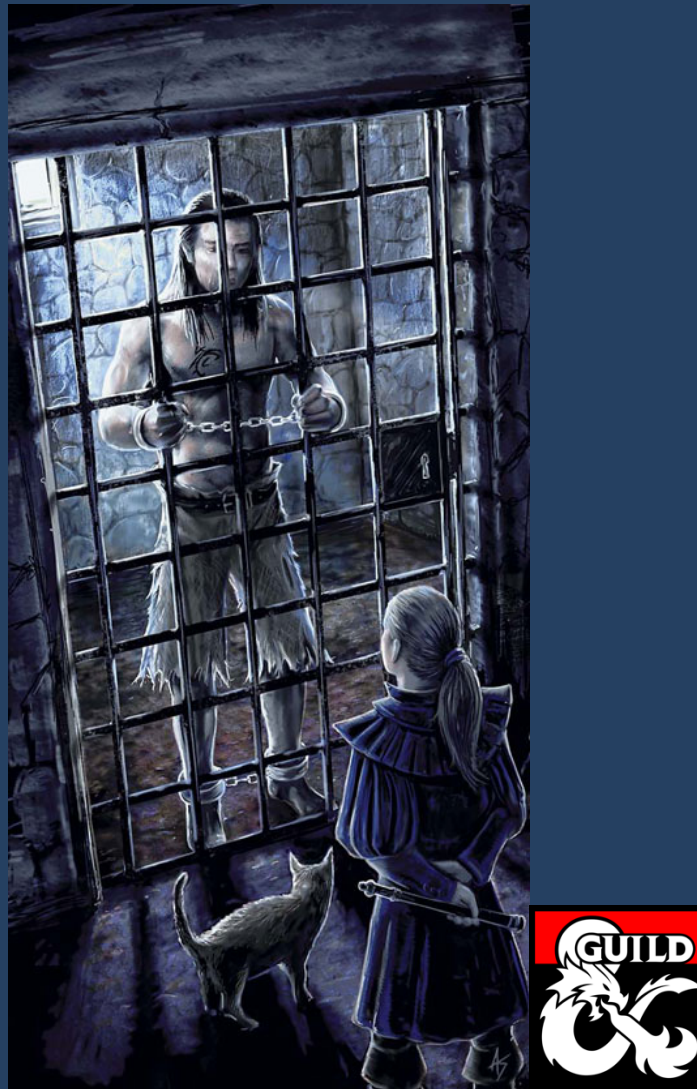


Lawyers of Eberron!

Resources for Legal Thrillers in Eberron
-a Sharn Inquisitive publication

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This text provides elements that may bring flavor or provide some inspiration for playing legal thrillers in Eberron (or elsewhere). Included are suggested backgrounds and role opportunities; character ideas and flavor options; monsters; magic items pertinent for legal thriller adventures; ideas on classes; and plot adventure suggestions

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The Tribunal of Thronehold

2. Foreword

‘You come to me to be trained in legal interpretation and practice? And you consider this path an easy one? Foolish younglings! We may not find ourselves at swordpoint -that— often, but I tell you lads, the justices and attorneys that litigate before the Tribunal of Thronehold¹ are fiercer than the Daughters of Sora Kell, cutthroats many of ‘em, I tell ye, and their words frequently filled with poison -although others seek to be as pure as the angels of the Silver Flame, freely defending those without a voice before authorities. To retrieve evidence, I have oftentimes had to carry out heists, retrieve proof from ancient tombs, and flee from would-be murderers hired by the party that lost against me. Aye, that is why I came to Stormreach, a much more civilized place where I can retire and enjoy the sun and seas. If you must, then, go to Morgrave or a fancy posh Aundairian University, grab a copy of the Korth Edicts or the Code of Galifar, and brace yourselves’. Perhaps you will learn to cast a powerful magic of deception of persuasion, stronger than that of wizards and bards... rhetoric and interpretation

—Wernor Lyrriman,
International law attorney²

¹ The Forge of War, p. 96.

² City of Stormreach, p. 68.

3. Introduction and overview



Law and legal practice are highly developed and complex in Eberron, unlike what happens in other campaign settings -that being said, you may make adjustments in order to steal ideas from this text in order to use them in other D&D worlds, using this book as inspiration! There can be many adventures revolving around aspects as circumventing the standards of or bringing an end to the quasi-state of martial law in Karrnath;³ figuring out if there are gaps that permit an excoriate or a dragonmarked heir to marry a noble and not lose certain benefits -for instance, declaring the Korth edicts as no longer having legal effects in some regards!; on challenging the authority of sentinel marshals, who are but the “arm” of law and order, and the legality of their actions; on

³ Wayfinder’s Guide to Eberron, p. 30.

procuring an interview with a detainee in Deneith facilities or even Dreadhold itself (a certain Karrnathi, mayhap?); exposing Merrix's unlawful experiments to the authorities, and winning a case against a cadre of expensive Sivis lawyers he hired!; settling a religious dispute between heretical and mainstream factions of the Church of the Silver Flame in Flamekeep, before Jaela Daran herself!; collecting evidence; advising as counsellors rulers or House barons if an attack in foreign territory is allowed by the law *and advisable*; or figuring out who is killing the witnesses who claim that a certain Brelish member of parliament is actually a war criminal from the Last War!

In addition to the Neo-Noir and Pulp elements of Eberron so properly mentioned in (the awesome) Wayfinder's Guide to Eberron, there is (among others) another interesting and cool feature of Eberron: political intrigue, which can be related to legal thriller options! Let's imagine options on such dimension...

P.S. Please note that important lore is found throughout the text, including the backgrounds section.



4. Legal Backgrounds and Lore

This subsection offers different variants of backgrounds for lawyer characters, some of whom specialize in evidence collection, others in persuasion and oratory, and so on.

Canon lawyer (religious codes)

After theology and law studies, and graduating with honors, you have been vested with the authority to decide or argue on cases related to religious (canon) law, including the validity of religious marriages, which can be fiercely disputed by monarchs who want an heir or authorization to marry their lovers; settling if a

bishop is guilty of misdemeanor and ought to be defrocked; ascertaining if a new doctrine is heretical and must be forbidden or permitted; determining if it is lawful to preach or proselytize in a given region; participating in cases of the inquisition, as happened years ago during the Lycanthropic purge, or else!

Skill proficiencies: Religion, and one of your choice among History, Investigation, Insight, Perception, Deception, Intimidation, Performance or Persuasion –you may want to have heightened skills or experience at knowledge about historical facts that may prove decisive in a case, at researching (investigation) legal precedents and applicable norms that are crucial for victory, at figuring out if the gestures or demeanor of others in a case or situation reveal fear (of proof of guilt) or else; at deceiving with your ‘grandiloquent’ words and theories or the use of an appropriate etiquette (under ‘performance’ or ‘persuasion’); to intimidate others by telling them that if they do not heed your advice they will find themselves on the wrong side of the law and face penalties; to excel at oratory skills that enthrall audiences, or at convincing others about your position and speeches, respectively. These ideas on skills are applicable to other suggested backgrounds, below, with some adjustments as to outlook

Language: Celestial –while the gods have not walked Eberron, entities allegedly aligned with them have, including Couatls and angels; and the Silver Flame’s presence is unquestionable. Canon lawyers of the Silver Flame and Sovereign Host write treatises and litigate using these languages, as determined by ancient religious dictates. Blood of Vol attorneys who practice in religious disputes, despising the false gods, resort to Draconic instead, considering it a rational language of rational beings, but use this language to uncover philosophies or theories, not to use them in legal practice.

Tool proficiency: Forgery Kit –given the ritualistic formalities of legal practice in the field, Canon lawyers are required to be skilled in writing and handling various sigils, emblems and demonstrate the authenticity of a given legal document or decision. Frequently those knowledgeable in legal theory are able to “fabricate” or write (with authorization) a document that is regarded as legally sound and valid by legal colleagues. Those without a legal background roll with disadvantage when attempting to do so. Logically, throughout the ages some lawyers have used this knowledge in an ‘illicit’ or unauthorized way –for instance, to “show” a guard that a certain prisoner’s release without delay has been ordered by the baron himself!

