



The Triumvirate report to the Twelve



Index

- **3: Triumvirate research Results**
- **6: Security assessments & Tools**
- **8 Khorvaire Specific toos & Enchantments manufactured by The Dragonmark Houses**
- **15 Minor Armor & Weapon Enchantments**
- **17 Rituals, Greater Rituals, & Dragonmark Rituals**
- **19 Tables: Minor Weapon Enchantments, Weapons, & Focus Items**
- **20 Tables: Minor Armor Enchantments, armors, Orbs of Shielding**
- **21: Tables: Adventuring Gear**
- **24: Credits & Author's note.**

Triumvirate research results.

By specially enchanting a standard Lyraner controlled airship in an attempt to allow House Orien heirmembers to control the elementals powering the ship , House Cannith uncovered an interesting phenomena. All records of these projects were sealed and kept secret at the highest levels until threat assessments are complete and meaningful monetization or supply line strategies can be uncovered. Early research in this method was promising, but disastrous; all hands on the experimental ship Lantan are presumed lost but no bodies or debris was ever found. A full analysis of the test site allowed House artificers & arcanists to determine the problem was linked to interference from The Ring of Siberys. By adding a standard House Lyraner heir to pilot the ship up to the ring while maintaining a pocket of fresh & breathable air, an Orien Heir is able to activate the linked teleportation enchantments in order to bring the entire ship above the surface of an entirely different world. Three such worlds have been discovered at this time, each requires minor changes to the way spells are cast but researchers from the Arcanix were able to quickly pin down those differences.

The first world is a blighted desert with poison waters where all signs seem to indicate that it was previously at least as advanced as the Khorvaire we are all familiar with. A war far more damaging than the Last War turned the whole place into a hellscape somehow less habitable than the demon wastes. Inhabitants of vast desert lack basic metallurgy, face the problems of poisoned water in a blighted desert of a world where the art of magic itself has largely been lost. It appears that the inhabitants may have magebred themselves before their ultimate collapse given the prevalence of psychics. These Psychics are suspected to be at least partly why they lost knowledge of performing magic. A simple yet steady supply of clean food and water can be exchanged at truly usurious rates for labor in House run mines provided the mining outpost can be kept safe. In a partnership with Ghallanda, Deneith, & Tharashk, The Triumvirate has established a small & well-fortified mining outpost. Yields are still low but improving as the outpost is still beset by frequent assaults from raiders while trying to train primitives into modern skilled miners. Education tomes are a highly prized commodity among the miners & hired mercenaries sheltered in this fortress of an outpost.

The second world we have discovered is not actually a world but a pocket dimension with some similarities to Khyber. The world itself does not seem to have a specific name rather than a collection of land masses ruled by "Dark Lords". These land masses range from island to continent size. Most individuals seem to be little more than chattel hoping to not be devoured by the ruling vampire, were-forms, and other horrors. Overthrowing or coopting the Dark Lords should be a rather trivial task, but it is unclear what if any value would be found in this demiplane. Early research is slow and stymied by what appear to be called "The Dark Powers". All indications seem to imply that these Dark powers could be bound to a place like Khyber to stabilize the demiplane, but without a prophecy to guide the process we are uncertain how this could be accomplished. Extreme caution & the assumption that it might be a one way trip is recommended when traveling to this demiplane until it is better understood. Sivis & Cannith have already begun working under one of the Dark Lords to research possible opportunities but news from the Sivis Heir has not been promising. Review of what little historical documents kept by the



Dark Lord in question seems to imply that the whole demiplane may have been created by the dhakaani to escape the daelkyr & that there may still be a functioning gateway that allows two way travel found in an as yet undiscovered set of dhakaani ruins. These records indicate that the dhakaani will exact terrible vengeance upon the dark lord should he invade their network of caverns & there is suspicion that the Dark Powers might be an anti Daeklyr safeguard that could be controlled if we find the gateway. The third world so far discovered by the Triumvirate calls itself Toril. To be frank, Toril is a disaster somehow managing to operate without anything approaching a meaningful system of governance beyond very early feudalistic rule that has been in place for what seems to be tens of thousands of years. The average citizen of Toril would gain a dramatic improvement in their quality of life if we were to contact & begin trade with this world, however the world has a paradoxically large number of extremely powerful gangs, individuals, & beings acting as glue for the world. While losses may be heavy, we suspect that modern warfar, reactivated creation

