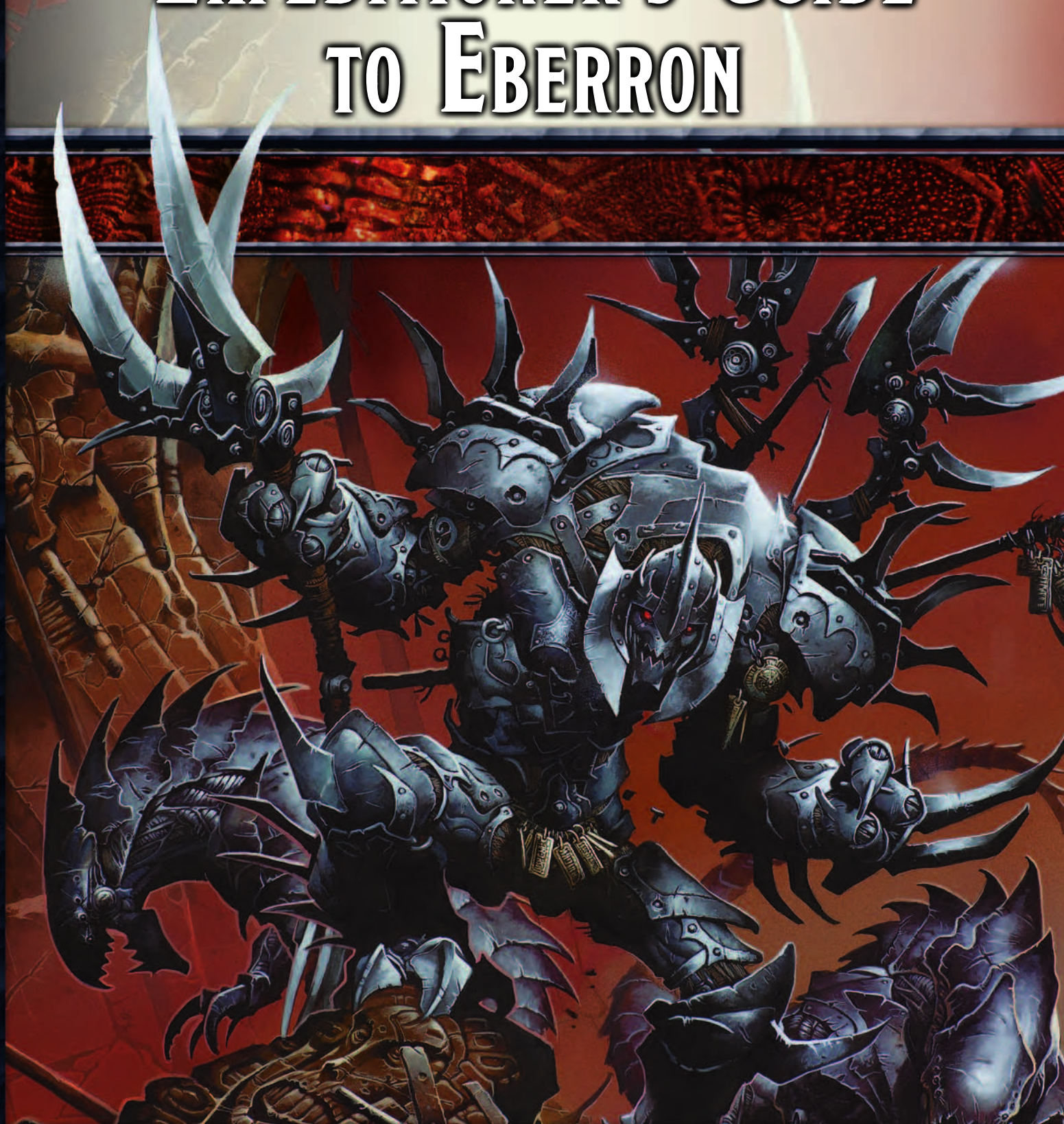


EXPEDITIONER'S GUIDE TO EBERRON

A Player's Guide to the Eberron Campaign Setting



THE CONTINENT OF KHORVAIRE



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CREDITS

Credit for much of the content here goes to the writers of the Wayfinder's Guide to Eberron, Morgrave Miscellany, and The Korranberg Chronicles - Adventurer's Almanac. I have paraphrased much of their work, and in some cases just straight up copied it into this document.

SOURCE ABBREVIATIONS

DCH = My own homebrew
 EEPC = [Elemental Evil Player's Companion](#)
 PHB = [Player's Handbook](#)
 GGR = [Guildmasters' Guide to Ravnica](#)
 MorMis = [Morgrave Miscellany](#)
 MTF = [Mordenkainen's Tome of Foes](#)
 SCAG = [Sword Coast Adventurer's Guide](#)
 TKCAA = [Adventurer's Almanac](#)
 TTP = [The Turtle Package](#)
 RotH = [Ultimate Bestiary: Revenge of the Horde](#)
 VGM = [Volo's Guide to Monsters](#)
 WGE = [Wayfinder's Guide to Eberron](#)

INTRODUCTION AND CHARACTER CREATION

INTRODUCTION

This document, in conjunction with *Wayfinder's Guide to Eberron* and *Morgrave Miscellany*, will serve as your guide to the the specific lore content and mechanics of the world of Eberron that we will be using for our campaign. The main purpose of this particular document is to expand on rules specific to our campaign that are not covered in the other sources. These topics will include house rules, specific notes and restrictions for playable races and classes, approved third party and homebrew content, and more.

THE CAMPAIGN

The campaign I have planned will consist of two official Dungeons and Dragons modules, with potential to continue on into other modules if there is interest. I have been working to adapt the chosen modules to more closely fit the Eberron campaign setting, as well as to tie them more closely together into a larger story arc. The two modules are intended to cover levels 3 through 10, with any additional modules picking up after reaching 10th level. My reasons for starting at 3rd level can be found in the 'Character Creation' section.