Equipment: same as those of the Acolyte background

Feature: Defender of the Faith (*Fidei defensor*)

Given the tolerance edicts enacted by a King of Galifar long ago, regardless of your faith, the churches of the Silver Flame and the Sovereign Host are obliged to permit you to argue on legal cases of a religious nature, or to file action challenging the decision of a religious authority or requesting the protection of a religious right –freedom of conscience, marriage issues, demand of sanctuary (protection inside of a temple and inviolability of its precincts, with secular authorities being forbidden from entering), etc. Moreover, you can be appointed as an arbitrator on religious legal contentious cases by one of the parties (arbitral tribunals have three arbitrators, one chosen by each party and a third one, the President, by both of those arbitrators) or as a judge by a religious authority. In terms of lore, it is interesting to note that all *Fidei defensors* honor Aureon to greater or lesser extent, even those who worship the Silver Flame, considering how Aureon is regarded as a patron of lawyers,⁴ and was prominently so during the Galifar era. In this regard, the tenets of the Flame consider that the Silver Flame perfected and clarified the role of lawyers as protectors (hence the *defender* title, later adopted by followers of the Host) of the weak from abuses of the state and victimization. Followers of Aureon or the Host generally scoff and consider that Flame *defenders* are not as technically sound –Host ones follow a more ‘positivist’ interpretation, whereas Flame ones prefer teleologic interpretations of the law that highlight its object and purpose and the principle of effective protection. ‘Friendly’ tensions on who is a better lawyer are frequent, and trials in which they face each other often become hotly disputed, with the identity and background of the judge often being decisive in siding with one approach or the other.

In the Church of the Silver Flame, the Council of Cardinals⁵ make decisions on Thrane state issues or controversies surrounding members of the hierarchy of the Church. They also play a role as supreme legal advisers. Their opinions can be overridden by the Keeper of the Flame, a position currently served by Jaela Daran.⁶

Suggested characteristics: same as those of the Sage background (PHB)

Variant: Dragonmarked (corporate) attorney

Instead of Religion, you must choose History as a mandatory proficiency, and choose any one else from the same list, including religion. Your bonus language is Draconic, use the sage equipment; and are empowered to demand participation in disputes between the Dragonmarked houses (inter-House controversies) or between members of one same House.

Sivis Jurist

Sivis Jurists –eminent lawyers— have a privilege under the Korth edicts: they can practice in any legal field, including canon law, international law, corporate law, or else, but are required to be members of the Sivis dragonmarked house.

Skill proficiencies: Investigation (you have been trained to research and find out missing or relevant evidence or legal standards that are crucial for winning a case!), and one of your choice among Religion, History, Investigation, Insight, Perception, Deception, Intimidation, Performance or Persuasion –you may want to have heightened skills or experience at religious controversies; knowledge about historical facts that may prove decisive in a case, figuring out if the gestures or demeanor of others in a case or situation reveal fear (of proof of guilt) or else; at deceiving with your ‘grandiloquent’ words and theories; to intimidate others by telling them that if they do not heed your advice they will find themselves on the wrong side of the law and face penalties; to excel at oratory skills that enthrall audiences, or at convincing others about your position and speeches, respectively

Language: Draconic. Either due to professional ‘solidarity’ or another reason, the most important legal treatises and cases are carried out in Draconic, to show respect for the Court(s) and demonstrate knowledge in relevant tomes. Draconic is highly esteemed by academics throughout Khorvaire, and Sivilis researchers (among others) can even learn about the customary law of Argonnessen and Seren tribes, by reading historical tomes –or interviewing a rogue or other dragon! This language has reputation and prestige associated to its proper use, which “reflects culture” and style. Note how in universities and legal circles draconic has a role akin to that of Latin in some Western legal traditions in our world, save for religious law, where celestial fulfills that role

Tool proficiency: Forgery Kit. In addition to its ordinary uses, this background provides the capacity to fabricate or write legitimate legal texts (orders, judgments, authorizations, etc.) that are perceived as such by those with knowledge on the law, which is highly developed in Eberron. Moreover, the written stage of proceedings requires the use of this proficiency to present a sue/application or response to them/counter-applications, etc. Those without a legal background roll with disadvantage when attempting to do so. Logically, throughout the ages some lawyers have used this knowledge in an ‘illicit’ or unauthorized way –for instance, to “show” a guard that a certain prisoner’s release without delay has been ordered by the baron himself!

Equipment: same as those of the Sage background

⁴ Faiths of Eberron, p. 29.

⁵ Eberron Campaign Setting, pp. 208-209, 229-230.

⁶ Ibid., p. 225.

Feature: Privilege and immunity of the Barrister

The Korth edicts determine that, throughout Galifar (it remains to be seen how observed this is nowadays), absent a judicial order, the person of a Sivilis barrister is *inviolable*: they cannot be checked, nor can correspondence or belongings of that barrister. Moreover, all legal authorities are *required to permit them* to file applications, requests or challenge decisions of authorities, regardless of the cases and authorities being secular or religious, transnational or domestic (national)

Suggested characteristics: same as those of the Sage background (PHB)

International and War Law Advocate

The Last War and its end brought about many changes in social and legal terms. There being no longer a 'single' nation or Realm in Khorvaire, and being there many disputes on the interpretation and implementation of the Treaty of Thronehold, authority to persecute pirates in Xen'drik and Stormreach itself, which attacks are permitted, how civilians are to be protected, the reach of the authority of the Sentinel Marshals, border disputes, and the responsibility of War Criminals and the jurisdiction and competence of an International Tribunal (Tribunal of Thronehold) to try them, among others, new attorneys specializing in international law have been empowered by the Treaty to argue as barristers or settle as judicial authorities these transnational, inter-State and international disputes.

Skill proficiencies: History (you are required to be fluent in the details of the Last War from a legal perspective, on precedents of transboundary activities as those of the Lycanthropic Purge, on the precedents on the authority of the Sentinel Marshals, and more), and one of your choice among Religion, Investigation, Investigation, Insight, Perception, Deception, Intimidation, Performance or Persuasion –the indications on the two previous backgrounds are equally helpful to decide which “skills” a lawyer is more dexterous in.

Language: Goblin or Elvish. With the recognition of Darguun and Valenar as nations in the Treaty of Thronehold, and pending disputes of the former nation with Breland and Valenar, and also due to suspect war criminals belonging to either of those nations, fluency in either of these languages is required. Furthermore, practice at the Tribunal of Thronehold requires fluency in common *and* elvish or Goblin (old Dhakaani dialect is the one formally used for legal purposes), since they are the three official languages of the Tribunal and those who lack such proficiency in two of them are not legally authorized to participate in proceedings.

Tool proficiency: Forgery Kit. In addition to its ordinary uses, this background provides the capacity to fabricate or write legitimate legal texts (orders, judgments, authorizations, etc.) that are perceived as such by those with knowledge on the law, which is highly developed in Eberron. Moreover, the written stage of proceedings requires the use of this proficiency to present a sue/application or response to them/counter-applications, etc. Those without a legal background roll with disadvantage when attempting to do so. Logically, throughout the ages some lawyers have used this knowledge in an 'illicit' or unauthorized way –for instance, to “show” a guard that a certain prisoner’s release without delay has been ordered by the baron himself!

Equipment: same as those of the Noble background –only members of the Nobility of old Galifar are authorized to participate in international legal issues (as well as Sivils heirs, as indicated above)

Feature: Secular authority and rights to negotiate

International lawyers are empowered to order secular authorities the detention of suspects of international war crimes or to permit their defense, to be authorized to interview such suspects or convicted individuals; to address transitional justice (towards peace) elements; and to challenge decrees and orders of the nations participating in the Treaty of Thronehold involving foreigners or some transnational issue; and to represent anyone (including themselves) in proceedings throughout Khorvaire – theoretically, even in Droaam. The Daughters of Sora Kell have occasionally told local warlords to permit such actions, in order to demonstrate that it is a civilized nation. Minimum international standards on basic liberties, free trade and other aspects are applicable throughout Khorvaire and bind all of its recognized nations –allegedly, Breland has rights over Droaam, so included. On the other hand, since the Treaty of Thronehold and the end of an imperial era, the existence of states with equal sovereignty has made resort to treaty celebration more frequent. International lawyers are officially permitted to represent a state in such negotiations.