forges, siege staffs, and large scale armies of the five nations could tear down these individuals if forced to. In a practical sense however, we believe that this world could be a valuable source of knowledge & research. A small contingent of Cannith, Phiarlin, & Thuranni agents have been deployed to a large trade city known as Waterdeep where they pose as merchants while building alliances with powerful individuals & gangs Preliminary results show that the world at large is at least several hundred years behind us technologically, the standard enchantments applied to a Cannith mass produced armor or weapon are considered to be what we would call second tier equipment or "Plus one" as they put it. Some rare few individuals in Toril are able to produce equipment we would call third, fourth, or even higher tiers equipment; Cannith has already gained a sizable wealth of information via trade in this outpost as many individuals are quick to trade advanced knowledge looted in battles for large amounts of what they call "Plus one" equipment pulled straight from the rack. Research is underway to scale up some of these methods to normal volumes. Unfortunately, Large scale trade with Toril would almost certainly cause a complete and total economic collapse of this world in its current state so progress has been deliberately kept slow and small in size until we are certain that we would not slaughter the golden goose and unify the squabbling gangs against us.

Nonhuman Races

In Toril, nearly every one of the monstrous humanoid races including drow elves are savage and considered to be kill on sight by most civilized people. House Tharashk has a number of mercenaries hired to investigate these curious cultures. The apocalyptic desert world can blame its stone age state for the reason why halflings here are even more savage yet never developed weapons like the Tangat or Sharrash (morgraves misc 93). The halflings of this world prey upon sentient humanoids and maintain pools of blood to drink, these pools have been enchanted to keep them from evaporating. Houses Jorasco & Ghallanda both recommend staying far from these savages & hoping that they die off or somehow civilize. Ultimately they may need to be exterminated

We have reached one other world that appears to practically be a counterfeit copy of Toril. This fourth world calls itself Greyhawk & the Triumvirate has decided to limit contact until we have further evidence of the relatively harmless Athas & Toril as Greyhawk is slightly more advanced than Toril with the beginnings of Governance.

Advanced Travel

Currently Zilargo is required in building elemental powered craft due to their monopoly on that knowledge; However the Korth Accords make the prospect of involving one of the five nations a complex matter to consider.

Alternative methods of bringing

stormships and airships incapable of world travel to the new worlds we have discovered are still being investigated. Canith has considered the possibility of towing other vessels across worlds or building a super-Colossal sized worldship large enough to stow one or more of these ships in its hold. In both cases, difficulties appear to be involved with Mark of storm & Mark of passage Heirs controlling the sheer number of elementals needed or managing to expand the teleport circle that far beyond the ship's hull. Further development of Worldship technology might be required in order to realize these developments.



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Disguise

It is imperative that our world ships maintain an illusion of appearing to be standard airships as when seen from below, the prototype designs caused extreme distress nearly



everywhere we went due to similarities with what were called the nautiloids piloted by the daelkyr creations we call mind flayers. This is a rather distressing coincidence with disturbing implications given rumors of Vadalix experiments during the Last War.

Locks and security

In all three worlds discovered, the locks and security exist in a state of abysmally primitive development. Warded locks are common, force trapped dead-latches, pin tumblers, & other modern advances seem unheard of. Locks are almost entirely physical in nature with few if any arcane components. The source of this anachronism seems to stem from the lack of any organized Kundarak type presence or the resulting arms race between it and large scale nation state intelligence operatives. Compared to the Kundarak catalog, the most advanced locks in Toril rarely exceed what would be billed as a dc 10 or so lock given the modern security professional's toolkit. Structures are rarely built with physical anti-scraying, anti-passwall & similar features. Nearly every door with a hinge is vulnerable to a standard ethral hinge pin remover & the few that are not are either lacking hinges or likely coincidence. Kundarak is undecided on if it wants to sell vault design to these worlds but has allowed mid grade locks to be sold to valued customers of Toril & reports indicate that no attacker has yet been able to breach the locks themselves. Token keyed wards seem oddly rare with wards keyed to specific individuals or an easily scryable passphrase perhaps with a gesture seeming to be the norm for ward deactivation. Kundarak has built & designed secure housing networks & accompanying vaults for both our Toril and wasteland outposts that are likely unbreachable by any means shy of finding the remote location in order to physically force past the physical and arcane defenses. Losses have been limited to a mugging in waterdeep and a bar fight in the desert outpost, locals have been hired to deliver goods to the public facing compound in waterdeep as a solution to this mugging. Ghallanda has strengthened the emotional enchantments within the entire compound after the bar fight moved to the street.

