive an answer to their prayers. Priests of an entire pantheon should choose the pantheon's champion for their Alignment (Dol Dorn being the champion of the Sovereign Host and the Mocking Dark Six).



TABLE 1: ALIGNMENTS OF EBERRON

Alignment	Alignment Skills	Paths	Ritual Weapon	Avatar	Opposed Alignment
Blood of Vol	Bluff, Investigate, Search, Sneak	Death, Evil, Order, Secrets	Dagger	Vampiric Nobleman	Undying Court
Cults of the Dragon Below	Acrobatics, Blend, Search, Sneak	Chaos, Curses, Earth, Evil	Pike	Infernal Dolgaunt	Silver Flame
Devourer (Dark Six)	Acrobatics, Athletics, Blend, Survival	Destruction, Evil, Nature, Water	Trident	Barghest	Sovereign Host
Fury (Dark Six)	Blend, Bluff, Disguise, Prestidigitation	Beauty, Chaos, Curses, Evil	Rapier	Lamia	Sovereign Host
Keeper (Dark Six)	Bluff, Haggle, Investigate, Prestidigitation	Darkness, Death, Destruction, Evil	Falx	Predatory Hell Hound	Sovereign Host
Mockery (Dark Six)	Acrobatics, Athletics, Bluff, Tactics	Deceit, Destruction, Evil, War	Kama	Nightmare	Sovereign Host
Shadow (Dark Six)	Blend, Disguise, Prestidigitation, Sneak	Chaos, Darkness, Evil, Magic	Shod staff	Shadow Beast	Sovereign Host
Traveler (Dark Six)	Athletics, Blend, Disguise, Sneak	Chaos, Deceit, Secrets, Travel	Saber	Dire Hippogriffon	Sovereign Host
Dreaming Dark	Blend, Bluff, Disguise, Sneak	Curses, Deceit, Evil, Chaos	Bullwhip	Ancient Inspired	Path of Light
Path of Light	Acrobatics, Athletics, Search, Sneak	Beauty, Light, Order, Protection	Unarmed	Ancient Giant Turtle	Dreaming Dark
Silver Flame	Athletics, Investigate, Ride, Tactics	Fire, Good, Heroism, Order	Long bow	Herald Angel	Cults of the Dragon Below
Arawai (Sovereign Host)	Blend, Crafting, Ride, Survival	Earth, Good, Life, Nature	Flail	Bulette	Dark Six
Aureon (Sovereign Host)	Crafting, Haggle, Investigate, Prestidigitation	Knowledge, Magic, Order, Secrets	Quarter staff	Clay Golem	Dark Six
Balinor (Sovereign Host)	Athletics, Search, Sneak, Survival	Air, Beasts, Earth, Nature	Axe	Sprite	Dark Six
Boldrei (Sovereign Host)	Bluff, Disguise, Haggle, Investigate	Good, Order, Protection, Wilderness	Rake	Grizzly Bear	Dark Six
Dol Arrah (Sovereign Host)	Athletics, Bluff, Investigate, Tactics	Good, Heroism, Light, Order	Halberd	Heavenly Warlord	Dark Six
Dol Dorn (Sovereign Host)	Acrobatics, Athletics, Ride, Tactics	Chaos, Good, Force, War	Long sword	Alpha Minotaur	Dark Six
Kol Korran (Sovereign Host)	Crafting, Bluff, Haggle, Prestidigitation	Beauty, Deceit, Secrets, Travel	Mace	Ancient Basilisk	Dark Six
Olladra (Sovereign Host)	Bluff, Disguise, Haggle, Investigate	Curses, Good, Fortune, Life	Razor	Heavenly Imp	Dark Six
Onatar (Sovereign Host)	Athletics, Crafting, Haggle, Search	Fire, Good, Metal, Protection	Mallet	Clockwork Ape	Dark Six
Undying Court	Disguise, Investigate, Search, Sneak	Good, Life, Protection, Spirits	Sickle sword	Alpha Undying Soldier	Blood of Vol



CLASSES

Artificer (Expert)

Artificers are practitioners of “applied magic”. The time of theoretical and ephemeral thaumaturgy is gone: here comes the techno-arcane revolution and the standardization of magic items! Even if their understanding of magic is more limited than that of traditional Mages, Artificers know how to use their knowledge to modify in depth and durably all that surrounds them.

Depending on your campaign, an Artificer could be...

- A warrior-mage using his spells to boost his martial skills
- A rich merchant specialized in magical goods
- A mercenary selling his magical abilities to the highest bidder
- A regular soldier from a nation with a powerful magical background
- A legendary smith wielding magical arts as well as his mallet

Party Role: Wildcard/Backer. Because of the large spectrum of spells you may imbue in items, you can fit mostly any role amongst the party. Indeed, you’re at your best with allies by your side, who will take advantage of your many talents.

CLASS FEATURES

Conditions: *Sorcery* campaign quality, Crafting 6+ ranks, Charm Binding Basics and Essence Binding Basics feats

Favored Attributes: Intelligence, Charisma

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Crafting, Disguise, Haggle, Impress, Investigate, Medicine, Notice, Prestidigitation, Resolve, Search

Skill Points: 6 + Int mod per Level

Vitality: 9 + Con mod per Level

CORE ABILITY

Craft Reserve: You always have time and money for your favorite hobby. At the start of each adventure, you gain an amount of Reputation equal to your Intelligence score, which may only be spent to craft magic items. This reserve is lost if not used by the end of the adventure.

CLASS ABILITIES

Path of Creation: At Level 1, you may purchase ranks in the Spellcasting skill, learn Artifice, Conversion, and Warding spells, and cast Level 0 spells you know. Also, when you fail a Spellcasting check to cast a spell of these disciplines, no spell points are spent on the attempt.

If you already possess this ability from another class, you instead gain a additional Spellcasting feat.

Attune Magic Item I: You are truly gifted in crafting the arcane. At Level 2, when creating magic items, you produce double the normal Reputation value. Also, the Casting Level of magic items you create increases by 2.

Attune Magic Item II: At Level 7, when creating magic items, you produce triple the normal Reputation value. Also, the Casting Level of magic items you create increases by an additional 2 (total 4).

Circle of power I: At Level 3, you may cast Level 1 and lower spells you know.

Circle of power II: At Level 5, you may cast Level 2 and lower spells you know.

TABLE 2: ARTIFICER

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	SP	Abilities
1	+0	+0	+0	+2	+1	+0	+1	+1	1	Craft reserve, path of creation
2	+1	+0	+0	+3	+1	+0	+2	+2	2	Attune magic item I
3	+2	+1	+1	+3	+2	+1	+2	+3	3	Circle of power I
4	+3	+1	+1	+4	+2	+1	+2	+3	4	Genius tinker, the right tools
5	+3	+1	+1	+4	+3	+1	+3	+4	5	Circle of power II
6	+4	+2	+2	+5	+4	+2	+3	+5	6	Myths and legends
7	+5	+2	+2	+5	+4	+2	+4	+6	7	Attune magic item II, circle of power III
8	+6	+2	+2	+6	+5	+2	+4	+6	8	Arcane tech, the right tools
9	+6	+3	+3	+6	+5	+3	+4	+7	9	Circle of power IV
10	+7	+3	+3	+7	+6	+3	+5	+8	10	Artificer’s touch

Circle of power III: At Level 7, you may cast Level 3 and lower spells you know.

Circle of power IV: At Level 9, you may cast Level 4 and lower spells you know.

Genius Tinker: At Level 4, each time you fail a Crafting or Investigate check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

The Right Tools: At Levels 4 and 8, you may choose 1 of the Keeper's *the right tools* abilities (see *Fantasy Craft*, page 40), with the same restrictions.

Myths and Legends: Knowledge is power. At Level 6, you gain a +4 bonus on Identify and Knowledge checks regarding magic items. Also, the duration of such Identify checks decreases to 1 minute.

Arcane Tech: Practice makes perfect, both with science and magic. At Level 8, you may apply Spellcasting tricks to any *spell effect* Charm from a magic item you activate. Additional spell points required must be spent. Also, their save DC increases by 2.

Artificer's Touch: At Level 10, you may imbue 1 additional Charm *or* Essence in any magic item you create. Also, you learn 1 Essence and 1 Charm of your choice and you randomly roll 1 more of each. Finally, if you have one or more Binding Mastery feat, you need only 1 hour to replace a magic item's existing Charm of Essence.



Heir of Siberys (Master)

Some have been barely touched by Eberron's magic. Most of these 'chosen' join one of the great dragonmarked houses after their weak talents are revealed ... and then, there are others. Some talents don't appear half-heartedly, they literally *burst*. Those few gifted – or cursed – with such talents aren't even considered as assets anymore, rather as unpredictable threats. Heirs of Siberys own these kind of powers that mortals fear so much ... and they clearly intend to use it the way they want.

Party Role: Wildcard. Your powers mostly depend on the dragonmark you bear. You can as well be a miracle healer, a savage destroyer, or an unmatched spy.

CLASS FEATURES

Conditions: 18+ in any one attribute, Legend 6+, *Dragonmarks* campaign quality, cannot have any Dragonmark feat

Favored Attributes: varies

Class Skills: Athletics, Impress, Intimidate, Notice, Resolve, Sense motive

Continuity: Choose 2 skills. These 2 skills become Heir of Siberys class skills for you.

Skill Points: 4 + Int mod per level

Vitality: 12 + Con mod per level

CLASS ABILITIES

Destiny's Toy: Whether you want it or not, you are at the core of the maelström of possibilities the destiny prepares. You gain a Quest Subplot chosen by your GM in accordance with the draconic prophecy. Until this Subplot is fulfilled, you can always Cheat Death, even during Dramatic Scenes. You also gain an additional +4 bonus to all saves against 'terminal' spells.

TABLE 3: HEIR OF SYBERIS

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+1	+1	+1	+1	+0	+1	+1	Destiny's toy, mark of Siberys I
2	+1	+2	+2	+2	+1	+0	+2	+2	Draconic fortune
3	+2	+2	+2	+2	+2	+1	+2	+3	Excellence
4	+3	+2	+2	+2	+2	+1	+2	+3	Draconic protection, mark of Siberys II
5	+3	+3	+3	+3	+3	+1	+3	+4	Prophetic Revelation

Mark of Siberys I: Your dragonmark bursts suddenly in one night. This intricate mark covers your whole body and grants you powerful abilities. Once per scene, you may use a spell defined by your dragonmark as a dragonmagic spell (*see Magic chapter*). Your dragonmark skill is the same as for a 'normal' dragonmark and your Class Level is substituted to your number of Dragonmark feats in order to determine your Casting Level and the save DC.

- *Making:* Construct Assembly III
- *Finding:* Pinpoint
- *Detection:* Hindsight
- *Handling:* Nature's Ally IV
- *Scribing:* Living Library III
- *Warding:* Maze
- *Healing:* Regenerate
- *Hospitality:* Charm Person IV
- *Shadow:* Shadow Walk
- *Passage:* Teleport II
- *Sentinel:* Resilient Sphere II
- *Storm:* Fire Storm

Mark of Siberys II: At Level 4, you may use your dragonmark spell one additional time per scene. Further, you gain a +5 magic bonus to all your dragonmark Casting Level and save DC.

Draconic Fortune: Skies watch upon you, as an unexpected champion of the prophecy. Your good fortune manifests itself through a bonus action die at the beginning of each new session.

Excellence: At Level 3, your highest attribute raises by 1.

Draconic Protection: The influence of Siberys makes you incredibly resilient to other dragonmarks. At Level 4, you gain Spell Resistance 40 against dragonmagic.

Prophetic Revelation: You are hit full front by the prophecy. Once you reach Level 5 and complete your Quest Subplot, destiny finally leaves you alone ... but transformed. You lose the *destiny's toy* ability but become a legend to be remembered for centuries. Your Legend rise by 5 and you gain a unique artefact built by your GM in accordance with the prophecy. This artefact is worth 200 Reputation

points, cannot be destroyed, and should you lose it, it is brought back to you by the end of the scene.

Juggernaut (Master)

Warforged were, as you can guess, forged for war. The Juggernaut is the paragon of this ideal. Ruthless, fearless creature of metal, its only objective is to become the perfect killing machine. Many warforged look down to these siege engines, seeing in them what they hope never to become. But if you ask a Juggernaut, those who do not fully embrace their construct nature are nothing but weak.

Party Role: Combatant. Forged for war, the Juggernaut is good at only one thing. But you have to admit that he is better at it than anyone else.

CLASS FEATURES

Conditions: Warforged, BAB 8+, Custom Construction and Living Weapon feats

Favored Attributes: Strength, Constitution

Class Skills: Athletics, Intimidate, Notice, Resolve, Ride, Tactics

Skill Points: 2 + Int mod per level

Vitality: 15 + Con mod per level

CLASS ABILITIES

Indestructible: Starting from Level 1, you enjoy a unique progression for vitality and skill points (see above). Also, at Level 1 and at each Class Level thereafter, you gain 1 additional wound point. However, unlike other master classes, you do not benefit from *continuity*.