Suggested characteristics: same as those of the Noble background (PHB)

Variant: Brelish Member of Parliament (MP)

If you choose this background, you are allowed to debate in the Brelish Parliament, negotiate laws, control the government, and conduct investigation and trials of Brelish authorities –some say even of king Boranel if it comes to that, especially a certain

ambitious MP who would-be prime minister!⁷



5. Class and character ideas for lawyer characters

⁷ Eberron Campaign Guide, p. 75.

⁸ Eberron Campaign Setting, p. 34.

Some re-flavor or inspiration ideas are provided here, but many more can be added

Class ideas

- Bards are an ideal class for Lawyer characters (those from the College of Swords [Xanathar's Guide to Everything] are also a perfect match, for instance for those who have a dual role as law enforcers and legal practitioners). Instead of channeling the music of creation⁸ (or maybe because of this!), alternatives that show their persuasion abilities and capacity to convince and enthrall audiences and authorities, which explains their success, can be Fey heritage, divine favor or that of supernatural beings, etc.
- Clerics: priests often undergo excellent education, and so can have opted to specialize in or focus on legal issues (secular ones included) in order to know how to handle them.
- Paladins: in the Church of the Silver Flame, the Order of Templars has included inquisitors and authorities that determine if the evil deeds of someone were perpetrated during possession, and so the individual is to be acquitted. Furthermore, members of the Order of Friars⁹ were empowered by the code of Galifar to represent defendants and victims in any legal proceeding -these same ideas are applicable to priests of the Silver Flame.
- Arcane users (artificers included) may combine their techniques and powers to better "persuade" (via charming or otherwise), defend themselves and their clients (governments and churches or dragonmarked houses included) or gather evidence (with magic items or spells)
- The Rogue Inquisitive from XGtE is another good fit. Inquisitives (detectives) are prominent in Eberron, and an investigator lawyers, who uncovers crimes and secrets is an interesting neo-noir archetype

Cleric Order domain –Itinerant Judge (Sentinel Marshal)

⁹ Eberron Campaign Setting, p. 230.

The Sentinel Marshals are an elite law enforcement group of House Deneith¹⁰ –and among their members, there is a special role, that of the ‘Itinerant Judge’, which is served but by a few women and men throughout Khorvaire. Itinerant Judges serve for a year as counsel to the Throne Wardens of House Deneith in Throneport and then are transnationally empowered to fulfil three main roles: cooperating with the Tribunal of Thronehold in order to apprehend fugitive war criminals and send them to the Tribunal when there has been a writ of accusation against them;¹¹ settling disputes whenever they are asked to do so in their travels by conflicting parties –dragonmarked houses, nobles, commoners, etc.— and mediating or issuing judgments; and operating as prosecutors or judges whenever they find persons who allegedly committed an international crime –be them noble, commoner or dragonmarked, since jurisdictional immunities do not apply to them. They are required to travel around Khorvaire –or may even be authorized to operate in Stormreach if their rulers so permit on a case by case basis, and given the transnational authority they have as Sentinel Marshals. Itinerant judges are few in number for a special reason: they have mystical powers of the “law and order”.

The Order domain they always have¹² is based not on their faith in the divinity but rather on the philosophy of law and order – in Eberron, after all, some clerics don’t serve religious faiths but rather “hold principles of alignment or other abstract ideals higher than the deities who claim these ideals in

their portfolios, and they draw divine power from the pervasive spiritual force in the world instead of channeling it through deities.”¹³ Needless to say, Itinerant Judges may or may not have a faith in the divine, but their “Domain” powers are always flowing from their strong faith in the ideal of justice. All of them must make an oath based on holy books of Aureon –something that some Silver Flamer faithful find acceptable, considering that Tira Miron once followed Dol Arrah, while some puritans find outdated and unacceptable; and Blood of Vol Seekers find repugnant, because that would amount to ‘honoring’ a ‘despicable’ being. Yet King Kaius is not warm to the Blood of Vol, and did not make an effort to exempt some this oath. The Treaty of Thronehold not only created the Tribunal of Thronehold,¹⁴ but also these new authorities, and regulates their authority and functions.

‘Race’ ideas on legal roles (not just for ‘lawyers’)

- Some shifter tribes, particularly but not exclusively nomadic ones from the Eldeen Reaches, have a system based on their traditions (customary law), and wise shifters can be appointed as judges or counsellors (defendants or prosecutors) whenever one of their own is accused. Shifter PCs with a high Wisdom score (or pretending or perceived to have one) can be thus appointed, and are ‘bound by honor and duty’ to accept.
- A similar things happens with halflings from the Talenta plains. Members of House Ghallanda, perceived as neutral, are specially appointed and required to accept.
- Warforged are frequently called upon as expert witnesses or advisors in cases involving the application of martial law, but are extremely rarely appointed as judicial authorities due to

¹⁰ Dragonmarked, p. 28.

¹¹ The Forge of War, pp. 95, 97.

¹² Guildmaster’s Guide to Ravnic, p. 25.

¹³ Eberron Campaign Setting, pp. 34-35.

¹⁴ The Forge of War, p. 96.

lingering prejudices against them in many places. Breland is, *sometimes*, an exception to this rule, particularly in Sharn or Wroat (major urban centers).

- Humans from Karnath, or elsewhere, can study international and war law in the Rekkenmark Academy, and are sought after as defendant lawyers or prosecutors on issues related to war crimes.
- Gnomes who dabble in legal knowledge, given their curious and multifaceted outlook, often become journalists on legal affairs sections in the major local or world chronicles and journals.
- Dragonborn from Q'barra pass knowledge on ancient legal draconic customs to younger generations.
- Elves from Aerenal are interesting insofar as, in spite of the Sibling Kings being the secular authority, the Undying Court counselors are heeded most of the time concerning their 'advice'¹⁵ -this being a case in which 'socially accepted' standards may carry more weight than formal state-enacted law. Thus, Priests of the Transition¹⁶ (PCs included) may operate as voices of 'decisions' (formally advice) and carry out justice, settle disputes, and so on and so forth.

Note on alignment

Law-related characters are not necessarily lawful in their alignment. They can twist the norms and standards for their own purposes, out of altruistic or nefarious purposes.



6. Plot ideas for legal thriller adventures or scenes!

Below you will find brief descriptions of possible plots to inspire 'legal thriller' adventures. These are but reiterations or reformulations of ideas presented throughout this text, some of which are not repeated in this subsection. Moreover, these ideas should be integrated in ways that involve the different PCs. Possibly, there can be clashes with others on viewpoints about the law

Especially in Eberron, given neo-noir and other elements, complications (of social and other nature) and moral quandaries (DMG has tables and ideas on them) are encouraged. These are but *seeds* of adventures

¹⁵ Faiths of Eberron, pp. 138-139.

¹⁶ Eberron Campaign Guide, pp. 175-176.

Legal adventures

- Revolutionary justice! Warlords have rebelled in Karrnath, the Swords of Liberty toppled the monarch in Breland, civil war in Thrane over the monarchy vs Theocracy, or many more possibilities: will you judge those deemed traitors, defending the old regime; or will you bring to safety persecuted and refugees?
- (Judicial and other) Corruption and pressure: as a judge, you are bribed, or made aware of the fact that an acquittal of a defendant would not be accepted by an angry populace, in spite of such a defendant being a scapegoat, as you know. What will you do? Or you are a defendant being tried by a manipulative and corrupt judge, or prosecution is not impartial. How will you clear your name?
- Retrieve evidence stolen by the Boromar
- Mediate or settle a dispute with goblins from Darguun who consider your retrieving an object from Dhakaani ruins as stealing cultural heritage property -or persuade them to grant you "inspection or preservation" access!
- Settle a diplomatic dispute on an attack against the Embassy of Aundair by Karrnathi mobs
- Defend and secure the asylum or refugee status of some Cyran fugitive hiding in the Consulate of Breland in Darguun
- A lawyer (NPC controlled by PCs or by DM yet with suggestions by PCs, or in another combination) tries to mediate with the Boromar family in Sharn in order to persuade them to not press charges in regards to theft and trespassing, in exchange for the PCs not telling the authorities (police or judges/magistrates) of Sharn about certain torture rooms found in a Boromar Villa -e.g. as found in the Adventure's League Embers of the Last War storyline, DDAL-ELW02 specifically.
- A lawyer must request the release and liberty of PCs due to insufficient evidence or until the hearing takes place, invoking *habeas corpus* or another remedy.
- Prevent war by settling a dispute between Valenar and Darguun on maritime borders and piracy (or agents with letters of marque?) and a war criminal
- Negotiate a treaty to prevent the outburst of an armed conflict with another nation! - for international and War Law Advocates
- Can the queen declare her marriage with the Vadalis heir annulled in order to marry Kaius and cement a strong Empire?
- Is the church in Stormreach heretic, and its members to be excommunicated?