This complete lack of modern security methods is often bolstered by highly lethal wards that would be illegal in any civilized society, but again the wards are often placed in a clumsy & haphazard manner. Mark of Shadow heirs have included a basic overview on an assortment of security tools used by an attacker.

(anti)magic prods

An arcane lock or ward has two main vulnerabilities, having the arcane web overloaded with a properly placed surge to trigger a harmless activation of the ward that fails to trigger the ward's spell or simply being shut down with an antimagic field or prod. Tools for both methods are standard in most thief's tool & artificer tool kits in Khorvaire. The worlds we have discovered do not appear to have reached a level of sophistication needed to develop such tools or wards with complexity enough for justifying such tools. Truth be told, the two of them bring nearly every off world arcane ward discovered to a point of uselessness with even minimal training on their use.

Core remover

These fairly common tools are included in most Khorvairan thief's tool kits & a number of other tool sets to give a user the ability to remove the entire unlocked core from a lock housing (door/padlock/etc) so it can be serviced or replaced. Expectedly, the worlds we have discovered are lacking entirely in the concept of interchangeable lock cores. Changing the keyquite often requires changing the entire lock and lock housing rather than swapping a standardized 2-3 inch wide cylinder in and out of the lock body itself.

Under-door enchantments

These are fairly standard items that often consist of a glove, glasses, and small wire or coin that you feed under a door in order to activate a limited arcane eye through the glasses. The glove is then activated in order to cast mage hand on the other side of the door. While the range on these devices is usually limited to a couple feet, it is comical that such tools were never invented here despite being common in thief's tool kits found in Khorvaire. This is yet another example of how damaging open widescale contact would be with worlds such as Toril where the economy would immediately collapse on top of every form of security becoming obsolete overnight.

Arcane Mark Detector & duplicators

These devices are used to detect an arcane mark at a distance of about 5 feet and later duplicate it onto another item of the user's choosing. In advanced security systems, it is common to have wards that are keyed to small tokens (such as a pin) that has an arcane mark attached. This prevents the wards from putting staff to sleep, alerting guards, or worse. We have found zero evidence that such methods even exist in Toril, the pocket dimension, and the collapsed desert world is impossible to determine making this yet another way these worlds failed to evolve from their frankly bizarre cultural stasis.

Latch Slipping tools

Many improperly installed door latches are vulnerable to these hook shaped tools in Khorvaire, in Toril & Athas nearly every door with a simple latch or knob is likewise vulnerable. This tool can be found in Toril manufactured thief's tool kits as well but typically lacks the kinds of enchantments that deal with latch wards. The fact that such wards rarely if ever exist is almost certainly the largest contributing factor here.

Etherealized hinge pin stripper

This is a simple two part tool that is little more than an enchanted glove and nail. Once activated, the nail becomes temporarily ethereal allowing a specialized mage hand to simply push it through the door where it returns to the normal solid form. From there, a secondary set of enchantments at the tip of the nail trigger an effect similar to a scaled down magic stone to push the hinge pin out and allow the door with an overly difficult lock to simply be taken right off the hinges. A number of simple modifications to hinge can be made to defeat this sort of attack, but given the lack of tool it's unlikely such hinges are used with any regularity.