Those players more familiar with the Eberron setting may find that some defining aspects the setting is famous for, such as the neo-noir intrigue, are missing. This is because I have chosen modules that were not specifically built for Eberron. Hopefully, this will not be a problem and you will instead find the pulp adventure themes, which Eberron is also famous for, to be the main draw. You may also find that, at times, choices feel forced upon you. This is due to the nature of running modules and I will be working to mitigate such situations.

THE WORLD

Eberron differs from other fantasy campaign settings in a few notable ways. As already mentioned, neo-noir intrigue and pulp adventure are two of the main themes of the setting. Another prevalent theme is that magic is everywhere in Eberron. High level magics are uncommon but low level magic is widespread and deeply integrated into the economy and way of life of all creatures. As an adventurer reaches higher levels they may begin to harness magics that the majority of the populace could never hope to obtain.

I ask that everyone please read through '*Chapter 1: What is Eberron?*' in *Wayfinder's Guide to Eberron*. This will give you a brief overview of the setting and what sets it apart from other fantasy world settings. I consider this to be required reading as it also covers the recent history of the continent of Khorvaire. This continent is where our game will take place and, due to the nature of the Last War, will more than likely affect your characters backstory.

CHARACTER CREATION

Character creation will be done together as a group to help ensure we have a somewhat balanced party. Specific rules for each aspect of character creation can be found in the following sections.

STARTING LEVEL

Your characters will start off at 3rd level rather than 1st. Reasons for this are:

- By 3rd level all classes have access to an archetype. This helps you build a character that more closely identifies with your chosen archetype.
- At 3rd level full spellcasters gain 2nd level spells and spell slots. Also, 1/2 casters and 1/3 casters gain access to their 1st level spells.
- At 3rd level you have enough hp to not die because a goblin got a crit. This increases your survivability and also makes encounter balance easier for me.
- You are still low-level enough that you aren't going to feel overwhelmed with choices.
- You're still squishy enough for low CR enemies to be fun (and dangerous).

RACES

The races of Eberron are varied, and most can be found somewhere on Khorvaire, the continent our campaign will take place. I have put a fair bit of thought into which races are a good fit for Khorvaire. If a race is not listed in the following section then I've decided it's not suitable for the setting and will not be available for player use. Exceptions may be made if you present a good argument for inclusion.

Mechanics for most races will be taken from the core D&D books however cultural information will be taken from WGE and MorMis. Cultural details and mechanics for the Eberron specific races can be found in '*Chapter 3: Races of Eberron*' of WGE and '*Chapter 2: Cultures of Eberron*' of MorMis.

PLAYTEST MATERIAL

Wayfinder's Guide to Eberron is currently playtest material, meaning some mechanics may change as Wizards of the Coast releases updates. *Morgrave Miscellany* is third party content that will undergo a similar process and likely see revisions as well. We will implement these changes as they are released to the public. PDF copies of WGE and MorMis can be found [here](#) and [here](#), respectively.

THE RACES OF KHORVAIRE

COMMON RACES

Race	Common Countries
Changeling	Breland, Riedra, Any
Dwarf	Mror Holds, Karnath, Any
Elf, Khorvaire	Any
Half-elf (Khoravar)	Valenar, Any
Half-orc	The Shadow Marches, The Demon Wastes, Droaam, The Eldeen Reaches
Halfling, Khorvaire	Any
Hobgoblin	Darguun, Any
Human	Any
Gnome	Zilargo, Any
Goblin	Darguun, Aundair, Breland, Karnath, Thrane, Any
Kobold	Darguun, The Demon Wastes, Droaam, Q'barra, Any
Orc	The Shadow Marches, The Eldeen Reaches, Droaam, The Demon Wastes, Mror Holds

UNCOMMON RACES

Race	Common Countries
Bugbear, Ghaal'dar	Darguun, Any
Elf, Valenar	Valenar
Halfling, Talenta	Talenta Plains
Shifter	The Eldeen Reaches, The Shadow Marches
Warforged	Aundair, Breland, Cyre (The Mournland), Karnath, Thrane

RACIAL BALANCE

I have taken measures to try to re-balance and re-flavor some of the races on these lists in order to bring them closer in line with each other and to ensure each race is a viable option. I have used the acclaimed [Detect Balance: a 5e Homebrew Race Guide](#) spreadsheet in order to find the correct balance for the mechanical changes. The cultural flavor has been drawn from the race sections in the *Wayfinder's Guide to Eberron* and *Morgrave Miscellany*. The changes I have implemented for each effected race are listed in the individual sections that follow.

RARE RACES

Race	Common Countries
Centaur	Talenta Plains, The Eldeen Reaches, Western Aundair
Dragonborn	Q'barra
Elf, Aerenal	Aerenal
Eladrin	Darguun, The Eldeen Reaches, Lhazaar Principalities, Karnath
Gnoll	Droaam, The Shadow Marches, The Demon Wastes
Kalashtar	Breland, Any
Lizardfolk	Q'barra, The Shadow Marches, Darguun

VERY RARE RACES

Race	Common Countries
Aasimar	Any
Bugbear, Dhakaani	Any
Child of Khyber	Any
Gnome, Deep	Khyber
Dragonforged	Any
Firbolg	The Eldeen Reaches, Western Aundair
Mourntouched (Genasi)	Any
Goliath	The Demon Wastes, The Eldeen Reaches
Kenku	Any
Minotaur	Droaam, Any
Shulassakar	Talenta Plains
Tiefling	Droaam, The Demon Wastes, The Eldeen Reaches, The Shadow Marches

ALIGNMENT AND 'MONSTROUS' RACES

When reading the individual race sections that follow please keep in mind that the Eberron setting has a different take on alignment and the so-called 'monstrous' races of the world than you may be used to from other settings. Alignment in Eberron is less black and white, leaning toward shades of gray instead. Because of this, monstrous races are relatively common found across Khorvaire, though they are mostly consolidated in the nation of Droaam, which they claimed as their own after the completion of the Last War. Before choosing a race I encourage everyone to read [this article](#) about alignment from the creator of Eberron, Keith Baker.