- Can an excoriate demand compensation from and reinstatement in his house? What if he plans new enterprises and experiments!
- Find war criminals or evidence of their crimes; or convict them as a judge or jury!
- Determine who is murdering lawyers who represent criminal factions and why
- Challenge the laws of Karnath
- Dispute a case against a Rakshasa about to whom the soul of a deceased monarch or hero -now in Dollurrh— belongs, and if it can be corrupted due to the mortal's bargaining with fiends when alive
- The character(s) must persuade authorities that a package must be allowed entry into a foreign territory due to free trade norms (with or without tariffs), to covertly bring (or to secure the exit of) someone or something, even a dangerous relic!
- The character(s) must procure authorization of a Cyran heir to retrieve a dangerous artifact from the Mournland -which is disputed by other heirs with different intentions
- The PC(s) can act as rulers or advisors to rulers on matters as the legality and possibility of carrying out preventive attacks or not, if there are grounds for self-defense against foreign threats; what to do against a mutiny or attempt of a coup, etc.
- The characters must stop (or secure) the authorization of a new Jorasco medicine -one of whose components is dreamlily in high doses, affecting the memories of persons and subjecting them to planar influences, but preventing the spread of a plague, and being used in interrogations
- Negotiate entry into Argonnessen by negotiating with Seren tribes and arguing based on the ancient draconic customs
- Defend either position on the reclaim of part of the Eastern territories of the Eldeen Reaches by Aundair -part of the population actually desires this, and some druid factions prefer to kill before seeing this so
- Inspect and seize a pirate vessel! Pirates can be detained and prosecuted by any nation according to customary law. PCs who suspect that a cargo with smuggled weapons stolen by pirates to be delivered to a rival faction/nation may argue that they are entitled to investigate while the boat is in international waters or the Lhazaar. Entering the ship using stealth in case there are hostages, and opening locked doors and compartments with a magic item found in this text or otherwise, may be required in the scenes to be played

- Find out about crimes in Thaliost -will the characters seek the prosecution of a high-ranking prelate who is merciless but has prevented the loss of the city to Aundair, being the characters followers of the Silver Flame?
- Help decide if, after systematic discrimination and attack against Cyrans by some Brelish authorities, New Cyre can secede or gain (much) greater autonomy!
- Convince army officers to spare the civilian population, even if this comes at the cost of not winning a decisive battle in new conflicts
- Determine if privateers are authorized to operate and attack vessels (and airships) from another nation, or if they are to be treated as pirates, and sent to prison by whichever nation detains them
- Are magebred or Daelkyr experiments entitled to the basic freedoms of the code of Galifar?
- After defending someone who claims to be innocent, the PCs discover that he is actually a master criminal, but his detention would deprive their nation of one of their greatest and most beloved leaders
- Will the PCs support or challenge an uprising against the rule of Kaius in parts of Karrnath? Will they claim that 'natural law' authorizes the killing of nobles or rival faiths (blood of Vol vs. Sovereign Host in Karrnath, with seeping tensions)? Will PCs impose their own justice, enact new laws, or protect innocents from mobs or despotic rulers?
- Persuade a prominent Kundarak member or those in a Kundarak enclave that the PCs are legally authorized to open a vault or interview a prisoner with nasty secrets. The vault guards a mysterious and dangerous item, as a bomb about to explode when found by the PCs, asked to open it by a secret enemy who poses as an ally!
- Find out who murdered an elderly law professor in Morgrave university... and why. Such professor defended an alleged Brelish war criminal. Is this an attempt to silence the truth forever? The work of a victim or of someone trying to blame an innocent suspect by making it appear that he killed his defendant?



7. Magic items

Two new magic item suggestions are presented below.

The Heart of Boldrei

Wondrous Item, common (requires attunement)

While witnesses are required to remove all protection from *zone of truth* effects created by the Eye of Aureon or other devices in legal proceedings in major urban centers,¹⁷ lawyers have been traditionally authorized to wear a medal of Boldrei that dispels such effects (whether created by devices or any artifact or spell), in order to comply with presumption of

innocence and the right to not incriminate oneself when representing others, based on the ideas of protection of relatives and family, that there are client-attorney privileges that requires them to be entitled to not reveal all information, and that given the subtleties and nuances in norms and facts that often exist, with disagreements about them and the mistakes of memory, the Eye of Aureon does not always serve truth or justice; and also to permit the evolution of law in some fields. The best new lawyer from each promotion is given one of these medals when graduating from a University or passing a bar exam, depending on the nation/church, depending on its system of authorization of legal practice by someone

Inspection rights 'key' document and cipher lock

Wondrous Item, common

The inspection rights 'key' is a document that complements the 'cipher lock' magic item, with the same features. This is a lock with a special secret code embedded into its magical and invisible loop, which is extremely difficult to open through non-magical means unless one has an authorization (the 'key' document, its counterpart). The cipher lock may be opened with thieves' tools, provided that a character is proficient in them and rolls with disadvantage. Those without proficiency are utterly unable to open it. The lock, furthermore, magically shields the door it guards, making it unbreakable by non-magical means, no matter how strong. The key and lock were breakthrough Kundarak inventions, commissioned by King Jarot.

¹⁷ Sharn: City of Towers, pp. 132, 170.

Both items are created through a ritual with a drop of the blood of a noble. The document has the seal of a proper religious or civil authority and glows with a special light. It indicates that the bearer is entitled to inspect and enter into facilities or buildings and search for someone or something –provided that limits specified therein are respected. It has a limited number of uses (normally three) that permit to open locks –but does not disable magical or ordinary traps that may be present. This item has a geographical limitation, and can only be used in the territory of the nation whose authorities have granted this permission to search, being it required for a noble of a nation to place a drop of her/his blood on the inspection right parchment.

That being said, in the case of movable goods (chattel), as vessels, airships, etc., belonging to a nation or its nationals, it is possible for the locks (and ‘key’) to function beyond national/state borders. Embassies and consulates abroad can also benefit from a lock (and be opened with keys) with codes belonging to the sending nation, not those of the host one, but are much more expensive to manufacture since the ritual requires more dragonshards and has greater complexities. Moreover, nations are required by international law to protect the diplomatic and consular facilities and personnel of foreign nations inside their territories, even if they are not on good terms –needless to say, this obligation is sometimes breached openly or covertly through a telling inaction, which raises legal challenges and possible bilateral conflicts.

More powerful variants, given to sentinel marshals by House Deneith dragonmarked, exist. If stolen or lost, others can use this document with no problem if they are able to read aloud its content and perform a hand gesture indicated therein (no attunement is required)

Note: why does this magic item only work within the boundaries of each nation that creates them –and in Droaam with Brelish Inspection Rights documents, or Valenar and Darguun with those forged in New Cyre? Because King Jarot, when Galifar was united, with increasing paranoia,¹⁸ decided among other measures that each ‘province’ would have a system of locks unique to each, so that princes and nobles from other ones could not enter without authorization. The king also authorized the Sentinel Marshals to use a master key, created by a master code. Due to some ritual features, being this item created by a ritual, only an authority from the nobility can create lock codes and key codes in her/his domain, but not elsewhere. Today, each nation zealously guards the secrets of the key and code systems, but if cracked other nations may devise document keys to open those of others. House Kundarak zealously guards the secret of code and key making.