Living Weapon: At Levels 1 and 4, you gain the Living Weapon feat.

No Weaknesses: At Level 2, you lose *lumbering*. If you already did, you gain *uncanny dodge I*. You also lose *Achille's heel (electricity)*, and if you already did, you gain Electrical Resistance 5.

Armor Use I: At Level 3, you gain a +1 bonus to Defense while wearing armor and receive a 20% discount when purchasing armor.

TABLE 4: JUGGERNAUT

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+1	+0	+0	+0	+2	+2	+0	+1	Indestructible, living weapon
2	+2	+0	+0	+0	+3	+3	+0	+2	No weaknesses
3	+3	+1	+1	+1	+3	+4	+1	+3	Armor use I
4	+4	+1	+1	+1	+4	+5	+1	+3	Killing machine, living weapon
5	+5	+1	+1	+1	+5	+5	+1	+4	Forged for war

Killing Machine: At Level 4, each of your natural attacks improves by 1 grade (i.e. Gore III becomes Gore IV) and gain *keen* 4.

Forged for War: At Level 5, you gain four additional instances of the Custom Construction or Living Weapon feats, ignoring all prerequisites.

Maskmaster (Master)

Most changeling are perfectly fine with their hybrid nature. Half humans, half doppelgängers, they can blend in Khorvaire's most cosmopolitan societies while enjoying their supernatural instinct and shapeshifting abilities. But for the Maskmaster, that's just not enough. By fully embracing its doppelgänger heritage, he becomes a master of both mental manipulation and physical transmutation, even if the price to pay is his own humanity.

Party Role: Talker/Wildcard. With his unmatched instincts and manipulating skills, the Maskmaster is a perfect negociator, at ease with both truth and lies. His shapeshifting abilities also make him an always surprising opponent.

CLASS FEATURES

Prerequisites: Supremacy of the Mind or Supremacy of the Shape feat, Disguise 8+ ranks

Favored Attributes: Charisma, Wisdom

Class Skills: Blend, Bluff, Disguise, Haggle, Impress, Intimidate, Notice, Prestidigitation, Resolve, Sense Motive

Continuity: Choose 2 skills. These 2 skills become Maskmaster class skills for you.

Skill Points: 8 + Int mod per level

Vitality: 6 + Con mod per level



CLASS ABILITIES

Dual Mind I: At Level 1, if you possess the Superior Shape feat, you gain the Superior Mind feat, or vice versa.

Dual Mind II: At Level 4, if you possess the Shape's Supremacy feat, you gain the Mind's Supremacy feat, or vice versa.

Poker Face: Your featureless face makes you highly unpredictable, even during battle. At Level 1, you gain the Mix Up trick for the Distract, Feint, Taunt, and Threaten actions.

Unknown Genoma: Your body evolves in the strangest ways. At Level 2, you ignore all Species and Level prerequisites for Species feats.

Mind Trick: At Level 3, you may disrupt the mind of a creature under your Detect Emotions ability. With a free action, you may inflict on her one of the following conditions: *baffled*, *frightened*, or *shaken*. If the target succeeds with a Will save (DC equal to your Sense Motive bonus), she ignores this effect.

Con Artist: Your talents are as many as your faces. At Level 4, each time you fail a Bluff or Sense Motive check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Fuse Mind and Shape: At Level 5, your body and your mind develop a powerful self-preservation ability. You are immune to the *shaken* condition, as well as poisons and diseases, and you gain *regeneration* 1.

TABLE 5: MASKMASTER

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+0	+1	+2	+1	+2	+1	+0	Dual mind I, poker face
2	+1	+0	+2	+3	+1	+3	+2	+1	Unknown genoma
3	+2	+1	+2	+3	+2	+4	+2	+1	Mind trick
4	+3	+1	+2	+4	+2	+5	+2	+1	Con artist, dual mind II
5	+3	+1	+3	+4	+3	+5	+3	+1	Fuse mind and shape



Quori Mindbender (Master)

Most kalashtars have suffered so much under the rule of the Inspired they have given up on using their psionic abilities to manipulate other people's thoughts. However, a few of them are far less scrupulous ... or maybe they consider every angle to win the merciless fight that takes place in the Khorvaire's darkest corners. Quorian mindbenders are ruthless psionics drawing their powers directly from Dal Quor, the dream realm, and they use them to awake the primal fear lingering inside any of us.

Party Role: Specialist. All your talents are turned toward one single objective: to manipulate the weakest minds and to fuel the strongest feelings of the human nature for you own purpose.

ATTRIBUTS DE CLASSE

Prerequisites: kalashtar, Imprint 8+ ranks, Intimidate 4+ ranks, Telepathy psychic power

Suggested Attributes: Charisma, Wisdom

Psionic: Each Level in this class increases your Psion Level by 1.

Class Skills: Blend, Bluff, Disguise, Haggle, Intimidate, Notice, Resolve, Sense Motive

Continuity: Choose 2 skills. These 2 skills become Quorian Mindbender class skills for you.

Skill Points: 6 + Int mod per level

Vitality: 9 + Con mod per level

CLASS ABILITY

Mindbender Powers: At Level 1, you may gain ranks in the ESP, Imprint, and Intuitive skills. Also, you discover one psychic power among those covered by these skills.

At Level 4, you can either gain a +1 bonus with one of these skills or discover an additional psychic power among those covered by these skills.

Touch of Strange: You awake fear into the bravest minds. At Level 1, if a target fails her save against your Telepathy power, you may make her *frightened* instead. Also, you are immune to the *frightened* condition.

Mind Leech: You feed on other people's fears. At Level 2, you gain a trick.

Mind Leech (Threaten Trick): You regain as much vitality as you inflict stress damage. You may never exceed your maximum vitality or heal wounds with this trick.

Shroud of Nightmare: You are constantly surrounded by a nightmarish aura. At Level 3, you gain a +4 bonus with Intimidate checks and an equal penalty with Impress checks. Further, whenever an opponent attacks and misses you, he suffers 2 stress damage.

Fearsome: You can frighten armies! At Level 4, up to 3 times per scene, as a half action, you can invoke fear in all opponents who can see or hear you. Each target suffers 1d6 stress damage and must make a Will save (DC 10 + your Charisma modifier + the number of Psionic feats you possess) or become *frightened*.

Fear Itself: You fully embrace your quorian nature and become a living incarnation of terror. At Level 5, you gain the Horror Type and your Wisdom score increases by 2. Also, you are immune to stress damage.

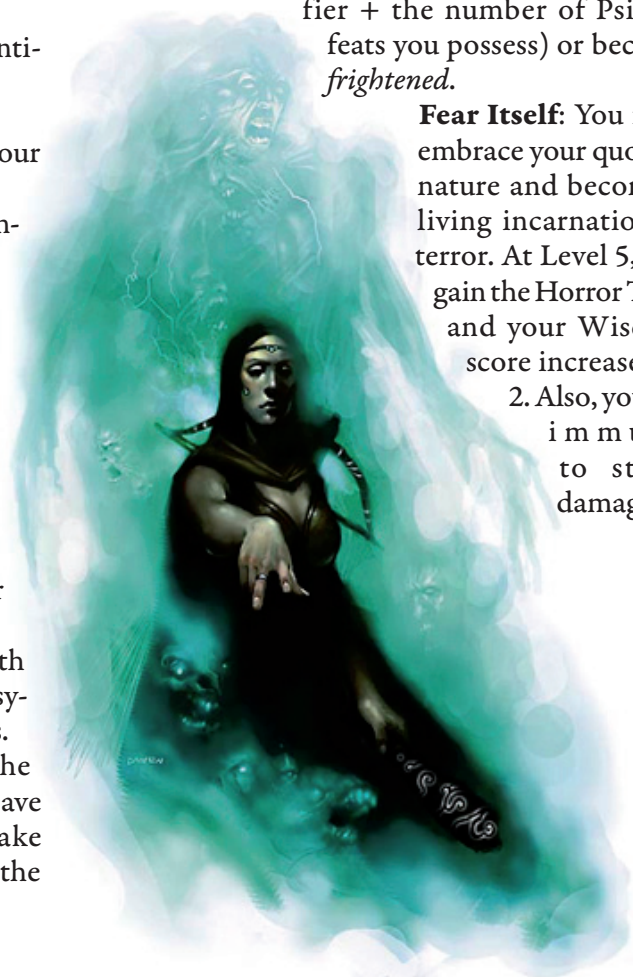


TABLE 6: QUORI MINDBENDER

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+0	+0	+2	+0	+1	+2	+0	Mindbender powers, touch of strange
2	+1	+0	+0	+3	+1	+1	+3	+1	Mind leech
3	+2	+1	+1	+3	+1	+2	+3	+1	Shroud of nightmare
4	+3	+1	+1	+4	+2	+2	+4	+1	Fearsome, mindbender powers
5	+3	+1	+1	+4	+2	+3	+4	+1	Fear itself

Weretouched (Master)

Some shifters have a hard time accepting their half-blood nature. Others ... fully embrace their lycanthropic heritage. This is typically the case of the Weretouched, a shifter whose mastery of his animal instincts is such that he can regress to a powerful, primitive state. In the Eldyn Reaches, these creatures are as rare as feared, because many are nothing more than bloodthirsty predators.

Party Role: Combatant. You do not show finesse neither mercy. You are a pure concentration of animal fury and unquenchable thirst for blood. You have little objective other than shredding anything that crosses your path to pieces.

CLASS FEATURES

Conditions: Shifter, BAB 7+, Survival 8+ ranks, Lycanthropic Bloodline (any)

Favored Attributes: Strength, Dexterity, Constitution

Class Skills: Acrobatics, Athletics, Intimidate, Notice, Sneak, Survival

Continuity: Choose 2 skills. These 2 skills become Weretouched class skills for you.

Skill Points: 4 + Int mod per level

Vitality: 12 + Con mod per level

CLASS ABILITIES

Lycan: At Levels 1 and 4, you gain the Lycanthropic Bloodline feat. The GM may wish to avoid any senseless combination.

Tao of War: At Level 1, once per adventure, you may choose 1 Terrain feat you possess. Each of your teammates may gain the chosen feat as a temporary feat until the adventure's end.

Terrifying Fury: At Level 2, once per combat when you enter Berserk Stance, all adversaries able to see or hear you must succeed with a Will save (DC 10 + your Con modifier

+ the number of Terrain feats you have) or become *frightened*. If they succeed they are only *shaken*.

Shifting Defense: At Level 3, you gain *regeneration* 2 when in Berserk Stance.

Animal Empathy: At Level 4, each time you fail an Intimidate or Survival check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Shapeshifting: At Level 5, you fully embrace your lycanthropic nature and may, from now on, assume an animal shape inherited from your ancestors. You gain the *shapeshifter* INPC quality (see *Fantasy Craft*, page 234) for a specific 80 XP animal defined by your GM.



TABLE 7: WERETOUGHED

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+1	+2	+1	+0	+0	+2	+0	+1	Lycan, tao of war
2	+2	+3	+2	+0	+1	+3	+0	+1	Terrifying fury
3	+3	+3	+2	+1	+1	+4	+1	+2	Shifting defense
4	+4	+4	+2	+1	+2	+5	+1	+2	Animal empathy, lycan
5	+5	+4	+3	+1	+2	+5	+1	+3	Shapeshifting



NPC CLASS ABILITIES

The following new class abilities are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

TABLE 8: NPC CLASS ABILITIES

Class Ability	Class (Page Number)	XP Value
Animal empathy	Weretouched (17)	2
Arcane tech	Artificer (12)	4
Attune magic item I-II	Artificer (12)	1 per grade
Con Artist	Maskmaster (15)	2
Draconic protection	Heir of Siberys (13)	4
Genius tinker	Artificer (12)	2
Mark of Siberys I-II	Heir of Siberys (13)	4 per grade
Mind leech	Quori mindbender (16)	2
Mind trick	Maskmaster (15)	2
Myths and legends	Artificer (12)	1

SKILLS

All skills from *Fantasy Craft* core rulebook are appropriate to the Eberron campaign setting. Additionally, a new Ride focus is introduced:

Elemental Vessels: The character can break in the bound elementals of such vessels, and hence pilot elemental galleons, lightning rails, and airships. This focus is required in addition to any other standard focus when a bound elemental is involved.

FEATS

Here are a few new feats, most in relation with the world of Eberron. Particularly, Dragonmark Feats belong to a new feat tree, whose mechanics are explained as part of Astral Magic in the Magic section. Further, the handful of new species presented in this document are given their share of Species feats.

Chance Feats

BERSERKER'S FATE

"This ... is my axe!"

Prerequisites: Rage Basics

Benefit: Once per combat when you enter Berserk Stance, you gain a d6 action die. This action die is lost if not spent before you leave the stance.

Dragonmark Feats

DRAGONMARK BASICS

Your mark is exceptionally versatile.

Prerequisites: Least Dragonmark feat

Benefit: Choose a Level 2 dragonmark spell. You may cast this spell once per scene. Also, you may cast the spell you chose for you Least Dragonmark feat one additional time per scene.

DRAGONMARK MASTERY

You certainly have a major role to play in the draconic prophecy.