Minor illusion Duplicator

A key with no arcane components can typically be copied simply by taking an impression. In Khorvaire, Minor illusion duplicators were created early in the war to store a quick impression of the area within about 2.5-5 feet from the user. Once stored, the impression can later be retrieved from the embedded spellshard for a skilled actor to literally make a copy of an exposed key. Impression tools have simplified this process to something that can be quickly done in a lavatory without arousing suspicion. The fact that all three worlds still use outhouses & mundane unenchanted chamber pots is a frankly disgusting oversight we have begun correcting at great profit. A standard self-prestidigitating waste pot sells for a couple copper in Sharn, but we have begun selling them for a bit over 50 dragons here in Waterdeep for a roughly thousand percent profit. Although some copy cats have been created and seem to have been sold at around 35 dragons, these copycats have been prone to spectacular failures resulting in a failure to understand or replicate the full web of enchantments they were copying.

Lift Tools

These have long been standard in most any Orien caravan & even some common civilian uses. The design is simply two stone or metal plates with an enchantment allowing them to be verbally pushed apart with immense strength. While these tend to only be capable of lifting something 4-6 feet & are quite slow, what can lift a fully laden Orien wagon or even lightning rail cart for repairs and maintenance can also be used to force a door frame apart. As the lift tool expands the door frame at a safe distance, the strike plate is eventually moved far enough away from the latch that the door can simply be pushed open.

Khorvaire specific tools & Enchantments manufactured by the Dragonmark Houses.

Let us be fair, these worlds have the ability to build structures (barely), and craft both mundane as well as enchanted items at absurd costs. This report tries to provide a stark reality of just how much of life's modern conveniences are lacking here in these worlds. Huge blame can be placed upon the near lawless state of "adventurers" (read: Unchecked bandit Gangs) regularly setting themselves up as absentee dictators & inept kings after slaughtering the last local ruler. No matter how well-meaning these bandits are, such activities make anything resembling large scale capitalism possible. Thanks to

education tomes & the relative value of equipment normally sold as common off the shelf merchandise with minor enchantments, the Triumvirate has been able to train, equip, and employ a small army of locally sourced house Deneith mercenaries for the purposes of expanding our business in these lawless lands. Continue reading for a partial accounting of equipment unlikely to be found outside a Triumvirate operated store or sourced from one on these worlds.

Minor Illusion Fabricator

These devices consist of a small coin size enchanted object. Once activated, the object will duplicate either an impression or an illusory reproduction. While obviously not an original, the result is a tangible illusory copy of the original. This will not duplicate any enchantments, moving parts, or anything over 1 pound. Mark of shadow heirs & others skilled with illusory spells will frequently use these in a pinch to replicate a small object of momentary need such as keys, an exotic tool, or just an unexpected object on need.



Arcane Mark Cloner

While quite common among lock smiths & security experts, these expensive rings have less reputable uses among clandestine agents who use them to copy a target's arcane mark ward deactivation item. The process of copying the mark requires the user to remain within about 3-5 feet of their target for a period of thirty seconds to get a proper scry on the arcane mark. Once the detector has stored a copy of the mark in its embedded spell shard, the user can later command the device to copy the mark to an object being held by channeling a spell slot of first level or higher into the ring.

Compass Map

The Compass Map is a simple spellshard embedded in an enchanted fist sized sphere powered by an eberron dragonshard. With this device, a user can project an illusory map up to a 5 foot cube in size from any of the included maps in the device. The user can zoom in and out on the map, estimate current location, and project the direction of a known landmark rough simple somatic gestures and verbal commands. Some larger cities have extremely detailed maps included on more expensive variants, but the standard versions typically only include general world maps. The Traveler's Curse on Xendriik, The mournland's mists, and the demon wastes are known to cause difficulties with accuracy of these devices. Additional maps can be added easily enough if for some reason the map is not included on the device. House Ghallanda is known to maintain rather detailed maps of the local tourist sites & interesting points around their inns & allow guests to absorb a copy for a negligible fee.

Maths set

This Consists of an enchanted slide rule that is able to project semitangible illusory callipers, T-square, compass, Self Scribing Pen, & 10 sheets of graph or plain paper suitable for scratch work. A tiny eberron shard powers the enchantments while a tiny imperfect spellshard stores anything written on the illusory paper. more expensive specialized versions have the ability to store more pages, burn the writing onto physical paper, and at times include other tools.