8. Monsters

¹⁸ The Forge of War, p. 9.



Restless Cyran judge (vengeful spirit of condemnation)

Variant of Specter

This is a fearsome monster that haunts many throughout Khorvair (and beyond! Some have been sighted in Stormreach and elsewhere where fugitives and non-Cyran war criminals flee).

These specters are usually considered as **undead**, but some scholars from Korranberg argue that they may be actually some sort of **'living spells'** created by the memory of the deceased in the mourning who held some sort of legal authority, especially because even when 'defeated' they **reform** within a month with identical features and thus seem 'immortal' somehow. In any case, their incorporeal form always looks like that of a Cyran who was a judge or lawyer and also a patriot.

These specters usually shout that they will take vengeance on those who wronged Cyre by violating the common laws of 'humanitarian concerns', and frequently attack those they perceive as war criminals from the last war (including those who resemble former war criminals or are their descendants, *possibly creating interesting role opportunities* for PCs with them if

players and DMs agree on this dark stain in the family or units of PCs, which can also be treated as a *flaw* during character creation, or afterwards). They also attack those Cyrans perceived as guilty of 'treason' and those foreigners who enter the Mournland to despoil its riches, arguing that they are violating rights of property; and have been known to easily leave the Mournland, also attacking commanders (both civilian and military) of the five nations (and beyond, especially those from Darguun and Valenar) that are serving in positions held by themselves or others who wronged Cyre in serious ways.

This **variant differs** from the Specter monster (Monster Manual) in four main ways: firstly, they can cast the **Geas** spell once per month to order a perceived party responsible for crimes against Cyre to *repair* Cyrans in some ways (creating a new sovereign Cyre or dispelling the Mournland, mayhap? No one said they go easy on others) –using this power makes them 'spend' all their energy, and in such events they disappear for a month. Furthermore, it is possible to 'exorcise' or banish their presence for a full day if a character **wins a legal argument against them on why they or someone else are innocent, requiring intelligence, charisma checks, and role playing (necessary to persuade, truthfully or by means of skillful rhetoric)**. They sometimes come in great numbers. These monsters can also speak. On the other hand, these restless spirits (or living spells?) can utter 'curses' *just* as the Vistani from Ravenloft can. For these purposes, refer to 'Vistani curses', called **Cyran curses**, in Curse of Strahd, Chapter 2.

Night Hag: risky supernatural ambassadors, mediators and judges

In Eberron, it is important to recall that Night Hags ‘often served as ambassadors and messengers between the fiends and the dragons. Today, they remain as the impartial mediators, and adventurers who wish to deal with outsiders or other realms may wish to seek out a night hag [...] The motivations of the night hag remain mysterious and unclear’.¹⁹

Hence, night hags operate as supernatural mediators, recommending solutions to a dispute between mighty or supernatural entities or between the former and mortals. They take into account ancestral tenets, and impose contracts to settle disputes that often imply an ulterior problem to the parties (see Volo’s Guide to Monsters for an analogy on this in the ‘Hags: Dark Sisterhood’ section). Furthermore, they can be appointed as arbitrators or judges in those disputes, case in which the parties are not free to accept the suggestion but rather obliged or bound by their decision, whose breach carries out spiritual damage to those who fail to observe them, unless the Church of the Silver Flame exorcists carry out an exorcism. These hags sometimes have been known to delight in those complications, which they intentionally seek.

Draconic judges and executioners

The Eyes of Chronopsis “hold the power of life and death over all dragons. They act as both judge and executioner”, and have paid attention to some developments of mortals, such as the appearance of dragonmarks.²⁰ There is a shadowy organization similar to it that considers its members as ‘entitled’ to

decide the fate of lesser and mortal races if they are perceived as threatening draconic *interests*, not necessarily vital ones. They are called the Claws of Destiny –whose members some consider follow Tiamat somehow. They act with a triple role that lacks separation of powers: each member regards itself as entitled to be prosecutor, judge, and executioner. They have existed for centuries, and some consider that they attacked giant fortresses and beings during the attack on Xen’drik and live among us, especially because all dragons may shapeshift in Eberron.²¹ Mysterious deaths could be attributable to them –or even the Mourning! But who knows? Curiously, unlike the Eyes of Chronopsis –which could perhaps subtly direct the Claws, unrelated (or not?) to the Emerald Claw—, members are not powerful but rather young and harsh, adventurous enough to live among mortals. Some consider that they may have dual membership in the Draleus Tairn.²²



¹⁹ Eberron Campaign Setting, p. 305.

²⁰ Dragons of Eberron, pp. 27-28.

²¹ Ibid., at 15.

²² Ibid., pp. 19-20.

9.(Some) Inspirational games, books and films

Franz Kafka, *The Trial* (the oppression of innocents by the legal system, inspiring PCs to defend them from despotic states!)

George Orwell, 1984 (on a dystopian feel for Sarlona, Zilargo or other places, and for PCs with legal backgrounds to feel like changing things!)

Michal Clayton (backstabbing and law thriller ideas)

Beasts of No Nation (on abuses during armed conflicts, some of which may have sadly taken place during the Last War)

Eye in the Sky (on the 'morality' of using certain 'magic' items: will the PCs attack a foe knowing that by doing so they may put civilians at risk? Is this permissible in legal and moral terms?)

Captain Philips (on piracy and international action against it)

The Constant Gardener (evil schemes of Jorasco or other dragonmarked houses, sometimes with the complicity of states, anyone?)

The name of the rose by Umberto Eco (a classic 'Eberron' piece)

We. The Revolution (game). On judicial pressure and intrigue in times of revolution.

Ace Attorney games (defend your innocent clients).

Civilization (games). International diplomacy, agreements and joint war, among some other aspects of international law, are somewhat present in this game(s).

10. Miscellany: Lawyers for hire!

Hirelings, NPCs legal mageswrights (or adepts in Thrane), services and prices, (legally-useful) cantrips, planes, inspirational movies, and results of trials

Hirelings

Chapter 5 of the 5e Player's Handbook mentions initial prices of hirelings who provide services. As is mentioned therein, "[t]he pay shown is a minimum; some expert hirelings required more pay"; some hirelings enjoy "long-term contract(s)"; and adventurers can pay such NPCs "to assist them or act on their behalf in a variety of circumstances". So... what *legal* assistance can the PCs require? Of many kinds: beyond the evident assistance to represent or *advise* them in a criminal or other case (commercial/trade, border dispute between nations, etc.), especially *if* a given city requires representation by an attorney and does not permit self-representation by someone without a legal background (some interpret the Code of Galifar this way, and some consider such an interpretation outdated, especially whenever there is a strong democratic demand, as in some Brelish cities, especially where the Swords of Liberty regard lawyers as representing interests of the aristocracy) or if a community forbids representation by a

lawyer but characters are encouraged to seek legal advice by a seer or *jurist* versed in local traditions and customary law (as happens with some Talentan tribes); one could also think of assistance in the gathering and obtaining of evidence; in receiving advice as to how to claim property a treasure or permission to enter somewhere or do something or as to intellectual property; help by legal practitioners well experienced in how to appoint, select or “help” –i.e. manipulate—witnesses or juries. You name it. After all, it must be recalled that “Under the Galifar Code of Justice, the courts of Sharn presume innocence, and allow for a trial by jury.”²³

As to prices, novice, inexperienced or needy lawyers may charge the standard Skilled Hireling rate found in the PHB, 2 gp per day; but experienced or renowned ones may charge more, double or even triple or even more –the more experienced or skilled a lawyer, the greater the chances that some rolls (see below, the ‘Success in Court...’ subsection) may be made with advantage in certain stages, provided that at least some satisfactory roleplaying takes place. Furthermore, some lawyers may agree on a *Pactum de quota litis*, in the sense that the lawyer will charge nothing or just required expenses (paperwork, etc.) but the other party promises to pay a share (often a big or considerable one) of the results if the lawyer is successful.