Prerequisites: Dragonmark Basics feat, Lesser Dragonmark feat

Benefit: Choose a Level 4 dragonmark spell. You may cast this spell once per scene. Also, you may cast the spell you chose for you Lesser Dragonmark feat one additional time per scene.

DRAGONMARK SUPREMACY

Your mark's power is unmatched.

Prerequisites: Dragonmark Mastery feat, Greater Dragonmark

Benefit: Choose any dragonmark spell you do not already know. You may cast this spell once per scene. Also, you may cast the spell you chose for you Greater Dragonmark feat one additional time per scene.

LEAST DRAGONMARK

You bear the mark of the draconic prophecy.

Prerequisites: Level 1 only, dragonmark skill 4+ ranks, must belong to the appropriate species

Benefit: Choose a dragonmark. You gain a +1 magic bonus to all dragonmark skill checks. Also, choose a Level 1 dragonmark spell. You may cast this spell twice per scene.

LESSER DRAGONMARK

Your mark has grown, and your powers with her.

Prerequisites: Least Dragonmark feat, dragonmark skill 10+ ranks

Benefit: You gain a +2 magic bonus to all dragonmark skill checks. Also, choose a Level 3 dragonmark spell. You may cast this spell once per scene.

GREATER DRAGONMARK

Your mark has blossomed and your might is now undeniable.

Prerequisites: Lesser Dragonmark feat, dragonmark skill 15+ ranks

Benefit: You gain a +4 magic bonus to all dragonmark skill checks. Also, choose a Level 5 dragonmark spell. You may cast this spell once per scene.

Style Feats

CLERGYMAN

You are a prominent figure among your Church.

Prerequisites: Followers, Renown 3+

Benefit: Investigation becomes an Origin skill for you and you gain a Study for a religious topic of your choice. Also, your Style feats count as Gear feats for the purpose of the Followers feat.

HOUSE BASICS

Dragonmarked or not, you are a prominent figure among your dragonmarked house.

Prerequisites: must belong to the chosen Species and dragonmarked house

Benefit: The starting Disposition of all members of your house increases by 10. Also, your Style feats now count as Dragonmark feats regarding astral magic.

HOUSE MASTERY

After some times politicking and scheming, you know all too well the power of damage control.

Prerequisites: House Basics

Benefit: When you earn Reputation at the end of an adventure, your Legend and that of your allies are considered 1 point higher. Also, when you or any of your allies lose Reputation as a result of your actions, the loss is halved (rounded down).

HOUSE SUPREMACY

Your power among your house is strong enough to make any of your wishes ... an order.

Prerequisites: House Mastery

Benefit: You gain 1 Rank of Noble Renown and unrestricted access to all Noble Favors. Also, once per adventure, you may Request a Noble Favor with a Reputation cost of 30 or lower without paying its cost.

PROVEN WORTH

Due to your heritage, you may access the mystical city of the dead and beg your ancestors for advice.

Prerequisites: Elf

Benefit: You gain an Undying Councilor (*see page 34*) as a Contact. This acquaintance may be improved normally. Though quite knowledgeable, he or she may never leave the city of the dead.

Species Feats

AERENAL NATION

Aerenal elves are entirely devoted to the Undying Court and fascinated by the dead. A fascination other people are uncomfortable with.

Prerequisites: Elf, Level 1 only

Benefit: Your Wisdom scores rises by 2. Also, once per session, you may request a hint from the GM. If he refuses, you gain 1 bonus action die. However, the Disposition of any character who's aware of your species and doesn't share your native culture worsens by 10.

AERENAL NOBLE

Your devotion to the Undying Court is even greater, knowing one day you may very well join their ranks.

Prerequisites: Aerenal Nation

Benefit: You gain 3 additional Studies and the lower of your Intelligence or Wisdom scores rises by 2 (your choice in the case of a tie).



DAELKYR HERITAGE

The madness of the daelkyr has stained your bloodline for generations.

Prerequisites: Folk, Level 1 only

Benefit: The higher of your Intelligence or Charisma scores rises by 1 and you gain *thick hide* 3 and Tentacle Slap I (see *Fantasy Craft*, page 235). However, when you suffer damage from byeshk weapons, you also suffer an equal amount of lethal damage, and the Disposition of any character who's aware of your species and doesn't share your native culture worsens by 10.

DAELKYR LEGACY

You've chosen to embrace your daelkyr potential, even at the cost of your own humanity.

Prerequisites: Human, Daelkyr Heritage

Benefit: The lower of your Intelligence or Charisma scores rises by 1 and you gain *thick hide* 2 and Tentacle Slap I again.

You may choose to embrace your daelkyr heritage once, when you level, becoming a Horror (see *Fantasy Craft*, page 227). If you do, your starting action dice decrease by 1 and you grow less caring for the wellbeing of others, suffering a -5 penalty with Medicine checks.

DARK SCALE

You are a strong, black lizard, 10 feet tall with a 5 feet tail. Who would dare challenge your authority?

Prerequisites: Saurian, Level 1 only

Benefit: Your Size increases to Large (2×2, Reach 2) and the starting Disposition of non-saurians decreases by 10.

DARK CREST

You are the mightiest predator of the jungles, a full ton of muscles and scales.

Prerequisites: Dark Scale

Benefit: Your Strength increases by 2, but your Intelligence and your Charisma both decrease by 2. Also you gain Acid Resistance 5 and the *aquatic I* and *darkvision I* NPC qualities (see *Fantasy Craft*, pages 230 and 233).

GATEKEEPER

You and your peers are the only ones who can prevent Xoriat from destroying your world ... again.

Prerequisites: Human or Orc, Level 1 only

Benefit: Your Wisdom rises by 1 and you gain the *avored foes (Horrors)* NPC quality (see *Fantasy Craft*, page 233).

GHAASH' KALA

"You shall not pass!"

Prerequisites: Human or Orc, Level 1 only

Benefit: Calm checks are no longer restricted actions for you and you gain the *avored foes (Outsiders)* NPC quality (see *Fantasy Craft*, page 233).

IRON BEARER

In the deep caves of the Seawall Mountains, your tribe, the Kech Shaarat, cultivates the art of war and martial prowess.

Prerequisites: Goblin or Hobgoblin, Level 1 only

Benefit: The lower of your Strength or Constitution scores increases by 1 and you gain *darkvision I*. You're considered to have 2 additional Melee Combat feats for any ability based on the number of Melee Combat feats you have.

LYCANTHROPIC BLOODLINE

You have a rather pure bloodline descending directly from ancient lycanthropic beasts.

Prerequisites: Shifter, Level 1 only

Benefit: You gain a number of benefits depending on your bloodline.

- *Beasthide:* You gain *thick hide* 3 (see *Fantasy Craft*, page 13). Also, when in Berserk Stance, your Constitution rises by 2.
- *Cliffwalker:* You gain a +2 bonus with Climb checks and the *superior climber II* NPC quality.

Also, you are always considered to have climber's gear and you may attempt Climb checks in Berserk Stance. Finally, when in Berserk Stance, your Dexterity rises by 2.



- *Echo in the Dark*: You gain the *blindsight* NPC quality. Also, when in Berserk Stance, your Wisdom rises by 2.
- *Glitterfin*: You gain the *aquatic II* and *superior swimmer II* NPC qualities. Also, when in Berserk Stance, your Constitution rises by 2.
- *Keen Fangs*: You gain a Bite II natural attack with the *keen 4* and *bleed* qualities. Also, when in Berserk Stance, your Strength rises by 2.
- *Long Stride*: Your base Speed increases by 10 feet. Also, when in Berserk Stance, your Dexterity rises by 2.
- *Sharp Claws*: You gain a Claw II natural weapon (for a total Claw III) with the *AP 4* quality. Also, when in Berserk Stance, your Strength rises by 2.
- *Swiftwing*: You gain a winged flight with a Speed of 40 feet. Also, when in Berserk Stance, your Dexterity rises by 2.
- *Wildhunt*: Your base scent range is equal to your Wisdom score × 10 ft. and you gain a +6 bonus with Tracking checks, which you may attempt in Berserk Stance. Also, you gain *keen sight* and *sharp hearing* (see *Fantasy Craft*, page 13). Finally, when in Berserk Stance, your Wisdom rises by 2.

PLAINS FOLK

You ride your prehistoric mount with a simple spear in the hand and the courage of a true brave.

Prerequisites: Pech, Level 1 only

Benefit: The lower of your Strength or Dexterity scores rises by 2 (your choice in the case of a tie). You also gain the Hurled proficiency and the Ride skill's Riding *or* Flying Mounts focus.



POISON DUSK

In the jungle, your small size and thick scales give you the upper hand against most other opponents.

Prerequisites: Saurian, Level 1 only

Benefit: Your Size decreases to Small. You gain *thick hide 3* (see *Fantasy Craft*, page 13) and the *aquatic I* NPC quality (see *Fantasy Craft*, page 230) but you lose your Tail Slap attack.

POISON CREST

In the canopy, your adapting scales make you almost invisible to the eyes of the unwary.

Prerequisites: Poison Dusk

Benefit: You gain a +2 bonus with Climb checks and are always considered to have climber's gear. Also, you gain the *chameleon I (jungle)* NPC quality (see *Fantasy Craft*, page 231).

SCORPION NATION

You are a stealthy, lithe predator haunting the dark and ancient jungles of Xen'drik.

Prerequisites: Elf, Level 1 only

Benefit: You gain *darkvision II* and the Hurled proficiency, as well as a 50% discount when purchasing poison. Also, your Dexterity score rises by 1. However, the Disposition of any character who's aware of your species and doesn't share your native culture worsens by 10.

SCORPION NOBLE

Your devotion to the mighty scorpions with which you share the jungles have made you ... something else, entirely.

Prerequisites: Scorpion Nation

Benefit: Your lower trunk and legs transform into those of a massive scorpion, making you a Large (2×2, Reach 1) Fey (though you continue to use Medium Scale weapons). You gain Tail Slap I with the *venomous (paralyzing poison)* upgrade (see *Fantasy Craft*, page 236).

STANDARD BEARER

You and other members of the Rukhan Taash actively supports the Lhesh Haruuk, in his efforts to build a new hobgoblin empire.

Prerequisites: Goblin or Hobgoblin, Level 1 only

Benefit: The lower of your Strength or Charisma scores increases by 1. Also, you gain 20 Reputation that must be spent to create or increase a Contact.



SUPERIOR MIND

You have the uncanny ability to read others like open books.

Prerequisites: Changeling, Level 1 only

Benefit: The lower of your Intelligence or Wisdom scores increases by 1 and Sense Motive is an Origin skill for you. Also, you may use Detect Emotions a number of times per scene equal to your starting action dice as a *natural spell* NPC quality (see *Fantasy Craft*, page 234).

SUPERIOR SHAPE

Your shapeshifting ability is far superior to that of your average kin.

Prerequisites: Changeling, Level 1 only

Benefit: Your Charisma increases by 1 and Disguise is an Origin skill for you. Also, you ignore all Disguise penalties for Mask checks but still cannot disguise into a species with which you share no resemblance at all. Finally, all your Disguise checks require only 1 full action.

SUPREMACY OF THE MIND

Your mind is a maze full of mysteries.

Prerequisites: Superior Mind

Benefit: The lower of your Intelligence or Wisdom scores increases by 1 and you may affect up to 3 targets at a time when you Detect Emotions.

You may choose to embrace your psychic nature once, when you level, becoming constantly affected by a Mind Blank effect. If you do, your starting action dice decrease by 1 and you become arrogant and aloof, suffering a –5 penalty with Impress checks.



SUPREMACY OF THE SHAPE

You can become anything, and who would tell the difference?

Prerequisites: Superior Shape

Benefit: You may now Disguise yourself into species with which you share no resemblance at all, as long as they are within 1 Size category of yours. You may also credibly pretend to possess a quality your shape should possess but you don't actually have, gaining a +20 bonus with Bluff checks made to feign its use.

You may choose to embrace your shapeshifting nature once, when you level, becoming immune to sneak attack damage, critical wounds, and the *paralyzed* condition. If you do, your starting action dice decrease by 1 and your body constantly shifts in a chaotic, unordered manner. All Medicine checks performed on you suffer a –5 penalty.

VALENAR NATION

You are from a nation of riders, whose stalions are renowned for their strength and courage.

Prerequisites: Elf, Level 1 only

Benefit: You gain the Ride (Riding Mounts) focus and a 20% discount when purchasing mounts and mount-related gear (if you already possess a discount with these purchases, it increases by 5%). Also, while mounted, you and your mount use the highest of your saves (see *Fantasy Craft*, page 215).

VALENAR NOBLE

You and your fellow horsemen roll accross the land like waves crushing everything in their path.

Prerequisites: Valenar Nation

Benefit: While mounted, your mount gain the *improved stability* NPC quality and you inflict one die of sneak attack damage. Also, mounts you purchase gain the *exceptional specimen* upgrade at no cost (see *Fantasy Craft*, page 169).

WORD BEARER

You are a scholar of the Kech Volaar, a tribe that preserves the ancient knowledge of Dakhaan.