AASIMAR

In Eberron, aasimar aren't a race as such. Rather, each aasimar is a unique individual touched by a celestial power. Celestial races that could have granted an aasimar their power include angels from Syrania, archons from Irian and Shavarath, eladrin from Fernia and Thelanis, and guardinals from Lamannia.

Aasimar have been found on the continents of Khorvaire and Sarlona but in very small numbers on both. Please involve me in your backstory creation process if you choose to place this race.

Mechanics: Base race (VGM), Fallen subrace (VGM), Protector subrace (VGM), Scourge subrace (VGM)

BALANCE NOTES: AASIMAR

The base aasimar race is a bit too strong, and has some thematic issues as well. To rectify this for our campaign, it will only be playable with its Necrotic Resistance and Darkvision features removed.

BUGBEAR

The bugbears of modern day Eberron exist in four different and distinct groups. City bugbears are the descendants of slaves and have been entirely assimilated into human culture. Though no longer slaves, they remain an impoverished lower class, and do not exist in large numbers.

The largest group of bugbears on Khorvaire are members of the Ghaal'dar, residing in Darguun with the rest of the Ghaal'dar goblinoids under the rule of the hobgoblin Lhesh Haruuc. The Marguul bugbears also reside in Darguun, up in the Seawall Mountains. The Marguul bugbears value their freedom and have an uneasy peace with Lhesh Haruuc's Ghaal'dar. The city, Ghaal'dar, and Marguul bugbears all use the stats in VGM.

The final group of bugbears are those of the Dhakaani clans, a group of goblinoids who retreated underground after their defeat at the hands of the daelkyr. This reclusive group of goblinoids have a more martial culture and have only recently started to return to the surface. These bugbears use the stats listed in TKCAA.

Mechanics: Ghaal'dar (VGM), Dhakaani (TKCAA)

CENTAUR

Centaur are typically found on the fringes of civilization. The centaurs are an old race, only now beginning to slowly enter into and accept the modern world. While the majority of centaurs still live in tribes roaming the Eldeen Reaches and western Aundair, many have abandoned the isolationist ways of their ancestors to walk among the more cosmopolitan cities of Khorvaire.

Often, such free-spirited centaurs are considered outcasts and are shunned by their own tribes, making the decision to leave a heavy one. In some rare cases, however, whole tribes under progressive leaders have come to trade with other humanoid communities – typically elves, but sometimes gnomes, and rarely humans or dwarves. Many races remain wary of centaurs, though, largely due to legends of territorial beastmen and the regular, violent encounters the centaurs have with stubborn settlers and expansionist countries.

Mechanics: Race (GGR)

CHANGELING

Changelings can be found almost anywhere on Khorvaire, but only if they choose to make their presence known. Many changelings spend much of their life appearing as a different race, with those who see them being none the wiser. They are often stereotyped as thieves and spies due to their innate abilities but for many changelings this is far from the truth.

I encourage anyone wanting to play a changeling to approach me when creating their backstory as there are roleplay opportunities to be had by hiding your true nature from the rest of the party.

Mechanics: Race (WGE)

CHILD OF KHYBER

Similar to the aasimar race, a child of Khyber is not a true race. Rather, a child of Khyber is someone who manifested an aberrant dragonmark at a young age. This stigma has dramatically altered the course of their life, leaving little joy behind. A player choosing to be this race option is choosing to play a character that has been shunned their whole life for something outside of their control. The dragonmark may still be out of their control. As a child of Khyber your subrace determines which race you belong to but grants altered racial abilities and features.

Mechanics: Base race (MorMis), Aberrant Dwarf (MorMis), Aberrant Elf (MorMis), Aberrant Gnome (MorMis), Aberrant Half-elf (MorMis), Aberrant Half-orc (MorMis), Aberrant Halfling (MorMis), Aberrant Human (MorMis)

BALANCE NOTES: CHILD OF KHYBER

The Child of Khyber is a brand new race, having just debuted in MorMis. As such, there has been little playtesting done and it seems a little too strong. I've implemented the following changes:

- *Hard Road* removed from base race
- *Dwarven Resilience* removed from Aberrant Dwarf
- *Curiosity* added to Aberrant Gnome
- *Darkvision* removed from Aberrant Half-elf but *Skill Versatility* added
- *Lucky* added to Aberrant Halfling
- *Menacing* removed from Aberrant Half-orc but *Jhorgun'taal Athleticism* and *Relentless Endurance* added

DRAGONBORN

Dragonborn are commonly found in only two locations on Eberron; their ancient homeland of Argonnessen and the newer territory they've claimed within the jungles of Q'barra. Most dragonborn on Khorvaire hail from the settlements in Q'barra but some rare adventurers may have traveled to Khorvaire from Argonnessen. Dragonborn originating from Argonnessen have likely been sent on a quest assigned by the dragons of Argonnessen.

Players choosing to be a dragonborn in Eberron should be aware that the scale color of dragons isn't linked to alignment like it is in other settings; chromatic dragons aren't inherently evil and metallic dragons aren't inherently good. This could be a factor when it comes to creating your backstory.

Mechanics: Race (DCH)

BALANCE NOTES: DRAGONBORN

The dragonborn as written in the PHB are not only somewhat mechanically weak but they're also fairly lacking in draconic flavor. I've created a revision we will use instead, available [here](#). Additional lore for the Dragonborn of Q'barra can be found [here](#).

DRAGONFORGED

The dragonforged are a new race in Eberron, created by including dragon scales, sinew, and bone in the warforged creation process. They are a brand new addition to the Eberron campaign setting, having appeared for the first time in *Morgrave Miscellany*. This means there is little lore to work with for players wanting to play as dragonforged, all of it in *Morgrave Miscellany*. Please involve me in your character building if you'd like to play as a dragonforged.

Mechanics: Race (MorMis)

BALANCE NOTES: DRAGONFORGED

The dragonforged race seems quite powerful but I could be overvaluing their Forged Scale feature. I'm content to leave the race as it is for now, however if it proves overpowered I may need to make some changes to dial it back.