Artificer's Tools

Sometimes called Arcanist tools, a set of Artificer tools consist of various crystals, lenses, wires of various types, herbs, alchemical components, & a number of other related tools that are useful for the analysis, manipulation, & creation of arcane enchantments.

Elemental Burst Trinket

These come in Acid, Lightning, Thunder, Fire, Needle (Pierce), Mace (Bludgeon), & blade (slash) variants. While breaking the seal, throw this trinket at a point within 20 feet using a ranged martial attack(AC10). Upon impact all creature within 5 feet of the point must make a dc14 dex save(save for half) or take 3d4 damage of the trinket's type. For each point below ac10 the thrower hits, the trinket lands one square off in a random direction

Grease Trinket

These single use trinkets allow the user to cast the grease spell as an action, the DC is typically 12 in mass produced Cannith versions, but more advanced versions are known to exist.

Pocket of holding

This functions the same as a bag of holding but gets worked into a custom made set of work or fine clothes. Finding the pocket is no more difficult than any other pocket.

Enchanted Bedroll (Enchanted)

Specially enchanted by House Ghallanda & Jorasco, an enchanted bedroll reduces exhaustion levels by 2 rather than 1 during a long rest. These became common & prized among soldiers during the Last War thanks to their restorative effects.

Education Tome

These general education textbooks are Typically enchanted by house sivis or Vadalis to make them semi-telepathic in ways that allow a student to absorb the material within in half the normal time. Something simple like learning common or basic pre-puberty education might only be 5Gp or so, more advanced and involved topics frequently range in the tens to hundreds of Gp if not more. These textbooks and public education serve to dramatically enhance the population oh Khorvaire. Riedra & Sarlona use different methods to educate their populace. The Triumvirate was appalled to find that many nations outside Eberron have minimal or even no education system of note for the common customers.

Dockworker's Belt

This sturdy leather belt has a number of minor enchantments that raise the wearer's strength by 2 up to a maximum of 18 once attuned.

Miner's Ring

These rings were created to provide miners a safe escape in the event of mineshaft collapses. Triggering the ring causes the wearer to be safely teleported without mishap to a random point on the surface within one mile. The teleport has no way to account for hostile creatures that may be near the point of arrival so mercenaries are frequently employed to keep the area around mines free from potentially hostile wildlife that could delay miners from returning to work.

Floating Disk Trinket & Enchanted Plows

These trinkets allow the user to cast the floating disk spell over a period of ten minutes. The most common are single use, but more expensive versions with 1/day & 10/day uses also exist. Enchanted Cannith made plows tend to have 10/day floating disk enchantments built into the plows themselves. These plows allow farmers to plow nearly double what they could do with an oxen drawn plow in the same period of time.

Work Clothes(Basic)

These well-made clothes are extremely durable & are mainly worn by laborers with specific needs. The clothes include a single cantrip level effect such as the ability to prestidigitate them to a clean dry & pressed state, several minutes of water breathing per hour, & other similar effects. Work Clothes cannot be worn with armor.

Work clothes (Advanced)

Laborers who find themselves exposed to hazardous conditions such as the heat & sparks of a smith or the acids used in industries such as masonry & tanning often buy advanced work clothes that provide them with resistance to a single damage type, feather fall, or similar once attuned. Work Clothes cannot be worn with armor.

Karnathi Winters belt

The wearer is protected from harsh natural elements & suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves of dc14 or less). The creature's equipment is likewise protected. This does not affect spells like cone of cold ice storm, or ray of frost that require a save or attack roll.



Silver Fire

Originally devised by the Church of the Silver Flame, Silver Fire is contained in a small glass vial. Silver Fire functions almost identical to holy water with the exception that it can also deal fire damage if it comes in contact with a creature or object not affected by radiant damage and Lycanthropes are considered vulnerable to silver fire.

Hunter's Screw

This 8 inch long metal coil is screwed into the ground where the user can safely activate the embedded enchantments. Once activated, a hunter's screw functions the same as a hunting trap but can be purchased in variants capable of dealing Elemental damage for hunting exotic prey.