Prerequisites: Goblin or Hobgoblin, Level 1 only

Benefit: The lower of your Intelligence or Wisdom scores increases by 1 and you gain 2 additional Studies. Also, Investigation is an Origin skill for you.

MAGIC

Many new interesting spells, for all kind of spellcasters, are introduced in *Spellbound*. But Eberron also introduces a brand new type of magic, based on the mysterious dragonmarks. This chapter explains how they work, followed by a few new spells specifically meant for the world of Eberron.

Dragonmagic

Based on Scott 'Morgenstern' Gearin's Astral Magic

Although dragonmarks seem somehow “magicals”, the origin of their powers remains unknown. Some pretend they are a variant of traditional magic, while others believe a whole different source. Indeed, for many thinkers, including the dragons of the Gathering, the dragonmarks are intricately bound with the draconic prophecy.

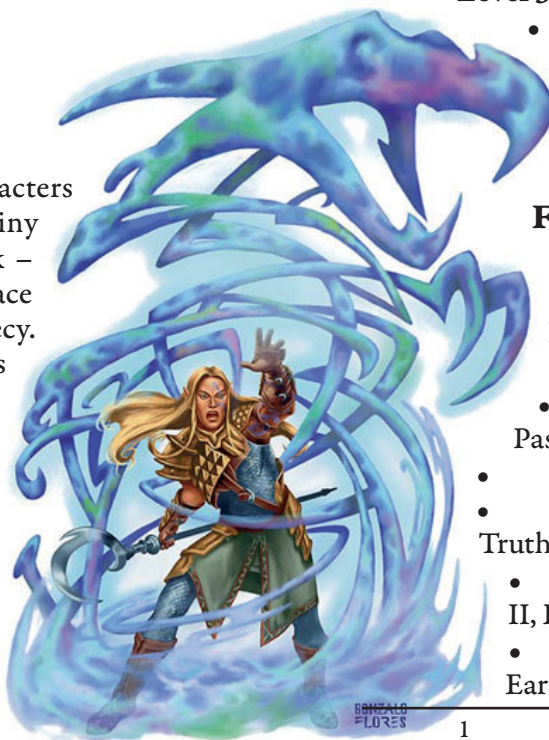
Rules-wise, dragonmagic is a selective magic system that coexists with classical magic. It is activated by the Dragonmarked campaign quality (*see below*) and a character can draw its power through a new feat tree (*see Dragonmark feats*). However, no specific class is required.

DRAGONMARKED (PERMANENT)

The draconic prophecy has given birth to chosen individuals, gifted with a sacred mark which grants them supernatural abilities. Characters can select Dragonmark feats.

DRAGONMARK CASTING

Dragonmarked characters are marked with a tiny tattoo – a dragonmark – that represents their place in the draconic prophecy. At the beginning, this mark is nothing but a few simple lines on the character's skin. But as he gains new Dragonmark feats and learns new powers, his mark grows and spreads over his whole body, until it becomes a large, complex cluster.



Dragonmagic masters can cast spells by drawing into their dragonmark's own energy. To cast a dragonmark's spell, you must make a Spellcasting check using the skill bonus of your dragonmark skill. Each type of dragonmark is associated with a single such skill. You spend no spell point to cast a spell and your failures do not count against the number of times per scene you may cast each spell. Your Casting Level equals 1 + the number of Dragonmark feats you possess. The save DC of a dragonmark spell is equal to 10 + your Charisma modifier + the number of Dragonmark feats you possess. Spell Defense works normally against dragonmark spells.

Dragonmarks

Dragonmarks are described by, first, their usual name, then the dragonmarked house usually associated with its power, as well as its species(s), the dragonmark skill, and finally a list of ten dragonmark spells sorted by spell level.

DRAGONMARK OF MAKING

House: Cannith

Species: Humans

Dragonmark Skill: Crafting

- **Level 1:** Mend I, Tinker I
- **Level 2:** Mend II, Toughen Construct
- **Level 3:** Construct Assembly I, Tinker III
- **Level 4:** Rusting Grasp, Tinker IV
- **Level 5:** Construct Assembly II, Spell Bind I

DRAGONMARK OF FINDING

House: Tharashk

Species: Humans, Orcs, and Half-orcs

Dragonmark Skill: Search

- **Level 1:** Concealing Countryside I, Pass Without Trace
- **Level 2:** Knock, Locate Object
- **Level 3:** Water Breathing, Zone of Truth
- **Level 4:** Concealing Countryside II, Locate Person
- **Level 5:** Find the Path¹, Move Earth

1

Considered Level 5 here.

DRAGONMARK OF DETECTION**House:** Medani**Species:** Half-elves**Dragonmark Skill:** Notice

- **Level 1:** Detect Magic, Detect Secret Doors
- **Level 2:** Detect Emotions, Status
- **Level 3:** Arcane Sight I, See Invisible
- **Level 4:** Detect Lies, Detect Traps
- **Level 5:** Sense Weakness, True Seeing

DRAGONMARK OF HANDLING**House:** Vadalis**Species:** Humans**Dragonmark Skill:** Survival

- **Level 1:** Command I, Nature's Ally I
- **Level 2:** Calm Emotions, Hold Animal
- **Level 3:** Nature's Ally II, Verdure
- **Level 4:** Elemental Shield, Geas
- **Level 5:** Command II, Nature's Ally III

DRAGONMARK OF SCRIBING**House:** Sivis**Species:** Gnomes**Dragonmark Skill:** Investigate

- **Level 1:** Mage Scribe I, Whispers²
- **Level 2:** Living Library I, Whispering Wind I
- **Level 3:** Speak With the Dead, Tongues I
- **Level 4:** Mage Scribe II, Whispering Wind II
- **Level 5:** Living Library II, Mindlink

DRAGONMARK OF WARDING**House:** Kundarak**Species:** Dwarves**Dragonmark Skill:** Resolve

- **Level 1:** Alarm, True Strike I
- **Level 2:** Arcane Lock, Obscure Object
- **Level 3:** Glyphes de garde I, Wall of Wind
- **Level 4:** True Strike II, Wall of Ice
- **Level 5:** Wall of Counter-Magic, Wall of Stone

DRAGONMARK OF HEALING**House:** Jorasco**Species:** Halflings**Dragonmark Skill:** Medicine

- **Level 1:** Cure Wounds I, Deathwatch
- **Level 2:** Restoration I, Cure Wounds II
- **Level 3:** Remove Curse I, Cure Wounds III
- **Level 4:** Restoration II, Cure Wounds IV
- **Level 5:** Heal, Resurrection I

² Considered Level 1 here.

DRAGONMARK OF HOSPITALITY**House:** Ghallanda**Species:** Halflings**Dragonmark Skill:** Impress

- **Level 1:** Create Water², Unseen Servant
- **Level 2:** Consecrate, Silence
- **Level 3:** Neutralize Poison, Tiny Shelter
- **Level 4:** Flawless Fib, Mantle of the Mundane
- **Level 5:** Charm Person III, Heroes' Feast¹

DRAGONMARK OF SHADOW**House:** Phiarlane & Thuranni**Species:** Elves**Dragonmark Skill:** Disguise

- **Level 1:** Disguise Self, Scrye I
- **Level 2:** Darkness I, Mirror Images
- **Level 3:** Darkness II, Scrye II
- **Level 4:** Illusory Image IV, Prying Eyes I
- **Level 5:** Illusory Image V, Scrye III

DRAGONMARK OF PASSAGE**House:** Orienne**Species:** Humans**Dragonmark Skill:** Ride

- **Level 1:** Expeditious Retreat², Jump
- **Level 2:** Levitate, Water Walk Group
- **Level 3:** Fly, Haste
- **Level 4:** Dimension Door, Freedom of Movement
- **Level 5:** Fly II, Teleport I

DRAGONMARK OF SENTINEL**House:** Deneith**Species:** Humans**Dragonmark Skill:** Sense Motive

- **Level 1:** Entropic Shield, Shield
- **Level 2:** Mage Armor, Shield Other
- **Level 3:** Heroism I, Magic Vestment II
- **Level 4:** Resilient Sphere I, Spell Immunity I
- **Level 5:** Light's Grave, Mark of Justice

DRAGONMARK OF STORM**House:** Lyrandar**Species:** Half-elves**Dragonmark Skill:** Acrobatics

- **Level 1:** Control Weather I, Endure Elements²
- **Level 2:** Chill Storm I, Gust of Wind
- **Level 3:** Call Lightning I, Control Weather II
- **Level 4:** Air Walk, Chill Storm II
- **Level 5:** Call Lightning II, Control Weather III

Spells

The following spells are common in Eberron.

ANCESTOR'S STEED

Level: Calling 4

Casting Time: 1 half action

Range: Contact

Duration: 1 hour per Casting Level

Effect: You call forth the spirit of one of your ancestors to invest the animal you touch. Your mount is granted a +30 ft. base speed bonus, and the *superior runner I* and *superior traveler I* NPC qualities (see *Fantasy Craft*, page 235) for the duration of the spell.

BLIGHT

Level: Necromancy 7

Casting Time: 1 half action

Range: Contact

Duration: Instant

Saving Throw: Fortitude, cancels

Effect: The creature you touch suffers 1 point of Strength and Constitution impairment per 2 Casting Levels.

CASTED IRON CONSTRUCT

Level: Conversion 4

Casting Time: 1 round

Range: Contact

Duration: 1 minute per Casting Level

Effect: The Construct you touch transforms into a casted iron warmachine. It gain Damage Reduction 10 and the *damage defiance (acid & fire)* NPC quality (see *Fantasy Craft*, page 233). It also gains a +4 magic bonus to Strength but a -4 penalty to Dexterity.

NATURAL STATE

Level: Nature 7

Casting Time: 1 half action

Range: Close

Duration: Instant

Saving Throw: Fortitude, partial

Effect: The target creature regresses into a more primitive, natural evolution state. If the target has the Spellcasting Skill, her spell points drop to 0 if she fails her save.

If the target is a Folk, a Beast, a Spirit, or an Outsider, she suffers 1d8 sacred damage every 2 Casting Levels (maximum 10d8) and loses 1d6 *extraordinary attacks* or *natural spells*, if any. A successful save halves the damage and cancels the loss of *extraordinary attacks* or *natural spells*.

If the target is an Undead or a Horror, she suffers 1d6 sacred damage every Casting Level (maximum 20d6) and loses all her *extraordinary attacks* and *natural spells*, if any. A successful Fortitude save halves the damage and cancels the loss of *extraordinary attacks* or *natural spells*.

NATURE'S WRATH

Level: Nature 4

Casting Time: 1 half action

Range: Local

Area: 10-ft. radius sphere

Duration: Instant

Saving Throw: Will, half damage

Effect: This spell castigates aberrations with the power of nature. Undeads and Horrors in the Area suffer 1d6 sacred damage per Casting Level (maximum 10d6). Folks, Beasts, Spirits, and Outsiders suffer 1d8 sacred damage per 2 Casting Levels (maximum 5d8). Other Types are unaffected.

TALISMAN OF SKILL I

Level: Conversion 1

Casting Time: 1 round

Range: Contact

Duration: 10 minutes per Casting Level

Effect: You implant a sliver of magic inside the touched object. It is temporarily granted the Skill Ranks Minor Charm, with an Item Level equal to your Casting Level. The item may not possess more Charms or Essences than its maximum.

TALISMAN OF SKILL II

Level: Conversion 2

Effect: Like Talisman of Skill II, except the item is granted the Greater Skill Ranks Major Charm.

WEAPON UPGRADE I

Level: Conversion 2

Casting Time: 1 minute

Range: Contact

Duration: 10 minutes per Casting Level (dismissible)



Effect: The weapon or up to 50 ammunitions you touch is temporarily granted one Charm *or* Essence for a Reputation cost no greater than 5. The character must know the Charm or Essence to be granted.

WEAPON UPGRADE II

Level: Conversion 4

Effect: Like Weapon Upgrade I, except the Reputation cost must be no greater than 15.

WEAPON UPGRADE III

Level: Conversion 6

Effect: Like Weapon Upgrade I, except the Reputation cost must be no greater than 25.

TRADE & GEAR

The development of the industry of magic has allowed for new marvels to be built. Sometimes, they are admired for their uniqueness and their power, sometimes on the contrary for their popularity, like the *everburning streelights* that lighten the streets of many large cities and the lightning rail that makes all places a little bit closer.

Lifestyle

Lifestyle in Eberron mostly depends on where you live, of course. But the standards of the Five Nations are quite the same, even if the peasants of Karmath can have a little harsher life and the nobles of Aundair a bit more privileges. As a general rule, everybody's life has been greatly improved by the standardization of magic services. Even low-rank

citizens are safer in well-lit streets and can afford some magical healing if they save enough money. Concerning the wealthy, well, as long as they can pay their magewrights, the sky's the limit. Sample nourishment and apparel available to a character based on his Panache can be found on Table 9: Panache in Eberron (*see below*).