DWARF

Dwarves are common on a couple continents, being most populous on Khorvaire. The dwarves of Eberron do not culturally distinguish between subraces, however most are the hill dwarf subrace. The mountain dwarf subrace is an option for a dwarf who is the most naturally gifted warrior to come from the Mror Holds in generations. Dwarves can also bear the Mark of Warding, which is a subrace in its own right.

Mechanics: Base race (PHB), Hill subrace (PHB), Mountain subrace (PHB), Mark of Warding subrace (WGE)

BALANCE NOTES: DWARVES

The dwarf race in the PHB is slightly too strong so the *Dwarven Resilience* racial has been removed to bring them more closely in line with other races. I have also changed the Mark of Warding subrace to grant only Dexterity **or** Intelligence for their ability score increase, not both.

ELADRIN

The Eladrin of Thelanis, the Faerie Court, are a very old race. The majority dwell within the magical feyspires, grand cities that passed between Thelanis and Eberron, shifting across the planar divide. Following a disastrous conflict in the Age of Giants, in which a feyspire was invaded and the eladrin taken captive, the fey lords employed powerful magic to cloak their cities from mortal eyes. The captured eladrin evolved into the elves of today, and the feyspires became places of legend, rarely seen before they shifted back to Thelanis.

Then came the Mourning. Thelanis was close to Eberron when the disaster struck. The greatest of the feyspires, Shaelas Tiraeth, was in the southeastern part of Cyre. Connected through their planar origin, all seven eladrin cities were rocked with tremors the moment the dead-gray mist rolled over Shaelas Tiraeth. The ancient spells that shielded the cities from the outside world were shattered, and they stood revealed for all to see.

The cities should have returned to the Faerie Court by now, but so far all have remained on Eberron. Some eladrin fear that their cities are stranded permanently. Others—those who have taken an interest in their new home—are afraid that the cities might snap back to Thelanis without warning. Over the last few years, quite a few eladrin have left the spires and spread across Khorvaire. Some are pursuing the interests of their home cities, others search for romance or adventure.

Mechanics: Base race (TKCAA), Feyspire subrace (TKCAA), Wild subrace (TKCAA)

BALANCE NOTES: ELADRIN

The eladrin of Eberron are ancestors to the elves so it makes little sense to have them portrayed as a subrace of elves as is done in MTF. Instead, stats for the eladrin can be found in TKCAA, complete with two subraces.

ELF

The elves of Eberron are descended from the eladrin of Thelanis, having been taken captive when the giants attacked a feyspire while it was shifted to Eberron. Years spent outside Thelanis caused these Eladrin to adapt to the Eberron plane, fundamentally changing them into the elves. Eventually many elves rebelled against the giants and fought for their freedom. In response, the giants used magic to change the elves loyal to them into the drow; specialized assassins meant to combat the rebels. Eventually the giants and the drow were defeated, due largely to the intervention of the dragons, and the now free elves fled to the island continent of Aerenal.

The elves who fled to Aerenal later broke into two main groups; the Aereni and the Tairnadal, who later became the Valenar when they mass emigrated to eastern Khorvaire. Elves who have left either of these groups in favor of a life on greater Khorvaire are simply known as Khorvaire elves. All three groups have the option to use either the High Elf, Wood Elf, or Mark of Shadow subraces. There are some variant features available in WGE for the Aereni and Valenar elves.

Mechanics: Base race (PHB), High subrace (PHB), Wood subrace (PHB), Mark of Shadow subrace (WGE)

FIRBOLG

The Firbolg, like their cousins the Goliaths, are descendants of the giants of Xen'drik. Long ago, they were a single race of giantkind, organized into multiple tribes. These tribes, having chosen to flee Xen'drik after the fall of the giant civilization, banding together to build ships and sail across the ocean in search of a land free from the curses and plagues that remained after the end of the Giant-Quori war. After a long time at sea, they landed on the coast of what is now Droaam. Finding the area already claimed by the goblinoid races, the tribes chose to travel inland toward the Byeshk Mountains.

For many years the tribes wandered across the Byeshk Mountain range. Eventually the tribes split, some continuing north into the Shadowcrag and Icehorn Mountains that border the Demon Wastes, others descending into the forests of the Eldeen Reaches. Those that stayed in the mountains slowly acclimated to the elevation and colder temperatures, becoming the Goliaths of the current era. The tribes that descended into the forests stayed largely unchanged physically but grew to have a close bond to nature. These tribes became the Firbolg. They are wary of the people native to the Eldeen Reaches and largely keep to themselves.

Mechanics: Race (VGM)

GNOLL

Some of the gnolls of Eberron are little more than thralls to demons, savage creatures that roam the Demon Wastes, attacking anyone they come across. The largest group of gnolls however, are the Zvir Pact of Droaam. Thousands of years ago, these gnolls purged themselves of demonic influence and swore to never allow any other creature to hold dominion over them. Nowadays they sell their services as soldiers and trackers.

Most of the Pact currently serves the Daughters of Sora Kell in Droaam, but some fought in the Last War as agents of House Tharashk, and Tharashk continues to broker their services. These gnolls could be found almost anywhere on Khorvaire, working as a mercenary. As a rule, Zvir gnolls are deeply loyal to those that they consider to be members of their pack, though you may not always need to be a gnoll to be considered part of the pack.

Mechanics: Race (TKCAA)

BALANCE NOTES: GNOLLS

Gnolls don't have an official stat block for use as a player race in Fifth Edition so we'll be using a third party option, found in TKCAA.

GNOME

Gnomes, like the eladrin, originally came to Eberron from the plane of Thelanis, the Faerie Court. Many years ago a group of gnomes emigrated to Khorvaire from Thelanis during a period when the feyspire they lived crossed the planes. These gnomes settled in the region that is now known as Zilargo. Over time they developed a tradition of guile and subterfuge, represented by the Zil subrace. Gnomes that left Zil and settled in other areas of Khorvaire can still use this subrace but may also choose the Rock subrace. Both the Zil gnomes or the Khorvaire gnomes can manifest the Mark of Scribing and choose that subrace.