Success in Court (or elsewhere, e.g. negotiations): legal disputes’ resolution

In order to determine if a lawyer hired by the PCs (or PCs themselves) is successful, you can roll **performance (Int -Variant: Skills with Different Abilities rule, considering that performance is usually associated with the Charisma ability)** checks when legal concepts, norms and precedents are being discussed; **Cha-based performance** ones when persuading laymen (juries, etc.), and roll with advantage if sufficient evidence is found supporting your case, or disadvantage if juries and judges have been corrupted... among other possibilities. You could also simply roleplay it (even letting PCs control the lawyer for a while) or combine rolling dice with roleplaying, adding inspiration/advantage/disadvantage according to how the PCs perform, among other possibilities, including certain “skill challenges” ...

Based on a rule suggestion found in Sharn: City of Towers (p. 132), you may use the following rule: “Whoever wins two out of three rounds [opposed checks] wins the case”, requiring clever arguments or roleplaying or evidence in order to be able to roll an ability check properly, at all or with advantage/disadvantage –if key information or elements are missing.

Furthermore, apart from the 5e inclusion of advantage and disadvantage (or the use of inspiration points PCs may have, which can be even given to an NPC lawyer if so desired, representing a clever or unforeseen argument or evidence or theoretical finding), the use of the 5e Dungeon Master’s Guide rules on Social Interaction (Chapter 8) is encouraged. Thus, if PCs or a DM -or player-controlled NPC lawyer (or non-

²³ Sharn: City of Towers, p. 132.

lawyers permitted to argue before courts, as in some rural communities, as in the Eldeen Reaches, since barbarian tribes of the Waster actually often resort to trial by combat) has not found an important argument –not only an ideal or bond, also a flaw as concealed information, arguments or evidence—, then it is possible to roll Insight (performance can be used if desired, and Int, Wis or Cha may be appropriate, whatever is more helpful for PCs) to unearth or discover this peace, then in order to shift the attitude of jury or judge or another authority (friendly, if PCs are trusted, indifferent if innocence presumption is ensured, or hostile when facing authorities that want to convict or condemn PCs, out of corruption, discrimination or else) with the respective performance check. If PCs already have this, rolls used in Conversation Reaction (DMG Chapter 8) are rolled with advantage. As mentioned therein, failing a check to discover pertinent information by 10 or more will lead to a serious error likely ending up in an adverse round (rolling then the reaction with disadvantage).

The three rounds may correspond to successive stages of a trial or proceeding (e.g. written phase –application and counter-application or response; oral phase in public/private hearings (latter for arbitration); final pleadings –rebuttal and sub-rebuttal); or to ensuing complications – e.g. murdered key jury!, etc.

Control of NPC lawyer(s) by DM or Players

On the other hand, if the PC(s) hire a lawyer NPC hireling, DMs are encouraged (but not required) to use the rule on NPCs being controlled by PCs found in the Dungeon

Master’s Guide under the “NPC Party Members” heading (Chapter 4), considering that such lawyers, for a long or short time, are hired, and thus have some sort of contractual (or ideological/political/personal, etc.) “loyalty” towards the players, reason why the DM may “transfer control [of such NPC(s)] to the players”, with the caveat that DMs may take control of such NPCs again, transfer it to another player, or make the lawyer leave the party (e.g. out of breach of contract, being endangered by the PCs, leaving them in a legally-vulnerable position, etc.) if they are not “portrayed well” or if it is appropriate for game reasons –information the PCs don’t know yet, double dealings, to increase suspense with PCs not knowing how well the lawyer fared –in dice or other terms—, etc.

NPCs

An NPC lawyer who can be found in Sharn is mentioned below:

- Shafilo d’Sivis (N gnome noble [Monster Manual Appendix B], with the Mark of Scribing [Wayfinder’s Guide to Eberron, Cha +1, among other abilities, as cantrips, etc., mentioned therein]: a renowned and expert lawyer in criminal and other matters based in Sharn, but able to go elsewhere –for the proper price, of course. If PCs find themselves in trouble in lower levels, but have the favor of a dragonmarked or noble house (e.g. Orien, with important characters as Shalla d’Orien, see DDAL-ELW01 and –ELW03), that house may pay for the PCs’ defense in exchange for past or future ‘favors’ or

deeds, as rewards, a form of payment, or form of expressing gratefulness. He charges a lot for his services, but almost always rolls with advantage, even when persuading the contrary party to abandon pressing charges, to reach a friendly settlement, etc.

- The ‘voices of the wind’: children in Khorvaire often heard stories of fey belonging to a mysterious clan who (always successfully) pleaded on behalf of endangered mortals about to be executed by giants or terrible Fey lords, on the condition that they entered into contracts or suspicious clauses with them entailing favors, often leading to tragic situations in the long run. When the Feyspires became visible and stranded in the material plane of Eberron,²⁴ two Eladrin²⁵ claiming to hail originally from Thelanis²⁶ and pretending (truthfully or not, no one knows for sure or can know, as far as the PCs are aware of) to be some of those legendary beings began to roam throughout Eberron and frequently stay in Sharn (some say they reside there, but their changing nature, capriciousness and appearance suggest otherwise). They often volunteer to plead on behalf of mortals (as PCs) ‘for free’ (infra), always roll Cha-related legal rolls (see the ‘Success in Court’ subsection, above), unless they ‘gain’ disadvantage for a roll for some reason, but require things in return, ‘favors’ that at first seem innocuous... PCs may have a hard time deciding

whether to seek the (needed legal) assistance of such fickle, whimsical and unpredictable beings that yet always won “normative disputes” in tales and stories –if they are who they claim to be, and if they succeed now— or whether seeking the assistance of successful lawyers with seedy connections of shady reputations, such as the next NPC example.

- ‘Mad’ Maros (NE goblin **noble** [Int 16]): Mad Maros uses the template of the noble from the Monster Manual, but has no nobility title as such. He is a very successful and extremely wealthy lawyer who graduated with honors from Morgrave University. He has no moral qualms and scruples, and has represented Boromar thugs and others, as dreamlily dealers. He is extremely smart and has also defended wayward nobles and even dragonmarked –including excoriated ones who successfully sued their houses! He founded the Maros et al. law firm, which he presides over. He is quite charming and funny, and has invoked a forgotten tome from the Galifar era to claim a small plot of land in Breland and has (legally) adopted the surname ir’Maros. He has no noble blood, but poses as such. Yet, he is somewhat of an anarchist as well, and has also defended Swords of Liberty and other rebels. He is planning to bring a huge suit on behalf of prince Oargev from (New) Cyre. While his official rates are quite high, he often accepts missions

²⁴ Eberron Campaign Guide (4e), pp. 48-49.

²⁵ From Mordenkainen’s Tome of Foes.

²⁶ Wayfinder’s Guide to Eberron (5e).

performed by adventurers and others instead, or even 'favors'. He is evil in the sense of not having empathy, but will not (usually) murder or engage in crime, although he will certainly defend criminals... almost always successfully leading to acquittals... His full name is Salaster ir'Maros, and is a socialite and sensation in society. He is the soul of parties, has many romantic partners at the same time, generously donates to the poor -to earn their favor and protection if need be— and is welcome and desired in high -and low— society. He secretly owns a brothel, and some say is actually a dragon while other claims he is a Concordian member of the Aurum. These rumors may prove to be false... or not...

- Maros has funny or serious lawyers in his firm you can come up with - even a PC or one suggested by a player.
- Public defense is available in Sharn and other key cities for those who cannot afford paying a lawyer, a guarantee enshrined in the Code of Galifar.

Magewrights and Cantrips

While not technically 'magewrights', many lawyers/attorneys make use of magic to facilitate their trade. Many of the cantrip

²⁷ According to the sourcebook *Sharn: City of Towers* (p. 132), magistrates are "advised by a preceptor, a low-level magewright equipped with a *pendant of mystic warning* [...] the preceptor monitors the court for any

examples shown below are not formally considered as disruptive of the proper proceedings and due process, and thus preceptors and magistrates do not tend to forbid them²⁷ -unless they want to torpedo a given lawyer. As to magewright lawyers (or adepts in Thrane),²⁸ given the formal higher education they undergo in order to be formally allowed to practice, according to the Code of Galifar, or the respect given to them by their skill and abilities in Talentan and other communities, the cantrips they know often include the following (a given lawyer may know one to four of them, as suggested in the *Wayfinder's Guide to Eberron*):

- Encode Thoughts (to recall/receive/save ideas, memories, arguments, etc.).
- Friends (when influencing judges, juries, etc., or to impress audiences, many lawyers resort to its use).
- Guidance (in order to improve the performance of colleagues in trials).
- Mage Hand (to provide or open/handle books, evidence, etc., while they are at the podium, among others).
- Message (to "suggest" 'witnesses' what to say, remind about key arguments, etc.).
- Minor Illusion or Prestidigitation (e.g. when trying to convey a stronger message by creating an illusion of a sound or image of something that the

use of magic, warning the magistrate if anyone attempts to use magic to disrupt the proceedings" (emphasis added).