Goods

Flametouched Iron Holy Symbol: The Church of the Silver Flame procudes these symbols in mass. They are made of an alchemical alliage of steel and silver known only to a few monks. The Will save DC of creatures Turned by the user increases by +3.

Glamorweave Accessory: This chawl, small cape or jacket is made of a delicate, iridescent, almost transparent fabric whose pattern seems to be ever changing. It grants a +1 gear bonus to Appearance.

Identity Documents: All Five Nations citizens normally possess an ID.

ID With Portrait: These IDs include a realistic portrait of the owner.

Letter of Credit: House Kundarak issues credit papers to lighten the transfer of funds.

Magic Signet Ring: For safe transactions, trust Boldingot signet rings! To counterfeit such secured magic requires a DC 40.

Pendant of Health: Made out of targath, the soft argonessen metal, this pendant protects the wearer's organism by granting a +2 bonus to Fortitude saves against diseases and poison.

Shadoweave Cape: This dark cape has been enchanted to absorb all light, making the user hard to spot. It grants a +2 gear bonus to Sneak checks.

TABLE 9: PANACHE IN EBERRON

Rating	Example Dress	Example Sustenance
0	Simple tunic and ragged shoes	Dried vegetables, broth
1	Colored tunic and simple shoes	River fish, root vegetables, and mushrooms
2	Simple shirt, jacket, and buckled shoes	Flatbread and wild fruit
3	Shirt, cloak, and elegant shoes	Game birds, root tea, and garden vegetables
4	Hat, elegant clothes, and boots	Small game and jerky
5	Coat, quality fabric, and simple jewelry	Baked bread, cheese, and orchard fruit
6	Tailored clothes, silver jewelry	Milk, nuts, and meat buns
7	Embroidered clothes, semi-precious stones	Dried fish, fried grains, and fruit pies
8	Fur, silk and gold jewelry	Honey, leaf tea, and sweat cakes
9	Glamorweave, precious stones	Fresh butchered livestock
10	Extremely rare fabric, enchanted jewels	Imported wines and rare cheeses
11	Enchanted clothes, a few magic items	Exotic meats and mushrooms
12 or higher	Expandable magic and rare artifacts	Spices from Xen'drik and beyond

TABLE 10: GOODS

Name	Effect	SZ/Hand	Const	Comp	Weight	Era	Cost
Glamorweave accessory	+1 gear bonus to Appearance	S/—	Soft 1	17W	1 lb.	Reason	100s
Shadowweave cape	+2 gear bonus to Sneak checks	M/—	Soft 2	15W	1 lb.	Reason	100s
Pendant of health	+2 gear bonus to Fortitude checks against diseases and poison	T/—	Hard 1	12D	1/5 lb.	Primitive	50s
Magic signet ring	Seals document with magic signet (Counterfeit DC 40)	N/—	Hard 1	15M	1/10 lb.	Feudal	150s
Flametouched iron holy symbol	+3 Will save DC of Turning attempts	T/1h	Hard 2	15D	1 lb.	Feudal	130s
Travel documents	Allows passing borders	D/1h	Soft 1	10D	1/10 lb.	Feudal	2s
Letter of credit	Exchanges against funds	D/1h	Soft 1	20D	1/10 lb.	Feudal	—
Identity documents	Indicates owner's presumed identity	D/1h	Soft 2	12D	1/10 lb.	Feudal	2s
ID with portrait	Indicates owner's identity	D/1h	Soft 2	17W	1/10 lb.	Reason	20s

Travel Documents: These documents are necessary to enter other kingdoms and not be immediately driven back to the frontier.

Supplies

ELIXIRS

Alchemist's Fire Vial: This burning decoction is an acidic solution that burns at very high temperature. It explodes with blue flames Silver Flame priests seem to appreciate deeply.

Fool Smell Vial: The toxic gas produced by this decoction makes the target *sickened* during 1d6 rounds on a failed Fortitude save.

Alchemist's Spark Vial: Created by Zilargo engineers, this decoction produces a

powerful electric shock that deals 2d6 electrical damage to the target.

Alchemist's Freeze Vial: Also invented in Zilargo, this vial contains a reactive that absorbs heat when in contact with the air, inflicting 2d6 cold damage (see *Fantasy Craft*, page 215) to the target.



FOOD & DRINK

Heroes' Feast: House Ghallanda's best inns feature powerful dragon-marked who can summon Heroes' Feasts for the most subtle – and expensive – tastes. Such service is rarely offered to tables of less than twelve guests.

Food & Drink Upgrades

Purified: Although quite expensive, this exclusive service is offered in almost all Ghallanda inns to nobles and others who fear food poisoning.

TABLE 11: ELIXIRS

Name	Effect	SZ/Hand	Const	Comp	Weight	Era	Cost
<i>Fioles</i>							
Alchemist's Fire	2d6 fire damage	T/1h	Brittle 1	10W	1/4 lb.	Feudal	30s
Fool Smell	Target is <i>sickened</i> for 1d6 rounds	T/1h	Brittle 1	18D	1/4 lb.	Primitive	100s
Alchemist's Spark	2d6 electrical damage	T/1h	Brittle 1	12W	1/4 lb.	Reason	30s
Alchemist's Freeze	2d6 cold damage	T/1h	Brittle 1	12W	1/4 lb.	Feudal	30s

TABLE 12: FOOD & DRINK

Name	Effect	Uses	SZ/Hand	Const	Comp	Weight	Era	Cost
Heroes' Feast	As Heroes' Feast spell	12	T/2h	Soft 1	—	10 lbs.	Feudal	200s
<i>Food & Drink Upgrades</i>								
Purified	The meal or drink is cleansed from any poison in front of the customer	—	—	—	+5	—	Feudal	+50%

Services

Hired Passage: Thanks to the concurrence of houses Lyrandar and Orienne, private transportation in Eberron is more affordable than usual, with even better performances: mountains are no longer obstacles! Some cities like Sharn are even equipped with an *intra-muros* aerodiligence networks.

Dragonmark Power: Although the exact cost may vary depending on the situation and the usefulness of the power, most dragonmarked houses rent the services of its dragonmarked. Contrary to mages, who generally prefer exchanges of mutual services, the houses favor cold hard cash.

Communication Network: House Sivis handles a very effective communication network accross Khorvaire, for a much cheaper price compared to other types of delivery.

Transportation

MOUNTS

Eberron mounts are described in the Bestiary. Vandalis house's magebloods are particularly appreciated by experts and the Orienne house.

Mount Upgrades

Mageblood: The mount obeys more swiftly and often possess one or more exceptional qualities (*see page 49*).

VEHICLES

Airship: Built by houses Orienne and Cannith but mostly operated by Lyrandar, airships are vessels made of soarwood whose sails are replaced by a large, surrounding fire ring. This ring really is a fire elemental bound to the ship that allows it to fly in the air. In all major cities of Khorvaire, you can notice docking towers for house Lyrandar's airships.



TABLE 13: SERVICES

Service	Effect	Availability	Era	Cost
<i>Community Services</i>				
Dragonmark power, least	Gain 1 use of one least dragonmark power	10	Primitive	50s
Dragonmark power, lesser	Gain 1 use of one lesser dragonmark power	15	Primitive	100s
Dragonmark power, greater	Gain 1 use of one greater dragonmark power	20	Primitive	200s
Communication network	Delivers a message	5	Feudal	5s/page
<i>Hired Passage</i>				
Aerodiligence, per person	<i>Intra-muros</i> , 20 minutes per mile of travel	5	Féodale	2s
Neighboring, per person	Within 200 miles, 1 day of travel	5	Primitive	5s
Regional, per person	Within 2,000 miles, 1 day per 2,000 miles of travel	7	Primitive	25s
Remote, per person	Over 2,000 miles, 1 day per 2,000 miles of travel	10	Primitive	50s

TABLE 14: MOUNTS

Mount	Breeding	Training	Weight	Availability	Cost
<i>Military Mounts</i>					
War-horse, valenar	18 (340 days)	20	1,500 lbs.	18	2000s
<i>Riding Mounts</i>					
Horse, valenar	18 (340 days)	15	1,000 lbs.	15	1500s
Leaellynasauea	15 (80 days, 1d4 chicks)	12	300 lbs.	15	1000s
<i>Flying Mounts</i>					
Pteranodon	15 (80 days, 1d4 chicks)	15	500 lbs.	18	2000s
<i>Mount Upgrades</i>					
Mageblood (one strain)	—	-2	—	+2	+100%

TABLE 15: VEHICLES

Vehicle	Properties	Speed	Travel	SZ/Def	Occ/Load	Const	Comp	Era	Cost
<i>Air Vehicles</i>									
Airship	Cover (1/2), crew (15), overrun (3d6)	30 ft.	18	C/7	100/10 tons	Hard 7	25Y	Reason	20,000s
<i>Water Vehicles</i>									
Elemental galleon	Cover (1/2), crew (50), overrun (5d6)	10 ft. (50 ft.)	20	V/1	20/150 tons	Hard 12	22Y	Reason	30,000s
<i>Land Vehicles</i>									
Lightning rail engine	Cover (full), crew (10)	10 ft. (50 ft.)	20	G/4	10/10 tons	Hard 9	20Y	Reason	10,000s
Lightning rail car	Cover (full), draft (lightning rail engine)	10 ft. (50 ft.)	20	G/4	200/20 tons	Hard 7	15M	Reason	800s

Lightning Rail: The pride of house Orienne is their lightning rail network, spanning all across Khorvaire. These heavy, bulky trains can move at high speeds thanks to the air elemental bound to their furnace. They follow a conductor stones network that links all major cities of the continent.

Elemental Galleon: Using the same principle as airships, elemental galleons are huge vessels, powered by an air elemental. They are meant primarily for freight transportation, and aside from flying fortresses, they are the largest vehicles ever built.

Armor

ARMOR UPGRADES

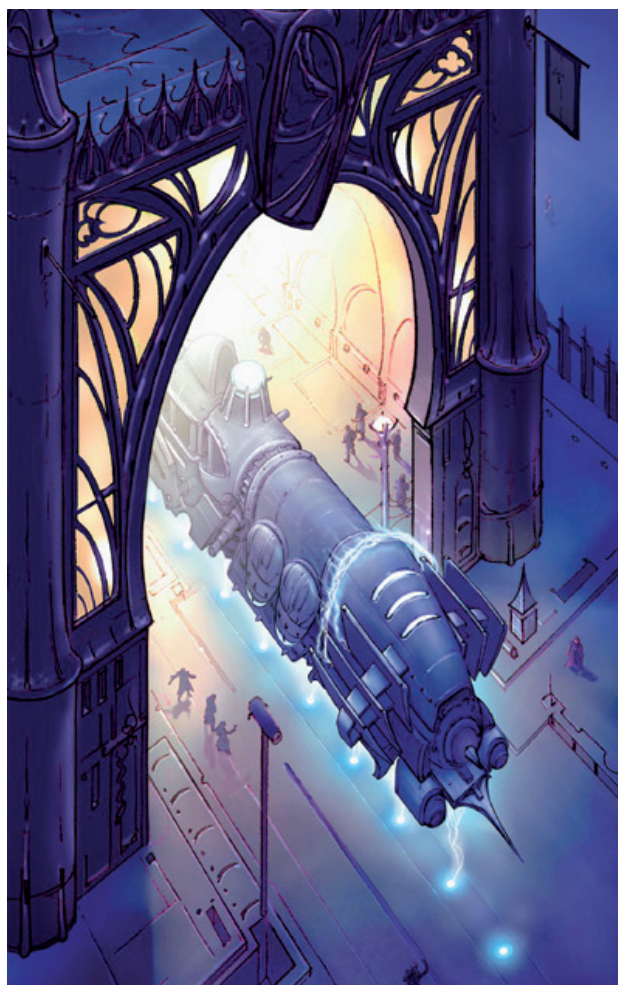
Flametouched Iron: As recommended by Silver Flame priests, a flametouched iron armor protects against evil Outsiders' magical attacks.

Soarwood: Soarwood leaves armors are thinner, lighter, but as resistant as leather armors.

Densewood: These armors replace metal plates with densewood for a better flexibility.

Hobgoblin: Often called dakhaani armors, these are made to resist arrows and bolts fired by cowards.

Riedran: These armors from Sarlona include crystals that protects against force attacks.

**TABLE 16: ARMOR UPGRADES**

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
<i>Craftmanship</i>											
Hobgoblin	—	Reduce attack's AP by 4	—	—	—	—	—	+5	+25%	Primitive	+100%
Riedran	—	Force Resistance 4	—	—	—	—	—	+2	+25%	Primitive	+25%
<i>Materials</i>											
Flametouched iron	—	Hard only; +2 gear bonus to saves against Outsiders	—	—	—	-4	—	+2	—	Primitive	+50%
Soarwood	—	Soft only	+1	—	—	—	—	+5	-25%	Primitive	+50%
Densewood	—	Hard only	+1	+2	—	—	—	+10	-15%	Primitive	+150%

Weapons

Xen'drik Boomerang: These sharp chitin boomerangs are used by the dark elves of Xen'drik for both war and hunting.

Sharrash: Popular in the Talenta plains, the sharrash is some sort of a falx with a longer grip.