Long ago, during the Daelkyr War, some tribes of gnomes were taken captive by the daelkyr. These tribes were subjugated and enslaved and still reside deep within Khyber. These gnomes, now calling themselves Deep Gnomes, or Svifneblin in the gnome language, seek to atone for the heinous crimes of their ancestors. They continue to live deep beneath Zilargo, and remain hidden from sight, believing themselves undeserving to live with their surface brethren. Occasionally, a deep gnome will travel to the surface and seek out life as an adventurer in a way to atone for the past sins of his or her people.

Recently another group of gnomes have joined those in Zilargo. These are the Feyspire gnomes that became stranded when the Feyspire of Pylas Pyrial became stuck on Eberron as a result of the Mourning. These gnomes, having the same curiosity and drive to learn their cousins possess, have begun to branch out from the feyspire and explore the world.

Mechanics: Base race (PHB), Zil subrace (TKCAA), Rock subrace (PHB), Mark of Scribing subrace (WGE), Feyspire subrace (TKCAA), Deep subrace (MTF)

BALANCE NOTES: GNOMES

The base Gnome race is somewhat weak so I've decided to grant them a skill proficiency. Gnomes are innately curious and this manifests as racial proficiency in the Investigation skill. To provide some more Eberron flavor I've also included the Zil and Feyspires subraces from TKCAA. The Feyspires subrace is identical to the Forest subrace from the PHB, except the Minor Illusion cantrip is switched to Prestidigitation. The Forest subrace is not used.

GOBLIN

Goblins can be found almost anywhere on Khorvaire. Many goblins are the descendants of slaves that were freed when Galifar united the five nations of Khorvaire. Though Galifar's kingdom splintered these city goblins remain a free people, though they're considered a lower class citizen in most cities. They have become fully integrated into human populations.

Goblins are also found in large numbers in Darguun, the new goblinoid nation. These goblins are part of the Ghaal'dar tribes and are subservient to the hobgoblins that rule. Life for the Ghaal'dar goblins is slightly better than the life of the city goblins, but more brutal as well.

The last group of goblins on Khorvaire are those known as the heirs of the Dhakaani Empire. These goblins, along with bugbears and hobgoblins, fled underground when their empire crumbled. They've managed to retain the ways of the old empire, including the mindset of all goblinoids working together, using their talents for the greater good. These goblins have only recently begun to return to the surface of Eberron.

Mechanics: Race (VGM)

GOLIATH

As cousins to the firbolg, the goliaths of Eberron are also the descendants of the tribes of giantkind that emigrated to the Byeshk Mountains in Khorvaire from Xen'drik. Once there, the tribes split with some descending off the mountains, into the Eldeen Reaches, and are now known as the firbolg. Those who stayed in the mountains slowly traveled further north, eventually settling into the Shadowcrag and Icehorn Mountains. There, over time, they would acclimatize to the altitude and cold, becoming the goliaths of today.

Living on the border of the Demon Wastes as they did meant a hard life for the goliaths but they thrived regardless. Not long after settling into the mountain ranges the goliaths made contact with the Ghaash'kala, the orc tribes who fight to keep the fiends and demons contained in the wastes. Trade was established and the goliaths swore to watch for any fiends that slipped by into their mountain homes.

For generations now the goliaths have done their part to keep the fiends of the Demon Wastes from terrorizing the rest of Khorvaire. Most of the continent is unaware of their efforts, just as they are unaware of the existence of the Ghaash'kala that the goliaths have come to respect so highly.

Mechanics: Race (VGM)

HALF-ELF

When the elves first came to Khorvaire and began mingling with the human settlers, the first half-elves were born. The half-elves of Eberron are known as the Khoravar, which is an Elvish term for "children of Khorvaire". They are quite widespread and can be found across the breadth of the continent.

The most common ancestry for half-elves is the standard half-elf from the PHB, which represents half-elves that have been conceived by two half-elf parents. These half-elves can also forgo the Skill Versatility trait and instead take the elf trait Keen Senses.

Half-elves with a full blooded elf parent are more likely to use the High Elf descent or Wood Elf descent subrace options. Half-elves of either union can manifest one of two Dragonmarks; the Mark of Detection or the Mark of Storm, which are their own subraces.

Mechanics: Base race (PHB), Standard subrace (PHB), High Elf descent subrace (SCAG), Wood Elf descent subrace (SCAG), Mark of Detection subrace (WGE), Mark of Storm subrace (WGE)

BALANCE NOTES: HALF-ELVES

Half-elves are widely accepted to be a rather strong race. Part of that is they have Darkvision which I don't agree with. I have removed Darkvision from the race but left it intact otherwise.

HALF-ORC

Most half-orcs in Khorvaire can trace their ancestry to the Shadow Marches. Thousands of years ago, human settlers reached the west coast of Khorvaire, where they encountered the orcs of the Shadow Marches. Though initial contact was violent, over time the two people grew close, and before long the first Jhorgun'taal, or "children of two bloods" were born.

Nowadays, half-orcs are completely accepted in any civilized settlement, and are rarely looked down upon. A shifter is more likely to draw nervous glances than one of these folk. Unlike the khoravar half-elves, the half-orcs did not create their own distinct culture, instead embracing the position of being a bridge between orc and human peoples.

Mechanics: Base race (PHB/TKCAA), Mark of Finding subrace (WGE)

BALANCE NOTES: HALF-ORCS

Half-orcs are in a decent spot but could use a slight power boost and some tweaks for the Eberron setting. Non-dragonmarked Half-orcs use the race variant from TKCAA which changes their skill proficiency, adds a language, and buffs Relentless Endurance.