Goodlight

People who need a light will say that there is nothing good about them, goodlights are made for darkvision races & shed dim light for 10 feet.

Goblin's friend

While wearing this ring, necklace, or similar the wearer gains 15 foot darkvision but suffers from sunlight sensitivity once attuned.



Camp Stones

a set of enchanted stones, blocks, or other material that can be activated to temporarily conjure or dismiss a plate, bowl, pot, pan, cup, & utensils suitable for preparing & cooking a simple meal while camping. These were developed during the last war to speed the cleanup process during troop deployments where carrying rations was not suitable. Some modern versions include a small razor suitable for shaving if you are feeling brave enough to shave with a tiny force blade.

Arcane Mirror

This two part mirror consists of glasses and a pendant gained popularity during the war for its ability to allow an attuned wearer to see around corners & down hallways simply by moving the pendant to a new location. Originally it was devised to aid the brave mercenaries facing unknown beasts & monstrosities expected to have gaze abilities. They have provide advantage on saves against gaze attacks when looked through as a set.

Glamour Ring

Typically a ring, Necklace, similar that allows the user to cast a limited version of the change appearance portion of alter self as part of a 5 minute ritual. The limitation is that it cannot make you seem to be a different species. Extremely skilled disguise artists have been known to use these in ways that convincingly mimic the appearance of other species & artificers often enjoy altering the base enchantments in interesting ways to vastly enhance the built in functions.

Mold earth Wand

Mold earth wand is typically paired with a miner's pick to give a miner the added benefit of allowing an attuned user to cast the mold earth cantrip (xge162) as an action. These are typically used to help dislodge valuable ore & gems from surrounding stone without damaging them, but other trades and adventurers have found a myriad of other uses since their introduction centuries ago.

Bandage of Recovery

Recovers 1 hp every other round for 2 minutes (10 hp total). House Jorasco makes these with specially enchanted cloth for emergency battlefield use. While certainly pricy, the cost of training & equipping a soldier is often quite a bit more than a bandage. Only one bandage of recovery can be used as a time.

Glove of Storing

This well made glove contains an extradimensional space capable of storing one object up to 1/5 cubic foot or 6 pounds (same size as a pouch. Wearer can speak a command word to transfer an object from hand to storage & vice versa. The wearer gains the third benefit of the dual wielder feat when using this glove to draw the second weapon from the extradimensional space the glove contains.

Aundairan Quiver

Produces an endless supply of nonmagical arrows or bolts that each last one minute before disintegrating. Some archers consider the arrows to be inferior to their own creations, but Cannith has been unable to detect any statistically significant ability to tell the difference between normal and conjured ammunition in blind tests.

Timestopped Rations

Often a Jar of stew or similar that is preserved with a modified preservation enchantment similar to spare the dying that and a minor regenerative enchantment that gets maintained by a tiny eberron dragonshard. Breaking the seal causes the shard to reheat or cool the preserved food as appropriate. these higher quality rations are both tasty and functional. Consuming one over a short rest will allow hit dice to be rolled with advantage during that rest.



Phase Spider Silk Rope

All the benefits of silk rope, plus functions as a dimensional shackle to anything restrained by it! House Vadalis maintains stables of specially magebred phase spiders to supply Cannith with the needed raw materials to manufacture this expensive rope. Many adventurers, explorers, and mercenaries swear by the ability of this rope to pull them out of a metaphorical fire when situations arise.

Cleansing Stone

These come in personal & commercial versions. The personal version has 200 charges and functions much like a bar of soap that happens to be an enchanted 1 pound orb. By speaking a command word, the user can activate a prestidigitation effect to clean themselves over the course of one minute. The commercial version is usually more decorative and around 10-20 pounds in weight but can clean one creature touching it every 30 seconds.

Hot or cold plates

These look like a simple enchanted plate of stone, wood, or metal roughly 6-10 inches in diameter. Once activated, they cool or heat up to 6 quarts of solid or liquid to a range between freezing & room temp or between room temperature & boiling. Cannith is beginning to market larger and more advanced versions capable of reaching more than one temperature.