Tangat: Also invented by halflings, the tangat is a scimitar with a long grip meant for mounted use.

WEAPON UPGRADES

Byeshk: Extracted at the frontiers of the Droaam, byeshk is extremely sought after for its hardness and capacity to harm the daelkyrs and their servants.

Hobgoblin: Often called dakhaani weapons, they are famous for their excellent balance.

Riedran: Often called cristeel weapons, the edge or the blunt part of these weapons is covered of cristeel shards that affects spirits just like flesh.

Silver: Although silver weapons are rather ineffective against most targets, lycanthropic-infected creatures, including shifters, suffer from its bite.

Targath: Another rather inappropriate material for forging weapons, targath is quite effective at penetrating the defenses of Aerenal's immortals.

PRIZES

All Renown, titles, Favors, Holdings, and Magic Items presented in Chapter 4 of the Fantasy Craft Rulebook are fitting options for inclusion in this campaign.

Favors

Letter of Marque: This priceless document can only be obtained from the highest ranking officials of Breland. It grants the owner the right to search Xen'drik lands.

Safe Passage: Safe transportation also highly benefits from the progresses and rivalry of houses Orienne and Lyrandar.

TABLE 17: WEAPONS

Name	Damage	Threat	Range	Qualities	SZ/Hand	Const	Comp	Weight	Era	Cost
<i>Polearms</i>										
Sharrash	1d10 lethal	19-20	—	Reach +1, trip	M/2h	Hard 2	8W	15 lbs.	Primitive	30s
<i>Swords</i>										
Tangat	1d10 lethal	18-20	—	Cavalry	S/1h	Hard 2	12W	6 lbs.	Primitive	80s
<i>Thrown Weapons</i>										
Xen'drik boomerang	1d8 lethal	20	20 ft. × 3	Lure, return	S/1h	Hard 2	15W	2 lbs.	Primitive	15s

TABLE 18: WEAPON UPGRADES

Name	Effect	Const	Comp	Weight	Era	Cost
<i>Craftsmanship</i>						
Hobgoblin	+1 bonus to attack checks	—	+5	—	Primitive	+50%
Riedran	Always inflicts force damage	—	+2	+25%	Primitive	+50%
<i>Materials</i>						
Byeshk	+1 damage	—	+5	+25%	Primitive	+200%
Silver	−1 damage (min. 1)	−1 save	—	—	Primitive	+50%
Targath	−1 damage (min. 1)	−1 save	+2	−25%	Primitive	+100%

TABLE 19: FAVORS

Favor	Renown Requirement	Minimum Downtime	Reputation Cost
Letter of Marque — Authorize searches in Xen'drik lands	Any 5	W	20
Safe Passage — Party and its animals are safely transported to a destination:			
Aerodiligence (<i>intra-muros</i> , 20 minutes per mile of travel)	Any 1	—	2
Neighboring (within 200 miles, 1 day of travel)	Any 2	—	4
Regional (within 2000 miles, 1 day per 200 miles of travel)	Any 4	D	8
Remote (over 2000 miles, 1 day per 200 miles of travel)	Any 6	W	15

Magic Items

WARFORGED ESSENCE

This small iron disk covered of runes functions only if inserted at the center of a warforged's chest. It supports one specific activity with the knowledge and skill stored inside.

Object: 3-inches-diameter iron disk

Charm: Greater Skill Ranks (One specific skill — +2 ranks at Level 1–2, +3 ranks at Level 3–6, +4 ranks at Level 7–10, +5 ranks at Level 11–14, +6 ranks at Level 15–18, +7 ranks at Level 19–20)

Reputation Value: 8 (Level 1–2), 12 (Level 3–6), 16 (Level 7–10), 20 (Level 11–14), 24 (Level 15–18), 28 (Level 19–20)

DRAGONMARK FOCUS

This Siberys dargonshard worn as a pendant grants its wearer an advanced control over his dragonmark powers.

Object: Dragonshard amulet

Essence: Casting Level bonus (+2 Casting Level when casting dragonmark powers)

Reputation Value: 20

CHANNELING SCEPTER

Through centuries, Artificers have learnt how to use their magical creations in order to compensate their lack of academic magic training. These scepters give them the versatility of a true, trained mage, without much effort.

Object: Scepter

Essence: Feat (one Spell Conversion feat)

Reputation Value: 20

ROGUES GALLERY

All rogues from Fantasy Craft rogues gallery (see *Fantasy Craft*, page 244) are common in Eberron. Additionally, the rogues described below are specific to this campaign setting.

Airship Captain (Medium Folk Walker — 58 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init

V; Atk IV; Def IV; Res IV; Health IV; Comp III; Skills: Resolve IV, Ride VIII, Tactics VIII; Qualities: *Class ability (Captain: battle planning I (fire at will!, press on!), take measure)*, *fearless I*, *feat (Battlefield Trickery, Coordinated Attack, Coordinated Move, Coordinated Strike)*

Attacks/Weapons: Cutlass (dmg 1d10 lethal; threat 19-20; qualities: *cavalry, finesse*), boarding pistol + 10 shots (dmg 3d6 lethal; threat 19-20; range 10 ft. × 3; qualities: *load 7, spread*)

Mounts and Vehicles: Airship (Spd 30 ft. fly; Travel 18; SZ/Def C/7)

Gear: Moderate studded leather with light fittings (DR 4; DP -1; ACP -1; Spd -5 ft.; Disguise -6)

Treasure: 1A, 2C

Aurum Spy (Medium Folk Walker — 61 XP): Str 10, Dex 10, Con 10, Int 10, Wis 14, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init VII; Atk III; Def V; Res II; Health IV; Comp V; Skills: Blend VI, Investigate VI, Sense Motive VI; Qualities: *Bright I*, *class ability (Emissary: black vial, human nature)*, *feat (Anonymity Basics, Anonymity Mastery, Garrote Basics)*

Attacks/Weapons: Stiletto (dmg 1d4 lethal; threat 18–20; qualities: *AP 8, finesse*)

Gear: Partial leather with light fittings (DR 2; Resist Fire 3; DP -1; ACP -1; Spd —; Disguise -4), garrote, 3 doses of lethal poison

Treasure: 7C, 1G

Cultist of the Dragon Below (Medium Folk Walker — 66 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init I; Atk II; Def VIII; Res V; Health III; Comp I; Skills: Impress IX, Intimidate IX, Resolve IV; Qualities: *Blessed (Curses III, Evil III)*, *class ability (Courtier: slanderous)*, *fearless I*, *feat (Iron Will, Glint of Madness)*, *honorable*, *interests (Alignment: Cults of the Dragon Below)*, *menacing threat*

Attacks/Weapons: Pike (dmg 1d8 lethal; threat 20; qualities: *lightweight, reach +2*)

Gear: Holy book

Treasure: 1A

Dargonmarked Administrator (Medium Folk Walker — 44 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 14; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init II; Atk II; Def III; Res V; Health II; Comp V; Skills: Dargonmark Skill VII, Haggle VI; Qualities: *Bright I, feat (Dragonmark Basics, Least Dragonmark, Lesser Dragonmark)*

Attacks/Weapons: Pocket pistol + 10 shots (dmg 3d4 lethal; threat 18–20; range 10 ft. × 3; qualities: *load 7, unreliable*)

Gear: Identity documents with portrait

Treasure: 1G, 1M

Emerald Claw Agent (Medium Folk Walker — 56 XP): Str 14, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk III; Def IV; Res III; Health IV; Comp II; Skills: Blend V, Notice V, Tactics VI; Qualities: *Class ability (Scout: sneak attack +2d6), feat (Garrote Basics, Knife Basics, Knife Mastery), treacherous*

Attacks/Weapons: Hand claw (dmg 1d6+2 lethal; threat 20; qualities: *bleed, grip*)

Gear: Partial scalemail with light fittings (DR 4; Resist Edged 2; DP –2; ACP –2; Spd –5 ft.; Disguise –12), garrote

Treasure: 1L

Keeper of the Gate (Medium Folk Walker — 71 XP): Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 12; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk II; Def VI; Res IV; Health V; Comp IV; Skills: Impress V, Resolve VII, Sense Motive V, Survival V; Qualities: *Class ability (Priest: saved! I (Will)), devoted (Nature V), fearless II*

Attacks/Weapons: Short staff (dmg 1d6 subdual; threat 20; qualities: *double, trip*)

Gear: Holy symbol, oil of blessing

Treasure: 2A, 1M

Lords of Dust's Thrall (Medium Folk Walker — 40 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk IV; Def III; Res III; Health IV; Comp III; Skills: Bluff IV, Intimidate V, Tactics IV; Qualities: *Class ability (Assassin: hand of death, offer they can't refuse, quick on your feet 1/session)*

Attacks/Weapons: Dagger (dmg 1d4 lethal; threat 19–20; qualities: *bleed, hurl*)

Gear: Partial leather armor (DR 1; Resist Fire 3; DP –1; ACP –0; Spd —; Disguise +0)

Treasure: 1A, 3C

Seren Barbarian (Medium Folk Walker — 52 XP): Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init VII; Atk IV; Def V; Res V; Health IV; Comp I; Skills: Resolve V, Survival III; Qualities: *Class ability (Soldier: killer instinct), feat (Charging Basics, Draconic Heritage, Mobility Basics, Rage Basics), ferocity*

Attacks/Weapons: Throwing spear (dmg 1d8+3 lethal; threat 19–20; qualities: *hurl, reach +1*), war hammer (dmg 1d12+3 subdual; threat 20; qualities: *AP 2*)

Gear: Body paint

Treasure: 1G, 1L

Sharn Skymage (Medium Folk Flyer/Walker — 50 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 50 ft. fly, 30 ft. ground; Init IV; Atk II; Def V; Res VII; Health IV; Comp III; Skills: Acrobatics VII, Notice IV, Spellcasting V; Spells: Cone of Cold, Levitate, Feather Fall, Fly I, Resilient Sphere I; Qualities: *Damage defiance (Falling), feat (Spell Conversion: Duration)*

Attacks/Weapons: Mancatcher (dmg 1d6 subdual; threat —; qualities: *reach +1, trip*)

Gear: Identity documents, mage's pouch, mana potion

Treasure: 1G, 1M

Wandmaster (Medium Folk Walker — 42 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init VII; Atk III; Def IV; Res V; Health III; Comp II; Skills: Notice IV; Qualities: *Always ready, class ability (Artificer: attune magic item I, II, arcane tech), feat (Quick Draw; Spell Conversion: Casting Time, Effect)*

Attacks/Weapons: Dueling pistol + 10 shots (dmg 3d4 lethal; threat 18–20; range 30 ft. × 3; qualities: *load 7, unreliable*)

Gear: Identity documents, lightning bolt wand (Minor Charm: *Spell effect (Lightning Bolt I)*), polar ray wand (Minor Charm: *Spell effect (Polar Ray II)*), searing ray wand (Minor Charm: *Spell effect (Searing Ray)*)

Treasure: 1C, 1G, 2M

ROGUE TEMPLATES

The Eberron campaign setting introduces a few new Species. To make a rogue NPC one of these, simply add one of the following templates.

CHANGELING (+9 XP)

Benefit: The NPC's Intelligence, Wisdom and Charisma scores rise by 1. He also gains the Disguise II signature skill and *condition immunity* (bleeding).

HOBGOBLIN (+5 XP)

Benefit: The NPC's Dexterity and Constitution scores rise by 2. He also gains *darkvision I*.

KALASHTAR (+3 XP)

Benefit: The NPC's Charisma score rises by 2 and his Health increases by 1 grade.

SHIFTER (+4 XP)

Benefit: The NPC's Dexterity score rises by 3. He also gains *Achille's heel* (Silver), *darkvision I* and Claw I (dmg 1d6 lethal; threat 20).

MONSTERS

This section presents a few new monsters specific to the world of Eberron, as well as a new Type.

Deathless (+5 PX): The NPC is a champion of the light, who has been granted the gift of immortality. It gains the *darkvision I* NPC quality at no additional cost, can't fall unconscious, and is immune to Constitution damage, subdual and stress damage, diseases, and poisons, as well as the *bleeding*, *paralyzed*, *sickened*, and *stunned* conditions. It's also immune to critical injuries other than battered and broken limbs, suffering the former with any result below 30 and the latter with any other result. The NPC regains vitality normally but does not naturally heal wounds, though it may benefit from all Medicine checks as normal (see *Fantasy Craft*, page 77). A Deathless NPC doesn't age and doesn't need to eat, sleep, or breathe.

Carcass Crab

This giant crabs are the product of the Mournland's stain. Their huge size and their hull constantly covered with corpses make them fearful enemies. They are usually found hunting in the Mournland, but some wander as far as the Valenar or the Darguun.

Tactics: The carcass crab enjoys a natural camouflage he uses to blend in and attack with his powerful pincers. Against swift enemies, he uses his venomous sting to slow them down.