HALFLING

Unlike many races on Khorvaire, halflings are actually native to the continent. Hailing from the Talenta Plains in eastern Khorvaire, the halfling race has a long history of nomadic life lived alongside the dinosaurs that share the plains. To this day many halflings still live the nomadic lifestyle on the plains, though many others have chosen city life instead.

Like dwarves, the halflings of Eberron do not typically differentiate between their subraces; both lightfoot and stout halflings can be found amongst the halflings of the Talenta Plains or their more civilization oriented brethren. The Talenta Halfling subrace is also an option for those wishing to play as a halfling raised on the Talenta Plains. Ghostwise halflings are the rarest subrace but they pop up occasionally among both the rural and urban halflings. All halflings also have the potential to bear one of two Dragonmarks; the Mark of Healing or the Mark of Hospitality.

Mechanics: Base race (PHB), Lightfoot subrace (PHB), Stout subrace (PHB), Mark of Hospitality subrace (WGE), Mark of Healing subrace (WGE), Talenta subrace (MorMis), Ghostwise subrace (SCAG)

HOBGOBLIN

The ancient goblinoid Empire of Dhakaan once spanned the length and breadth of Khorvaire. The hobgoblins ruled Dhakaan for many centuries and may have continued to the present day if otherworldly forces of insanity and horror had not broken the will of the "dar", the goblinoid people.

When the empire began to collapse in the wake of this nightmare war, some clans saw the end was coming, and secluded themselves in deep caves in order to wait out the savage times they saw ahead. Now with the rise of Darguun, the ghaal'dar hobgoblins are determined to conquer Khorvaire once more, and the Dhakaani clans have resurfaced from history to take notice—or more likely, to seize control.

Mechanics: Base race (TKCAA), Ghaal'dar subrace (TKCAA), Dhakaani subrace (TKCAA), Kech Volaar subrace (TKCAA)

BALANCE NOTES: HOBGOBLINS

The hobgoblin race is in a good place, the only changes I've made are to allow the subraces from TKCAA to be used. The Ghaal'dar subrace in TKCAA is identical to the regular hobgoblin in VGM except the *Legacy of Respect* feature has been added and the INT bonus has been changed to STR. Two other subraces are also available in TKCAA that reflect the Dhakaani and Kech Volaar hobgoblins.

HUMAN

Humans are the most populous race on Khorvaire, having been present on the continent since first emigrating from Sarlona almost 4000 years ago. Over time they have come to dominate the continent, managing to live in every country and having control of many of them.

Humans were largely responsible for the Last War as it was a war between five primarily human nations over the succession of the throne of Galifar, the ruler who united the human nations of Khorvaire into one mighty empire.

Humans are one of the most versatile races, as evidenced by the multiple Dragonmarks they can manifest. Those wishing to play as a human have five subrace options available; the Standard Human race or one of four Dragonmarked subraces.

Mechanics: Base race (PHB), Mark of Handling subrace (WGE), Mark of Making subrace (WGE), Mark of Passage subrace (WGE), Mark of Sentinel subrace (WGE)

BALANCE NOTES: HUMANS

Due to how powerful starting off with a feat is, the Variant Human race from the PHB is not permitted as a player race. Instead, the Standard Human from the PHB is to be used, however these humans also have the *Prodigy* feat included baseline.

KALASHTAR

Born from a merging between Dreams and Reality, kalashtar possess an unearthly serenity. As compound beings, the kalashtar have a both a human mind, body, and soul, and a connection to an incorporeal entity of dreams called a quori. Each quori spirit is divided among a bloodline of kalashtar, making the connection too tenuous to allow perfect communication, though every kalashtar can feel their patron spirit guide them, unlocking the secrets of psionic power and acting as a kind of second conscience.

Driven to battle against Darkness, many kalashtar take up arms in this spiritual war only metaphorically, preferring to meditate on the Great Light. But there are plenty among them who start the life of an adventurer, calling themselves "shadow walkers", taking a more active role in the fight, confronting evil where they can.

Some kalashtar are orphans, raised outside of their culture and heritage, leading to confusion and isolation as their natural powers manifest and set them apart from their human peers. Many of these orphaned kalashtar pursue a life of adventuring to relieve themselves of the feelings of ostracization. Some even become mentally unbalanced, alienated by the influence of their patron spirit, unable to explain or escape the second ego living inside their minds.

Mechanics: Race (WGE)

BALANCE NOTES: KALASHTAR

Kalashtar seem to have the potential to be quite strong but I'm unsure it will be an issue or not. I'm going to leave them alone for now and wait to see if any changes are made in WGE.

KENKU

The kenku of Eberron were once members of an avian race known as the aarakocra. The aarakocra reside within the realm of Thelanis, the Faerie Court. There, they serve the Chronicler, an archfey of Thelanis who maintains a perfect library. Now, haunted by the crime that robbed them of their voices and wings, a group of young aarakocra wander Eberron as vagabonds and burglars who live on the edge of society. They are the kenku.

Recently, this group of young aarakocra, finding their service boring, aspired to find some excitement. They began to plot a heist to steal a prized possession of the Chronicler. Not much later, the Mourning struck on Eberron, sending shockwaves through all the planes of existence. The group of younglings, thinking this was a chance to pull off an epic theft, made their move.

Unfortunately for them, their master discovered their plan before they could enact it. Enraged, the Chronicler imposed three dreadful curses upon them. First, their beloved wings withered and fell away from their bodies, leaving them bound to the earth. Second, because their ingenuity and skill had turned toward scheming against their patron, the spark of creativity was torn from their souls. Next, to ensure that they could never divulge any of their masters secrets, their voices were taken away. Finally, they were banished to the material plane.

The younglings found themselves stranded on Eberron, where they began to be referred to as the Kenku, a reference to the only sound they could make that was uniquely theirs. These kenku have only been on Eberron for two years; there's not very many of them and they all know one another.

Mechanics: Race (VGM)

BALANCE NOTES: KENKU

The kenku race is a little weak and it seems odd that they are noted as being proficient in forgeries but lack the skill proficiencies they would need to be effective. To that end, I've added proficiency with Forgery Kits, Calligrapher's Supplies, and Painter's supplies.