Fire Stone

A small enchanted stone, trinket, or wand capable of producing a small fire comparable to that of a match or candle flame and maintaining it for up to one minute as an action.

Self Scribing Pen

These pens have been specially enchanted by House Sivis in order to store up to ten minutes of spoken word into an embedded spellshard where it can later be retrieved by the reactivated pen by writing the stored speech to paper. Some more expensive custom versions are able to store longer periods of speech, but typically it is far less expensive to simply buy multiple self scribing pens.

Minor Armor & weapon enchantments

The lack of industrialized production prevents these enchantments from being viable as mundane Cannith manufactured armor and weapons tend to sell for a mere one tenth that of the local Toril equivalents while granting the same level of protection. Raising the cost several times over is simply not affordable to all but the most wealthy ruling bandit gangs.

Warded

Warded armor grants the user 1 point of damage reduction against all physical attacks. Applying this enchantment multiplies the base price of the armor by 10.

Greater Warded

Greater Warded armor grants the damage reduction against all physical attacks based on the type of armor. greater warded light armor grants 2 points of damage reduction, greater warded medium armor grants 2 points of damage reduction, Greater warded heavy armor grants 3 points of damage reduction. Applying this enchantment multiplies the base price of the armor by 20.

Superior Warded

Superior Warded armor grants the user 1 point of damage reduction against all physical attacks. In addition, any time the wearer is hit by a critical hit, roll 1d10. On a roll of 9 or 10 the attack still hits but gets treated like a normal attack for damage purposes. Applying the Superior warding enchantment multiplies the base cost of the armor by 30.



Guarding

At the start of your turn, roll a d10 & gain resistance to one damage type until the start of your next turn. 1: Bludgeoning, 2: Piercing, 3:Slashing, 4:Acid, 5:Cold, 6:Fire, 7:Lightning, 8:Poison 9:Thunder, 10: roll 1d6 & subtract that amount from the damage. A 10 can't reduce the damage below 1. Applying this enchantment multiplies the base price of the armor by 10. .

Glamoured

You can as a bonus action speak the Armour's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. The user decides what it looks like including the color, style, and accessories, but the armor retains its normal bulk and weight. The illusion lasts until you use this property again or you remove the armor. Applying this enchantment multiplies the base price of the armor by 10.

Water Walking

By thinking a command word as an action, the wearer can grant themselves the ability to stand on and move across any liquid surface as if it were common ground but difficult terrain. Applying this enchantment multiplies the base price of the armor by 5.

Warning

This enchantment weaves a number of minor temporal enchantments into the armor partially linking the wearer to their future self. While wearing armor of warning, the user gains advantage on initiative rolls. Applying this enchantment multiplies the base price of the armor by 10.

Guidance

Wearer is able to speak a command word as an action in order to cast the guidance cantrip on themselves while wearing this armor. Applying this enchantment multiplies the base price of the armor by 20.

Talentan

The wearer of this armor gets one additional rage per long rest provided they have the rage class feature. Applying this enchantment multiplies the base price of the armor by 5.

Trollskin

This enchantment does not contain any troll in the armor or weaving of the enchantment itself. The wearer of this armor can spend one of their hit dice as a bonus action to heal themselves in combat. Applying this enchantment multiplies the base price of the armor by 5.

War Shield

A warshield has the same stats as a regular shield, but includes powerful enchantments that grant additional benefits. Once attuned & actively using a war shield, the user gains the second and third benefit of the shield Master Feat.

Orbs of Shielding.

Rather than raising AC, an orb of shielding grants 1d4 of protection against specific types of damage while held and can function as a focus item. See wayfinder's Guide to eberron page 114 for a full list.

Imbued Wood

Both one and two handed Focus items can be made from imbued wood to gain the benefit of +1 damage to spells cast with a particular damage type based on the type of wood. See wayfinder's Guide to eberron page 114 for a full list. Curiously the planar alignment and planes themselves are different in the worlds we have discovered, this appears to be entirely responsible for the differences in casting spells on these worlds. Rather than developing proper two handed focus items to extend the range of a

cantrip slinger, Toril seems to be focused on developing “fire arms” consisting of overly complex, unreliable, loud, and dangerous to the user along with anyone nearby. Despite all of these drawbacks, fire arms offer no meaningful benefits over cantrips once you have an educated population.