²⁸ *Wayfinder's Guide to Eberron*, Chapter 2.

lawyer argues happened, in order to persuade judges or juries).

- Spare the Dying (useful when a client or witness is assaulted in Court or elsewhere).
- Thaumaturgy (to make a point or impress by increasing one's tone; create a sound of something the lawyer argues happened, etc.).

The planes of Eberron and lawyers

Some rumors and legends based on some holy texts of Aureon say that this deity gave a spark of the power to regulate society for its sake to some mortals –with the vocation of sages or legislators—, imbuing them with the knowledge of sages of Daanvi, the plane of the perfect order; and others with the wisdom of Syrania, especially for those who are conciliators, mediators, etc. Furthermore, some believe that the brightest legal minds are born when Daanvi is coterminous or in a manifest zone of such plane; while those who propose or enact regulations leading to harmony, or those who identify when a law is unjust and should cede before the higher natural law to prevail are similarly ‘touched’ by Syrania. Regardless, influence of such planes may, at the DMs discretion or as agreed with players, give advantage to checks. Likewise, Kythri influence in the world or over persons may hinder checks and give disadvantage –except for revolutionary leaders trying to instill legal and social “changes” and reforms –for a time, change is perpetual in that plane. Furthermore, those persons, places or times ‘touched’ by Daanvi may lean towards tyranny as well, since the law can be oppressive if inflexible or serving certain interests –as those leaning more towards Syrania point out oftentimes, and so

do Silver Flame lawyers –see above, backgrounds. Daanvi lawyers criticize Syrania-oriented ones due to their leniency and loose, ‘mediocre’ and ‘self-serving’ interpretation of the law(s).

Finally, it may be that legal people are not ‘touched’ by this or that plane, but that their inclinations lead them to endorse this or that approach. In fact, Eberron lawyers oftentimes proclaim adherence to a Daanvi or Syrania school of interpretation. The Tribunal of Thronehold was constituted in such a way as to have members representing both approaches, and some suggest they sit and hold court in a manifest zone to either plane, or with artifacts linked to either. True or not, this remains to be seen.

Furthermore, it is said that there are annals and codifications of every misdeed performed in the material plane in Daanvi. Perhaps sending a mighty immortal being there may result in its trial, or part of a legal dispute on the draconic prophecy may be settled there. Perhaps PCs are to find a judge or some immortal with evidence on a serious misdeed perpetrated during the Last War in such a plane.

Inspirational material

Inspirational books and movies for Eberron-oriented legal campaigns, adventures or sequences, include:

To Kill a Mockingbird.
Michael Clayton.
Beasts of no Nation.
Black Earth Rising.
Tokyo Trial.
The Constant Gardener.

Some address legal thriller plots; others international crimes as the conscription of children; other diplomatic and corporate (Dragonmarked perhaps, anyone?) conspiracies; others the trial of international criminals, and more.

11. Subclass: Silver Preacher (new Bard College)

College of the Silver Preachers (Silver Flame Bard)

When Tira Miron bound Bel Shalor in Khyber, the overlord had wrought great destruction and suffering throughout Thrane. One of his victims was Amaranto, a rich lawyer whose entire family was killed. According to the Holy Books, he was present when Tira was approached by the Couatl, and the celestial voice filled him with joy and hope. After Tira's victory and sacrifice, the holy voice he heard inside inspired him to motivate the victims to rebuild their lives, protect the innocent and preach the glories of the Silver Flame. He gave his riches to the poor and helped found the order of the friars, but never became a priest. His disciples imitated him afterwards, spreading the good news of the flame, inspiring others to overcome their problems, and protecting innocents from supernatural threats. Members of the School of the Silver Preachers belong to a sub-order within the order of the friars of the Church of the Silver Flame, are itinerant, and motivate through traditional Thrane and Silver Flame hymns and choir music, but also through lifting speeches, which generate the same mystical effects of their songs. Some Silver Friars persuaded many to risk their lives to defend

those who suffered during the lycanthropic purge, and it is suggested that one member of the College even convinced King Thalín's heir to renounce to his royal rights and bequeath power to the Church with a convincing speech. It is told that the undead cannot stand the words filled with joy and hope of these bards. Bards from this school have often served as lawyers or judges of the Church, settling religious-legal disputes.

College of the Silver Preacher

Bard Level

Feature

3rd

Turn Undead, Bonus Cantrips, Divine spells

6th

Victory of the Righteous

14th

Vessel of hope

Bonus Cantrips

When you join the College of the Silver Preacher at 3rd level, you gain the light and Sacred Flame cantrips if you don't already know them, gaining the ability to channel part of the holy light to help you channel the Silver Flame in order to guide and fight evil.

Turn Undead

Also at 3rd level, you acquire the supernatural ability to turn undead by channeling the mystical power of the Silver Flame, one of whose tenets is defending the innocent from supernatural evil threats.

You can use this ability once before a long or short rest.

As an action, you play your spellcasting focus musical instrument while singing a religious hymn praising the Silver Flame, with lyrics of a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving

throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Unlike clerics, Silver Preacher bards do not gain the ability to destroy the undead at higher levels.

Divine spells

Also at 3rd level, you gain the capacity to learn spells from the Cleric Light and Life Domain Spell Lists, in addition to those from the bard spell list (in lore terms, gaining the ability to channel the glory of the Silver Flame). When joining the College of the Silver Friars at 3rd level, and only then, you can also replace one of your prior known cantrips and three of your known spells by spells from the aforementioned domains with the equivalent level(s). The Player's Handbook indicates which the spells from those domains are, namely, Life Domain, 1st bless, cure wounds, 3rd lesser restoration, spiritual weapon, 5th beacon of hope, revivify, 7th death ward, guardian of faith, 9th mass cure wounds, raise dead; Light Domain, 1st burning hands, faerie fire, 3rd flaming sphere, scorching ray, 5th daylight, fireball, 7th guardian of faith, wall of fire, 9th flame strike, scrying.

Victory of the Righteous

Starting at 6th level, during your turn you can use one of the following Righteous options of your choice. You can use only one Righteous option per turn.

Weaken defense: As a bonus action, you can expend one use of your Bardic Inspiration to lower the saving throw of a target of a spell you cast that round. Roll its die and subtract the number rolled from that target's saving throw roll.

Intensify spell: As a bonus action, you can expend one use of your Bardic Inspiration to increase the spell attack roll of a spell you cast that round. Roll its die and add the number rolled to your spell attack roll. Furthermore, if the attack is successful, you inflict Radiant type damage instead of any other damage type the spell attack you cast usually has.

Healing surge: channeling the power of the Flame, as a bonus action, you can expend one use of your Bardic Inspiration to increase the effects of a healing spell you cast that round. Roll its die and add the number rolled to the result of your healing spell.

Vessel of hope

Starting at 14th level, whenever you use a Victory of the Righteous option, you can roll a d4 and use it instead of expending a Bardic Inspiration die. Once you reach 14th level, you must choose one from among the three Righteous abilities, and only it can benefit from this feature. You may not change your selection afterwards.

12. Campaign arc: 'The Justice of Thronehold' –a diplomatic and legal intrigue adventure path/outline

Below, notable developments and aspects that may take place a couple of years after the default year in which Eberron campaigns start are presented –although the game can begin before some of the events and developments presented below take place, with PCs learning about them and their evolution during play—, suggesting possible plots and adventures with a ‘justice’ and diplomatic flavor.