Carcass Crab (Huge Animal Walker — 93 XP):

Str 18, Dex 10, Con 14, Int 3, Wis 10, Cha 10; SZ H (3×3, Reach 3); Spd 30 ft. ground; Init III; Atk IX; Def V; Res IX; Health V; Comp —; Skills: Athletics IX, Notice II; Qualities: *Chameleon II* (Mournland), *damage reduction 2*, *feat* (All-Out Attack), *grappler*, *natural defense*, *tough I*

Attacks/Weapons: Claw I (dmg 1d10+4 lethal; threat 20; qualities: *grab*), Venomous Sting (damage attack I: 60 ft. ray; dmg 1d4 lethal per 2 TL, Ref Save DC 15 for 1/2 damage; upgrade: *venomous* (disorienting poison)), Crushing Bite (Constriction I: dmg 2d8+4 lethal; notes: *Grapple benefit*)

Treasure: 2L, 1T

Choker

According to experts, chokers are halflings corrupted by the madness of the daelkyrs. Their ape-like skull, scaly skin, and elastic limbs have yet nothing in common with the small people. But daelkyr experiments are known to stain the body as certainly as the mind.

Tactics: Vicious and agile, chokers hide in the darkest corners and attack only when their target is vulnerable. They use their elastic limbs to stick to their prey and choke it to death.

Choker (Small Horror Walker — 68 XP):

Str 12, Dex 12, Con 12, Int 4, Wis 12, Cha 7; SZ S (1×1, Reach 1); Spd 20 ft. ground; Init VI; Atk IV; Def IV; Res V; Health III; Comp II; Skills: Athletics X, Sneak VI; Qualities: *Achille's heel* (Byeshk), *darkvision II*, *swift attack I*, *feat* (Lightning Reflexes), *grappler*, *superior climber*

Attacks/Weapons: Tentacle I (dmg 1d6+1 lethal; threat 20; qualities: *grab*, *reach +1*), Constrict I (dmg 1d8+1 lethal; threat 20; notes: *Grapple benefit*)

Treasure: 1L



Councilors

Revered ancestors of Aerenal elves, the councilors are the nobility of the deathless inhabiting the City of the Dead. They are the brightest minds, philosophers, mages, scientists, priests, advisors, and sages of the elven people. Although time doesn't mean anything to them anymore, they are at the service of their mortal children and always seek solutions to the numerous problems that plague Aerenal.

Ascendant Councilor: These god-like deathless are the wisest councilors. They are nothing more than decaying corpses ornated with flashing jewelry, but their mind is sharper than any mortal's.

Undying Councilor: Most of the Undying Court is composed of these deathless. They are an undying senate, guiding their mortal descendants.

Tactics: Councilors hate to fight, but when they do, it is with a terrifying violence. Their magic abilities, supernatural attacks, and incredible strength makes them fearful defenders of elven treasures.

Ascendant Councilor (Medium Deathless Walker — 243 XP): Str 20, Dex 14, Con 10, Int 16, Wis 18, Cha 16; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init V; Atk IV; Def IV; Res VII; Health V; Comp V; Skills: Impress IX, Notice IX, Sense Motive IX; Qualities: *Achille's heel (Targath)*, *damage defiance (fire)*, *damage reduction 6*, *feat (Combat Expertise)*, *Interests (Alignment: Undying Court)*, *natural spell (Castigate II, Command II, Consecrate, Counter Magic III, Divine Favor, Heal, Sacred Aura, Scrye V, True Seeing)*, *spell defense V*, *tough II*

Attacks/Weapons: Slam II (dmg 1d8+5 lethal; threat 19-20; qualities: *aligned*), Purification (Str and Cha draining attack V: Fort DC 30 or suffer 1 temporary Str and Cha impairment; upgrade: *supernatural attack (Slam)*)

Treasure: 3A, 1C, 1M

Undying Councilor (Medium Deathless Walker — 140 XP): Str 18, Dex 10, Con 10, Int 14, Wis 16, Cha 14; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init II; Atk III; Def IV; Res V; Health V; Comp III; Skills: Notice VIII, Search VIII; Qualities: *Achille's heel (Targath)*, *damage defiance (fire)*, *damage reduction 6*, *feat (All-Out Attack, Combat Expertise, Expert Disarm)*, *Interests (Alignment: Undying Court)*, *natural spell (Command II, Counter Magic II, Devotion Hammer, Divine Power, Heal, Mark of Justice, Scrye IV)*, *spell defense II*, *tough I*

Attacks/Weapons: Slam I (dmg 1d8+4 lethal; threat 20; qualities: *aligned*, *diseased (cleansing)*)

Treasure: 2A, 1C, 1M

Cleansing: This sudden disease affect even creatures normally immune to diseases. However, only creature with an Opposing Alignment to the Undying Court are affected. It provokes 4 Dexterity and Charisma impairment, its incubation period is 1d6 minutes, and the save DC is 19.

Daelkyr

The daelkyrs are the undying masters of Xoriat, the plane of madness. These humanoid-looking creatures may look handsome and suave, but if you take a look closer, there is something definitively unnatural about them. Their body and their soul are stained at the core. Their dementic mind is that of psychopaths, with a lust for vice and cruelty. And their favorite hobby is to torture mortal beings.

Tactics: Gifted with infinite patience, the daelkyr is the enemy of all the lives. Supernaturally strong, fast, and pretentious, he often lets his servants fight in his stead. Not because he fears close combat, but only because he hates dirtying his own hands. Whenever a daelkyr enters a fight personally, he is a force to be reckoned with, and dementia and terror soon plague the enemy camp.

Daelkyr (Medium Outsider Horror Walker — 255 XP): Str 16, Dex 16, Con 18, Int 18, Wis 16, Cha 18; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init VII; Atk V; Def III; Res IX; Health III; Comp X; Qualities: *Achille's heel (Byeshk)*, *attractive IV*, *beguiling*, *bright II*, *contagion immunity*, *condition immunity (fixated, frightened, shaken)*, *damage reduction 10*, *darkvision II*, *dramatic entrance*, *everlasting*, *fearless II*, *feat (Combat Expertise)*, *natural spell (Insanity III, Slow, Dimension Door, Haste)*, *regeneration 5*, *shapeshifter III*, *spell defense V*, *veteran II*, *weird mind (see below)*

Attacks/Weapons: Tentacle Whip (Tentacle V: dmg 3d6+3 stress; threat 18-20; qualities: *Reach +2*), Corrupting Touch (Str or Con draining attack IV: Fort DC 25 or suffer 1 temporary Str or Con impairment; upgrade: *supernatural attack (Tentacle Whip)*); Aura of Insanity (frightening attack IV: 20 ft. aura; Will DC 25 or *frightened* for 4d6 rounds)

Treasure: 4T, 3M, 1L

Weird Mind (+4 XP): Daelkys' emotions and thoughts are completely inhuman. Whoever tries to detect his emotions or otherwise read his mind automatically suffers the effect of Insanity III.

Dinosaurs

Dinosaurs in Eberron are mostly concentrated on the continent of Xen'drik and on the Talanta plains, where local halflings have learnt to train and ride them.

Leaellynasaura: Called 'runner' by the halflings, this arrow-shaped dinosaur is the plains' prince, able to run accross long distances for several days.

Pteranodon: Called 'gliding wing' by the halflings, this flying dinosaur allows them to reach they skies. With its hard beak filled with sharp teeth, it is also an excellent war-mount.

Tactics: These relatively small dinosaurs are seldom predators by themselves, at least not for humans. Beware of dinosaur packs, however.

Leaellynasauea (Medium Animal Walker — 45 XP): Str 12, Dex 10, Con 10, Int 2, Wis 10, Cha 4; SZ M (1×1, Reach 1); Spd 50 ft. ground (Run 250 ft.); Init III; Atk III; Def IV; Res VII; Health V; Comp —; Skills: Acrobatics II, Athletics V, Notice V; Qualities: *Darkvision I*, *improved sense (scent)*, *superior jumper*, *superior runner I*, *superior traveler I*

Attacks/Weapons: Bite I (dmg 1d8+1 lethal; threat 18-20)

Treasure: 1T



Pteranodon (Large Animal Flyer/Walker — 48 XP): Str 14, Dex 12, Con 12, Int 2, Wis 12, Cha 10; SZ L (1×3, Reach 1); Spd 80 ft. flight, 20 ft. ground; Init IV; Atk IV; Def III; Res VII; Health VI; Comp —; Skills: Notice III; Qualities: *Darkvision I*

Attacks/Weapons: Bite I (dmg 1d10+2 lethal; threat 18-20)

Treasure: 1T

Dolgaunt

Dolgaunts look like humans tainted by madness ... with good reason. They are the result of genetical manipulations performed by daelkys on hobgoblins. Although blind, dolgaunts can 'see' through their oversensitive skin and their long tentacles makes them dangerous in close combat.

Tactics: Dolgaunts are stealthy and obey to strict discipline. Even during combat, they stay coordinated and use their tentacles to maintain their enemies at range while their servants take them down.

Dolgaunt (Medium Horror Walker — 81 XP): Str 12, Dex 12, Con 10, Int 10, Wis 12, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk IV; Def IV; Res V; Health III; Comp III; Skills: Acrobatics IV, Athletics IV, Sneak IV; Qualities: *Achille's heel (Byeshk)*, *blindsight*, *damage reduction 3*, *grappler*

Attacks/Weapons: Tentacle I × 4 (dmg 1d8+1 lethal; threat 20; qualities: *grab*, *reach +1*), Vitality Drain (Con draining attack I: Fort DC 10 or suffer 1 temporary Con impairment; upgrade: *supernatural attack (Grapple)*)

Treasure: 2L, 1G

Dolgrim

Created by the daelkys through genetical manipulations, each dolgrim is nothing but the result of the fusion of two goblins. They have always served daelkys as cannon fodder, fighting under the direct command of the dolgaunts.

Tactics: Brutal and disgusting, dolgrims are incapable of devising complex strategies. They fight as they live, with fury and disorder, unless a dolgaunt establishes some sort of discipline in their ranks.

Dolgrim (Small Horror Walker — 41 XP): Str 12, Dex 10, Con 10, Int 10, Wis 12, Cha 9; SZ S (1×1, Reach 1); Spd 20 ft. ground; Init III; Atk IV; Def III; Res III; Health III; Comp II; Skills: Sneak III;



Qualities: *Achille's heel* (Byeshk), *damage reduction 3*, *frenzy I*, *grappler*

Attacks/Weapons: Morgenstern (dmg 1d8+1 lethal; threat 19-20; qualities: *bleed*), buckler (dmg 1d3+1 subdual; threat 20; qualities: *guard +1*), light crossbow and barbed bolts (dmg 1d6 lethal; threat 19-20; range 50 ft. × 6; qualities: *AP 2*, *bleed*, *poisonous*, *load 5*), throwing spear (dmg 1d8+1 lethal; threat 19-20; qualities: *hurl*, *reach +1*)

Treasure: 2G

Dusk Hag

Less cruel and evil-minded than other hags, dusk hags often live alone, their mind lost in visions of the future. They don't really care about the moment or men or anything, since destiny is already written and nothing can stop what's coming... Sometimes, desperate people ask a dusk hag for guidance. If she thinks them worthy, and often in exchange for a favor, she will grant them the benefit of a hint, concerning the outcome of a specific decision.

Tactics: Dusk hags try to avoid fighting at all cost, running away if they can and using their nightmare touch if necessary.

Dusk Hag (Medium Folk Walker — 94 XP): Str 14, Dex 10, Con 12, Int 12, Wis 12, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init III; Atk IV; Def V; Res IV; Health IV; Comp II; Skills: Blend III, Notice III, Sense Motive X; Qualities: *Achille's heel* (Cold iron), *ondition immunity* (fixated), *darkvision II*, *damage reduction 5*, *fearless II*, *natural spell* (Control Weather I, Detect Magic, Disguise Self, Hindsight, Tongues I, Zone of Truth)

Attacks/Weapons: Claw II (dmg 1d8+2 stress; threat 19-20)

Treasure: 1L, 1G, 1M



Homunculi

Build by artificers and mages to do their everyday bidding, homunculi are nothing but magically animated tools of flesh and other materials. Just like small golems, they have a single purpose: to serve their master. The following are a variants of the standard homunculus (see *Fantasy Craft*, page 270), often encountered in Eberron.

Defender: Whenever its creator's life is at stake, the defender is his last shield. This casted steel creature is a dreadful fighter loyal only to its master.

Messenger: The messenger is a tiny winged creature able to fly at great speed to avoid trouble, scout an area, or deliver urgent messages.

Snitcher: The snitcher is a 'retriever specialist'. He is both a good spy and an excellent thief, expert in prestidigitation and stealth.

Worker: Always ready to work, never tired, requiring minimum maintenance, the worker is an artificer's best friend.

Tactics: Except for the defender, homunculi are no combatants and even this particular specimen does not attack by himself unless his master tells him so or is under direct threat.