KOBOLD

The kobolds of Khorvaire trace their history to the dawn of Eberron. According to ancient legend, kobolds were formed from the drops of blood shed in the battle between Eberron, Siberys, and Khyber. A new generation of dragons descended from Siberys, Khyber brought forth fiends and horrors, and Eberron gave birth to the creatures of nature – but the kobolds were already there, spawned from the first battle. True or not, this myth is the driving force behind kobold psychology and culture.

Two subraces of kobold exist in Khorvaire: the iredar and the irvhir. These two races share a common appearance, however the key distinction between the kobold subraces is supernatural. Kobolds produce a surprising number of sorcerers, which is a phenomenon they attribute to their supposed bond to the progenitor dragons. Irvhir sorcerers typically possess spells tied to corruption and darkness, while iredar sorcerers usually have powers of defense and binding.

Mechanics: Base race (DCH), Iredar subrace (DCH), Irvhir subrace (DCH)

BALANCE NOTES: KOBOLDS

The Kobold player race option as detailed in VGM are quite weak and are not very representative of kobolds in Eberron. Instead, we will use my own homebrew take on the race, found [here](#).

LIZARDFOLK

The lizardfolk of Khorvaire, called 'scales' by the humans who come into contact with them, dwell in the region known as Q'barra. They are one of the oldest races of Eberron, their origins dating back to the Age of Demons. Most are part of a tribal alliance known as the Masvirik'Uala, or 'Cold Sun Federation' in the common tongue. These are the lizardfolk that players can choose as a character race.

Lizardfolk civilization is ancient, but they are quite primitive by the standards of the Five Nations and they've never sought to expand beyond Q'barra. Over the last thirty years humans have begun to settle Q'barra. Treaties have been established with the Cold Sun Federation, but communication is difficult and there have been clashes started by forces on both sides.

Unique to their species is that the the lizardfolk of Q'barra have shared dreams. Their dreams aren't in any way random: they are lessons. They dream of the battles their ancestors fought, and from those dreams they learn both how to fight. They dream of the tyranny of the Overlord who once threatened Q'barra, and from this they know what they are fighting against. They have no written language because they don't need one; everything they need to know comes to them in their dreams.

Mechanics: Race (VGM)

MEDUSA

Medusas only recently made their presence known on the surface of Eberron, emerging from Khyber only a couple hundred years ago to claim the ruins of an abandoned goblin metropolis in Droaam known as Cazhaak Draal. For two hundred years the medusas seemed content with their kingdom and rarely had contact with outsiders.

This changed in 985 YK, when Sora Teraza, one of the hags known as the Daughters of Sora Kell, came to speak to the Queen of Stone. Sora Teraza spoke with Queen Sheshka all day, and after the hag departed, Sheshka spent the evening in silent contemplation. The next day she told her people to prepare for great change. Over the course of the next year she brought together a corps of medusas, preparing them for service in foreign lands. When the Daughters of Sora Kell assumed power in Droaam in the year 986 YK, representatives of Cazhaak Draal were quickly dispatched to the Great Crag. Today medusa architects direct the ongoing construction of Droaam's capital.

The average medusa is more intelligent and cunning than the average human, and she understands the need to control her behavior among the soft people of Khorvaire. In Sharn, a medusa may move unfettered in the lawless districts, but if she enters a respectable neighborhood, she must wear eyblinders, a metal visor secured with straps around forehead and chin.

Mechanics: DM Dave blog

BALANCE NOTES: MEDUSA

The medusa doesn't have a player character stat block but as a common race in Droaam I wanted to make sure to include a way to play as one. To that end, medusa characters can use the stats laid out on the DM Dave blog, [here](#).

MINOTAUR

Minotaurs are a common sight in the monstrous nation of Droaam, where the Daughters of Sora Kell have granted them a territory to claim as their own. Led by their warlord Rhesh Turakbar in the worship of the Horned Prince, minotaurs are mainly viewed by the people of Khorvaire as bloodthirsty savages. Minotaurs view the Horned Prince as their overlord and creator, but each individual minotaur has his own view on who or what the Horned Prince is and finds all other opinions inherently flawed.

During the Last War, House Tharashk negotiated with the Daughters of Sora Kell to contract the monstrous inhabitants of the nation as mercenaries. Today, minotaurs can be seen accompanying Tharashk heirs on prospecting missions and as intimidating bodyguards to those who can afford them. Exposure to more civilized and metropolitan views have influenced these minotaurs. These days, it is not uncommon to find minotaurs outside Droaam that identify the Horned Prince with the Dol Dorn, the Sovereign of Strength and War, or Balinor, the Sovereign of Beasts and the Hunt, rather than some darker entity.

Mechanics: Race (GGR)

BALANCE NOTES: MINOTAUR

The minotaur race is a little weak so in addition to the stats as laid out in Guildmaster's Guide to Ravnicca, a minotaur character also has the *Powerful Build* feature, allowing them to carry, push, pull or lift more than the average race.

MISTBORN (GENASI)

Most of those touched by the magical grey mists that engulfed the nation of Cyre on the day of Mourning were killed outright. Those few who were on the borders of the nation and managed to flee the approaching wall of mist escaped mostly intact. Any that the mist never touched are no different from any other person, however those who came into contact with even the smallest tendril of mist were changed, their bodies drastically altered by the strange magics. These people are known as the mistborn, and they no longer appear quite human.

For the most part the mistborn have retained the personalities they had prior to the changes, though most now suffer from PTSD. Their bodies were changed drastically though, each one being charged with a natural element. Each has had their body attuned to a specific element, either air, earth, fire, or water. They resemble humans still but have unusual skin color (red, green, blue, or gray), and there is something odd about them. Those attuned to earth or water tend to be heavier, while those of air or fire tend to be lighter.