1. Developments in Karrnath:

- A. Civil strife: king Kaius ir’Wynarn III has seen his rule challenged by several warlords who are led by Ehlahna ir’Wynarn, a mysterious figure who claims to be the rightful heiress to the crown of Karrnath –and of all Galifar. She is actually a priestess of the blood of Vol who has a high rank in the Order of the Emerald Claw. There is a civil war in Karrnath, with the few areas under Kaius’s control being located to the West of the nation, mainly controlling the major urban centers save for Atur, from where pretender queen Ehlahna reigns and vows to restore the honor of the Order and the ‘glorious people of Karrnath’. Most of the state’s territory, including the Karrnwood and all places to the East of the Nightwood, are under her rule. Korth has been sieged several times.
- B. Main base of operations of the PCs and suggested PC roles: the PCs begin acting in a –now— small town way west of the Nightwood, which can be reached from a road that can be seen from the village’s walls. The walled village is located in the tip of the peninsula overlooking Thronehold –which can be seen in clear days from its shores. It was a much

bigger city once, but most of it was destroyed during the Last War. It was once of the most cosmopolitan Karrnathi cities, due to its proximity to the famous island. Foreign consulates thus also exist here. There are small rocks and islands close to the village’s shores; and scars and ruins from the war are found throughout the village –reminders of what once was. One of the PCs can be the local noble, ruler of the town after the death of her/his parents. Other PCs can be agents of Breland, which is secretly supporting Kaius, seen as favoring peace more.

- C. Foreign allies and foes: Breland has “officially and publicly” declared neutrality as to events pertaining the “internal affairs” of Karrnath. Queen Aurala and Aundair support Ehlahna. The puppet keeper of the Flame Dariznu has promised neutrality.

2. Developments in Aundair and Thrane:

- a. Aurala has been supporting Ehlahna in exchange for promises of non-aggression and mutual support. She claims that she is observing the Treaty of Galifar insofar as Kaius is an illegitimate “undead tyrant” –his vampiric nature has been “exposed” by some, although not all believe in it. According to Aundairian statements –which PCs may challenge—, they are respecting the sovereignty of Karrnath, simply by recognizing the ‘true’ government. Moreover, they say finally a Karrnath monarch is fair to Aundair and the rest of Eberron. Aurala secretly plots to overthrow Ehlahna or magically enthrall her afterwards –with the help of a dragon who seeks to advance the prophecy

by making Aundair the head of a reunited Galifar!

- b. There was a major victory in Thaliost by Aundairian forces that marched towards the rest of Thrane. In fact, this was staged and plotted from Fairhaven all along: Dariznu (from Thaliost) was promised to rule the Church Silver Flame and restore it to its purity in exchange for permitting the return of the secular rule of Aundair. After a purge of forces loyal to Keeper of the Flame Jaela Daran throughout Thrane by plots of his faction, and the revelation of state secrets, Dariznu was seated as keeper of the Flame, and the Thrane monarchy has “backed” the new keeper –the would-be Thrane queen is actually under *de facto* house arrest. There is a current schism in the Church of the Silver Flame throughout Eberron, and Aurala says that she is respecting the domestic affairs of the Church and the Thrane people. Dariznu, however, favors Aundair and has a tight grip on the Church.

3. Resources and NPCs

- An NPC can be a changeling spy working for the characters, with a network of agents abroad informing about recent events.
 - PC clerics may be in charge of a temple in the village, a warrior be the trainer or commander of the local garrison, etc.
 - PCs may have access to an airship and/or submarine. Many adventures take place abroad, recovering relics, etc.
 - A neighboring hag may serve as negotiator of truces.
- Sentinel marshals may be enlisted to help capture transnational and international criminals from the enemy or other factions –what if PCs find themselves as the accused and brought before Thronehold judges, or those of... Drooam or Darguun?
 - PCs may enlist the help of foreign nations.
 - Prince Oargev may rise as claimant to the throne of Galifar if Kaius falls – will PCs side with him against Aurala or the Emerald Claw’s spokesperson. That group also seeks redemption, and many in the population support it.
 - PCs may appoint judges in the countryside to enforce their –more just or humane? — laws and abroad to present their diplomatic claims.

4. Adventure possibilities

- The PCs’ armies have been recently defeated, with soldiers dying without a fight and their weapons being tarnished with black auras. Their limbs have no flesh. Is there a traitor in the city, or are these effects of the proximity to the road leading to the woods in which there is a Mabar manifest zone? PCs must investigate and judge the traitor, or ask for the help of the Church of the Silver Flame in the exile –non-puritans—, even recognizing them by permitting an embassy being placed in the city. What will Kaius and others say?
- The PCs must infiltrate hostile Thrane lands and find the rightful keeper Jaela Daran to ask for a relic of a saint of the Church that can be used to repel restless spirits haunting the village, in exchange for safe passage or some protection.

- PCs may expose the crimes of Ehlahna's faction and war criminals from it, even sending them to the Tribunal of Thronehold –which, although legally competent to try war criminals, may be the only “supranational authority” that can make a ruling on the legal issues at stake.
- PCs may, in a heist or through legal persuasion, release a certain ‘prisoner’ of interest from Dreadhold: the true heir of Karrnath? An impostor? Someone who by Galifar law is the legitimate successor... perhaps a Cyran heir? Will this spark war or assassination attempts? Adventure possibilities abound.
- PCs may litigate before the Tribunal of Thronehold and the Sentinel Marshals as to the violation of the treaty, denouncing its violation by Aundair and Ehlahna.
- PCs may enter into diplomatic negotiations with the Mror Holds to secure trade in weapons or an alliance to “pincer” the rebel forces of Ehlahna.
- PCs may seek the wisdom of dragons from Argonnessen, who know of part of the prophecy or an ancient “eternal law” that has been invoked by supernatural forces vying for the prophecy and meddling in Karrnathi and Eberron affairs, to persuade a given one that breaking this ancient pact or contract would spell doom to its own interests.
- PCs may either seek to alleviate the harsh Karrnathi emergency power laws somehow or enforce them, either to gain the support of citizens under Ehlahna's fierce grip or to bring criminals to justice. PCs can also act as enforcers of the “code of Galifar”.
- PCs may negotiate with Dragonmarked houses, as Phiarlan, Thuranni, certain branches of house Cannith or others, to enlist help – likely the rival ones will throw their lot with PC's rivals.
- PCs may act as rulers, increasingly gaining power over more lands in the “rightful” Karrnathi crown's name, trading or diplomatically negotiating with others, establishing alliances, and so on and so forth.
- The PCs could also make legal arguments as to self-defense, collective one including, to persuade as to the possibility of asking for Valenar, Talentan or other support, maybe in exchange for renouncing to claims in territorial or other disputes, or support of Darguun... or of recognition of Drooam, perhaps?
- Adventures can consist in missions, including justice aspects, each session or a couple of them on specific plots and attempts –convince the dwarves of house Kundarak that a given deposit is legally the property of king Kaius and not Ehlahna, etc., finding documents supporting their claims, spying and saying they are entitled to or prosecuting spies, etc.
- PCs can also be judges and lawyers of Karrnath or friendly ‘foreign or commercial powers’.
- PCs must magically find out the prophecy on the ancient law the dragons supporting Aundair and others invoke –and interpret it in ways to tell them they must stop! Pieces are scattered throughout the world.

- PCs must legally and diplomatically convince other nations that Aurala is not respecting the Treaty of Thronehold and the sovereignty of Karrnath, because they are not merely recognizing a “just” government but intervening or interfering in domestic affairs.
- PCs must sabotage weapons and magical supplies through repaired tracks in Karrnath heading for Ehlana’s troops.
- PCs must travel to Xen’drik to prevent Ehlana’s goons from acquiring an ancient relic of the giant era.
- PCs must find out a laboratory in a manifest zone where weapons and intelligence is being obtained.
- PCs must travel underwater with a given Cannith vessel –only three exists, one in the hands of a Cannith branch opposed to the one supporting Ehlahna— and find out the experiments in an undersea laboratory in the hands of Sahuagin supporting Ehlahna –in exchange for promises on territory and the recognition of territorial sea now belonging to Breland!