Defender (Small Construct Walker — 66 XP): Str 12, Dex 12, Con 10, Int 8, Wis 10, Cha 7; SZ S (1×1, Reach 1); Spd 50 ft. ground; Init IV; Atk VII; Def V; Res III; Health IV; Comp II; Qualities: *Class ability* (Bloodsworn: *blood bond III*; *harm's way I*; *watch out! II*), *darkvision II*, *monstrous defense*

Attacks/Weapons: Bite III (dmg 2d8+1 lethal; threat 17-20)

Treasure: 1L

Messenger (Diminutive Construct Flyer/Walker — 39 XP): Str 4, Dex 14, Con 10, Int 8, Wis 10, Cha 7; SZ D (1×1, Reach 1); Spd 100 ft. winged flight, 20 ft. ground; Init V; Atk I; Def I; Res I; Health I; Comp I; Skills: Acrobatics VI; Qualities: *Darkvision II*

Attacks/Weapons: Sting I (dmg 1d4-3 lethal; threat 20; qualities: *reach*

+1)

Treasure: 1L

Snitcher (Tiny Construct Walker — 47 XP): Str 8, Dex 14, Con 10, Int 10, Wis 10, Cha 7; SZ T (1×1, Reach 1); Spd 50 ft. ground; Init IV; Atk I; Def I; Res I; Health II; Comp I; Skills: Prestidigitation V, Sneak X; Qualities: *Darkvision II*, *feat (Ghost Basics, Ghost Mastery, Ghost Supremacy)*

Attacks/Weapons: Bite I (dmg 1d4–1 lethal; threat 18-20)

Treasure: 1L

Worker (Tiny Construct Walker — 32 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 7; SZ T (1×1, Reach 1); Spd 10 ft. ground; Init II; Atk I; Def I; Res I; Health II; Comp I; Skills: Crafting X; Qualities: *Darkvision II*, *feat (Charm Binding Basics, Crafting Basics (Any), Essence Binding Basics)*

Attacks/Weapons: Mallet (dmg 1d6 lethal; threat 20)

Treasure: 1M

Horses

The plains of Eberron are full of exceptional riding specimens, from the stallions of the Eldyn Reaches to the legendary wild horses of Xen'drik, not to mention the powerful thrane war-horses.

Valenar horse: Much sought after, these horses are bred by the Valenar elves, using techniques known only to themselves for centuries. They are exceptionally large, swift, and brave. Many governments and corporations are willing to pay a great deal of money for even one specimen of these fine horses.

Valenar war-horse: Valenar war-horses are envied by all Khorvaire armies. These stallions are swift and tough and make perfect war-mounts, ridden by the most stalwart braves of this young kingdom.

Tactics: Horses seldom attack themselves. It is only in the hands of the most skilled horsemen that they become the nightmare of the enemy infantry on the battlefield.

Horse, Valenar (Large Animal Walker — 54 XP): Str 12, Dex 12, Con 12, Int 2, Wis 12, Cha 10; SZ L (1×2, Reach 1); Spd 80 ft. ground (Run 480 ft.); Init IV; Atk III; Def IV; Res VII; Health IV; Comp —; Skills: Acrobatics V, Athletics V, Notice III; Qualities: *Improved sense (scent)*, *superior runner II*, *superior traveler I*

Attacks/Weapons: Kick I (dmg 1d8+2 lethal; threat 20)

Treasure: 1T

War-Horse, Valenar (Large Animal Walker — 74 XP): Str 14, Dex 12, Con 14, Int 2, Wis 12, Cha 10; SZ L (1×2, Reach 1); Spd 70 ft. ground (Run 350 ft.); Init V; Atk VII; Def IV; Res VII; Health IV; Comp —; Skills: Acrobatics V, Athletics V, Notice III; Qualities: *Cagey I*, *fearless I*, *improved sense (scent)*, *improved stability*, *superior runner I*, *tough I*

Attacks/Weapons: Kick II (dmg 1d8+2 lethal; threat 19-20)

Treasure: 1T

Inspired

The Inspired are humanoid vessels specifically bred for Quori possession. Inhabiting the ever expanding nation of Riedra in Sarlona the Inspired have slowly began expanding into Khorvaire starting to make trips to its eastern shores. Once possessed by a Quori spirit, here a Tsucora, Inspired are fearful mind controllers. They use their psychic powers to control everything and everyone, with the secret goal to enslave the Khorvaire as they did with Sarlona.

Tactics: Inspired try to avoid close combat whenever they can, counting on their allies to protect them. If they need to, they use their psychic powers to turn their enemies against each other.

Inspired, Possessed by a Tsucora Quori (Medium Folk Walker — 79 XP): Str 8, Dex 10, Con 10, Int 14, Wis 14, Cha 16; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk II; Def III; Res VII; Health II; Comp IX; Skills: Bluff X, Sense Motive X, Spellcasting VI; Spells: Cause Wounds II, Detect Emotions, Geas, Invisibility, Shield, Whispers; Qualities: *Feat (Iron Will)*, *light sleeper*, *natural spell (Charm Person II, Cure Wounds II, Mage Armor, Phantasmal Killer) vessel (see below)*

Attacks/Weapons: Superior riedran dagger (dmg 1d6 force; threat 19-20; qualities: *bleed*, *hurl*)

Treasure: 2C, 1M

Vessel (+0 XP): An Inspired is just a vessel; the Quori mind possessing him is the real danger. These Spirits have entered our world and are affected by all attacks targeting the Inspired and affecting Spirits. If the Quori is repelled to Xoriat, the Inspired recovers his freedom of thought ... which doesn't always mean he will be thankful to his 'saviors'.



Quori

Quori are the dreaded masters of Dal Quor, plane of dreams. While they are physically kept away from Eberron thanks to the Keeper of the Gate's mystic seals, they still can possess the minds of mortals, leaching in their dreams. Most Quori invest bodies specially bred for this purpose: Inspired. But unwilling targets are quite often coerced into mental domination by the vile Quori.

Tsucora Quori: Among Quori, Tsucora are about the weakest and the most common in the plane of dreams. Their nightmarish look, however, reflects quite accurately the threat they are.

Tactics: Tsucora physically enter battle only after they have carefully analyzed the situation and know they will win. Then they rush to melee, using their terrifying sting to shatter enemy ranks.

Quori, Tsucora (Medium Outsider Horror Walker — 149 XP): Str 14, Dex 12, Con 14, Int 14, Wis 14, Cha 14; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init IV; Atk IV; Def III; Res VII; Health IV; Comp VI; Skills: Notice VII, Intimidate VII, Sense Motive VII; Qualities: *Achille's heel (Divine)*, *damage defiance (Acid, Cold, Fire)*, *damage reduction 5*, *darkvision II*, *devour*, *fearless II*, *feat (Lightning Reflexes)*, *natural spell (Command II, Cure Wounds III, Mage Armor, Phantasmal Killer, Teleport I)*, *spell defense I*, *telepathic*

Attacks/Weapons: Claw I × 2 (dmg 1d8+2 lethal; threat 20; qualities: *AP 2*), Sting I (dmg 1d8+2 lethal; threat 20; qualities: *reach +2*), Terrifying Sting (frightening attack III: Will DC 20 or *frightened* for 3d6 rounds; upgrade: *supernatural attack (Sting)*)

Treasure: 3L

Rakshasa

Reigning over the Demon Wastes, rakshasas are the offspring of demons who once ruled the world. These men-like tigers with inverted hands are powerful wizards and warriors. Their knowledge and might are only exceeded by their cruelty, for they despise all mortal beings.

Zakya: Zakyas are rakshasas' fighters. They have learnt to revert their hands in order to use the weapons of mortals ... against them.

Tactics: Squeezed in their armor, armed with sword and board, zakyas charge to battle with rec-

klessness, cutting, slashing, and gutting their enemies without mercy.

Rakshasa, Zakya (Medium Outsider Walker — 122 XP): Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 10; SZ M (1×1, Reach 1); Spd 50 ft. ground (45 ft. in armor); Init IV; Atk IV; Def III; Res VII; Health III; Comp IV; Skills: Bluff VI, Disguise VI, Sense Motive V; Qualities: *Achille's heel (Bows)*, *damage reduction 10*, *darkvision II*, *feat (Cleave Basics, Sword Basics, Sword Mastery, Sword Supremacy)*, *Interests (Alignment: Lords of Dust)*, *natural spell (Detect Emotions, True Strike)*, *shapeshifter I*, *spell defense III*

Attacks/Weapons: Bite I (dmg 1d8+3 lethal; threat 18-20; qualities: *aligned*), long sword (dmg 1d12+5 lethal; threat 20; Minor Essence: *damage bonus +2*), metal shield (dmg 1d4+3 subdual; threat 20; qualities: *guard +2*), Vampire's Kiss (life draining attack II: Fort DC 15 or 1 lethal damage per TL, NPC heals equal amount)

Gear: moderate scale armor (DR 4; Resist Edged 3; DP -2; ACP -1; Spd -5 ft.; Disguise: obvious)

Treasure: 2L, 2M

Undying Soldier

These deathless elves are heavily armed and serve as a guard of honor for the Undying Court.

Tactics: Since they don't fear for their life, these devoted bodyguards fight with zeal whenever the Court is in danger. They are ready for anything in order to protect the councilors. When they fight, they often adopt phalanx formations.

Undying Soldier (Medium Deathless Walker — 47 XP): Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground (25 ft. in armor); Init II; Atk IV; Def III; Res III; Health VI; Comp I; Skills: Athletics III, Notice VI; Qualities: *Achille's heel (Targath)*, *class ability (Paladin: stand in judgment I)*, *feat (All-Out Attack, Cleave Basics I)*, *Interests (Alignment: Undying Court)*, *monstrous defense I*, *tough I*

Attacks/Weapons: Superior throwing spear (dmg 1d8+2 lethal; threat 19-20; qualities: *hurl*, *reach +1*), superior metal shield (dmg 1d4+2 subdual; threat 20; qualities: *guard +2*)

Gear: moderate articulated plate (DR 5; Resist Blunt 2; DP -2; ACP -2; Spd -5 ft.; Disguise: obvious)

Treasure: None

Warforged Titan

The heavy warforged cavalry of the war, titans are nothing more than evolved golem, bred for war. They have no sense of self-consciousness and go to battle with no second thought.

Tactics: Although they are lumbering and rather dumb, warforged titans largely compensate these flaws with a terrifying strength and an equally impressive resistance. They can withstand strikes that would destroy a regular warforged and wipe out entire knight battalions by themselves.

Warforged Titan (Huge Construct Walker — 108 XP): Str 20, Dex 8, Con 10, Int 3, Wis 10, Cha 1; SZ M (1×1, Reach 1); Spd 50 ft. ground; Init I; Atk VI; Def II; Res II; Health IX; Comp I; Skills: Athletics X; Qualities: *Achille's heel (Adamantine)*, *damage defiance (Acid, Cold, Fire, Sonic)*, *damage reduction 10*, *darkvision II*, *feat (Charging Basics, Charging Mastery, Charging Supremacy)*, *knockback*, *lumbering*, *tough II*

Attacks/Weapons: Great club (dmg 2d10+5 lethal; threat 20; qualities: *Huge scale*, *keen 8*, *massive*), Trample I (dmg 1d12+5 lethal; threat 20)

Treasure: 1T

MONSTER TEMPLATES

Mageblood (+10 XP)

Magebloods are animals whose genetical structure has been magically altered, most often by the experts of house Vadalis. Stronger, faster, tougher, each mageblood animal is modified and bred to be perfectly adapted to the task requested by his master. The cost of any mage-blood animal with a single strain is doubled. Officially, only animals have been modified in this fashion. However, it is rumored that mageblood humans live somewhere in the ruins of the Mournland. How they were altered and why they chose to settled in these dire lands, no one can tell.

Benefit: The NPC gains *damage reduction 1*. His Strength, Dexterity, and Constitution each increase by 2, and his Intelligence by 1. Also, he gains the following NPC quality.

Good Boy (0 XP): The Training value of the NPC and all Breed Animal or Train Animal checks concerning him decrease by 2.

Additionally, his master may choose one or several of the following strains, granting the NPC one or more qualities at the cost of 2 XP each:

- *Aquatic Strain:* The NPC gains *superior swimmer II*.
- *Climbing Strain:* The NPC gains *superior climber II*.
- *Hunting Strain:* The NPC's Survival Skill increases by 2.
- *Jumping Strain:* The NPC gains *superior jumper II*.
- *Swift Strain:* The NPC gains *superior runner II*.
- *Tough Strain:* The NPC's Defense increases by II.
- *Traveling Strain:* The NPC gains *superior traveler II*.

EXAMPLE: MAGEBLOOD RIDING HORSE

This large horse has long, powerful legs that let him ride for hours without getting tired.

Mageblood Riding Horse (Large Animal Walker — 55 XP): Str 14, Dex 14, Con 14, Int 4, Wis 10, Cha 6; SZ L (1×2, Reach 1); Spd 50 ft. ground (Run 250 ft.); Init III; Atk III; Def IV; Res V; Health III; Comp —; Skills: Athletics V, Notice IV; Qualities: *Damage reduction 1*, *good boy*, *improved sense (scent)*, *improved stability*, *superior runner I*, *superior traveler IV*

Attacks/Weapons: Kick I (dmg 1d8+2 lethal; threat 20)

Treasure: 1T