The mistborn have spent the past four years piecing together their shattered lives and coming to grips with the loss of friends and family, and the changes to their bodies. Now, these survivors seek to uncover the cause of the cataclysm and avenge their people against the architects of the Mournland. The mistborn also harbor lingering animosity toward those who threatened or betrayed Cyre during the Last War, struggling daily to harness or put aside this hatred. They refuse to believe that Cyre had any hand in its own destruction.

Mechanics: Base race (EEPC), Air subrace (EEPC), Earth subrace (EEPC), Fire subrace (EEPC), Water subrace (EEPC)

BALANCE NOTES: MISTBORN

The mistborn are my own creation for the Eberron setting, however they use the mechanics of the genasi from EEPC. The genasi race however needs some buffs, which I've laid out [here](#).

ORC

Mechanics: Race (VGM)

SHIFTER

Mechanics: Base race (WGE), Beasthide subrace (WGE), Longtooth subrace (WGE), Swiftstride subrace (WGE), Wildhunt subrace (WGE), Cliffwalk subrace (MorMis), Swiftwing subrace (MorMis), Truedive subrace (MorMis)

SHULASSAKAR

Mechanics: The Dragon Above Homebrew

BALANCE NOTES: SHULASSAKAR

The shulassakar are another race that doesn't have a stat block for a player race. I could have used the yuan-ti stats however they're quite overpowered and didn't quite give me the right feel for the shulassakar. Instead, players running a shulassakar can use the stats as made for a blog known as The Dragon Above. Those stats are found [here](#).

TIEFLING

Mechanics: Kaluun race (PHB), Sakah race (MorMis), Dolurrhi race (MorMis), Fernian race (MorMis), Kythri race (MorMis), Mabari race (MorMis), Risian race (MorMis), Shavaran race (MorMis)

WARFORGED

Mechanics: Base race (WGE), Envoy subrace (WGE), Juggernaut subrace (WGE), Skirmisher subrace (WGE)

CLASSES

- **Player's Handbook:** All Classes.
- **Dungeon Master's Guide:** Death Domain Cleric and Oathbreaker Paladin are available under special circumstances.
- **Sword Coast Adventurer's Guide:** All Archetypes are available.
- **Matthew Mercer's Gunslinger Fighter Archetype.**
- **The Revised Ranger Unearthed Arcana** is in use as a replacement for the traditional Ranger found in the Player's Handbook.

BACKGROUNDS

- **Player's Handbook:** All Backgrounds are available.
- **Sword Coast Adventurer's Guide:** City Watch, Courtier, Mercenary Veteran, Inheritor, Knight of the Order, Urban Bounty Hunter.

Background details should be discussed with the DM to ensure it fits with the world setting (names of orders, if your family is a noble, etc.).

ALIGNMENT

Characters can be any alignment, but clerics and paladins are required to be within one alignment of their deity's alignment (Ex. Cleric of a CN god can be N, NG, NE, or CN).

SPELLCASTING

All spells from the Player's Handbook, EE Player's Companion, and Sword Coast Adventurer's Guide are available.

FEATS

All feats from the Player's Handbook are available for ASI or Variant Human. In addition "A Bundle of Feats" PDF found in the Google Drive contains other feats that may be used.

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ABILITY SCORES

Player's Ability Scores all begin at 6. The player is given 42 points to allocate as desired, with each point increasing a score by 1, up to a max of 18. The character is not allowed to have more than two scores of 18 before racial modifiers.

RULES:

If you've read this far shoot me a PM citing this note as the reason and your character can start with an extra uncommon magic item.

This section will go over the various extra rules involved in this campaign.

ADVENTURING/DOWNTIME RULES

Most of the rules provided in this part of the document are found in the Player's Handbook, which goes into better detail than the few extra notes I am adding here.

- **Starting Equipment:** Characters will begin this campaign with the Starting Equipment provided by their class and a set amount of gold determined by the DM at the first session. You may also roll a Trinket for your character if you wish.
- **Experience and Leveling** will be tracked using the traditional XP values found in the Player's Handbook.
- **Firearms and Explosives** are available in game due to the wide spread use of Magitech. A sheet explaining the available arms and their properties will be found in the Google Drive.
- **Lifestyle Expenses** will be used to determine proper maintenance of equipment. Living less than a modest lifestyle may cause harm to equipment being used during that time, causing it to require repairs later on. Consequences listed in the PHB are also possibilities of living the various lifestyles.
- **Carrying Capacity:** Armor worn will not count towards carrying capacity so long as you are proficient in the armor. Money will count towards carrying capacity. (50 coins = 1 pound)
- **Ration/Water** will be required by characters to ensure survival.
- **Training:** Training can include learning a new weapon, tool, or skill proficiency. Days or gold required to train may be adjusted depending on what you are training in. More gold can possibly be used to learn faster if being taught by a master in that proficiency.
- **Crafting:** certain tools allow the person to craft items in their spare time, such as the Tinker's Tools. This may be done instead of training during down time. Specific Crafting rules to be discussed later and in a separate document.

ADDITIONAL COMBAT RULES

Several combat rules and actions are being used in this campaign, including...

- **Additional Actions:** Climbing onto a Bigger Creature, Disarm, Overrun, Shove Aside, and Tumble.
- **Cover** is being used.
- **Flanking** is being used.
- **Lasting Injuries** will be used on confirmed criticals/misses (explained later), though a custom injury table is in the works. These are special effects that may include breaking bones, internal bleeding, or possibly losing a limb.
- **System Shock** may occur to players when fighting bosses.

SPECIAL RULES

This section goes over any additional rules not covered in the above sections, mostly game mechanic changes.

- **Confirmed Criticals** are a new way to do additional damage in combat. When a player rolls a 20, they double the damage of all dice rolled (except for the dice added by the Barbarian's Brutal Critical or Half-Orc's Savage Attacks abilities). Before rolling damage the player rolls an additional d20. Treated as another attack roll against the target, if the number after modifiers would also hit the target's AC, it is a confirmed critical. On a confirmed critical, the player rolls an additional d20 and the DM consults the Confirmed Critical Table.

PRACTICE SAFE HOMEBREWING

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