Regenerating Edge

An edged weapon with this enchantment is considered to be magical & any critical hit made with the weapon allows the wielder to roll one of the weapon's damage dice with advantage. The die with advantage can be chosen before or after the initial roll. Applying a regenerating edge enchantment multiplies the base price of a weapon by 10.

Impacting

A blunt weapon with this enchantment is considered to be magical & on any critical hit made with an impacting weapon, the user can attempt to disarm their target with an opposed athletics(strength) roll as a bonus action. Applying an impacting enchantment multiplies the base cost of a weapon by 10.

Springing

A weapon with this enchantment is considered to be magical & on any critical hit made with a springing weapon, the wielder can disengage as a bonus action. Applying the Springing enchantment to a weapon multiplies the base cost of the weapon by 10.

Silvered

Cannith agents literally found themselves laughing at how primitive and wasteful Toril smiths are when applying a silver coating to a weapon. Using modern techniques, House Cannith enables a smith to perform the process for the lesser of 3x the base weapon cost or 100 Gp.

Aundairan

Arcane runes are worked through the weapon in order to make it suitable for use as an arcane focus suitable for casting spells. Wielding an Aundairan weapon meets the requirements for performing the somatic components of a spell without further training enchanting a weapon into an Aundairan weapon multiplies the base weapon cost by 10.

Rituals, Greater Rituals, & dragonmark Rituals.

Dragonmark rituals are of course ritual spells that require an individual with the proper Dragonmark to cast them. A greater ritual is quite loud, often includes very obvious lightshows, and takes one hour per level of the spell. It remains unclear why Greater rituals were never discovered and mind boggling why so many common ritual spells in Khorvaire seem to have never had their ritual version discovered in these newfound worlds. Mark of Shadow Heirs are expected to discover even more spells lacking ritual versions here in Toril. Continue reading for a full list. Greater rituals can be performed by anyone normally capable of casting ritual spells & can often be cast by individuals not able to cast the spell normally. Continue reading for a list of spells so far determined to be ones that the discovered worlds have not yet managed to ritualize.

Greater Rituals: Knock, Teleport, Detect evil & good, Sending, Locate Object, Magic Aura, Scrying, Find the Path, Create food & water, Transport Via Plants, Hallow, Mighty Fortress, Magnificent mansion Tongues. Arcane Eye

Standard Rituals: Darkvision, Zone of Truth, Dispel Magic, Project image, Astral Projection,

Dragonmark Rituals: Teleport(Orien), Detect evil & good (Tharashk), Locate object (Tharashk), Guards & wards (Kundarak), Mighty fortress (Cannith), Magnificent mansion (Ghallanda), Find Steed (Vadalis), Find Greater Steed (Vadalis), Mirage Arcane (Phiarlin/Thuranni), Fabricate(Cannith), Arcane Lock (Kundarak), Project Image (Phiarlin/Thuranni), Arcane eye (Tharashk),

Unconfirmed Ritual/Greater Spells unknown to these new worlds: Most Divination Spells.

Minor Weapon Enchantents	
Regenerating Edge(slashing)	10x base weapon cost
Impacting(blunt)	10x base weapon cost
Springing (pierce)	10x base weapon cost
Silvered	< of 3x base or 100gp
Aundairan	10x base weapon cost

Imbued Wood focus items & orbs of shielding (wgte114)

Fernian Ash	50 gp
Irian Rosewood	50 gp
Kythrian Manchineel	50 gp
Lammanian Oak	50 gp
Mabaran Ebony	50 gp
Quori Beech	50 gp
Xorian Wenge	50 gp
Risian Pine	50 gp
Shavaran Birch	50 gp

Focus Items	PCB cost	Cannith Cost
Crystal	10 Gp	1 Gp
Orb	20 Gp	2 Gp
Rod	10 Gp	1 Gp
Staff	5 Gp	5 Gp
Wand	10 Gp	1 Gp
Sprig of mistletoe	1 Gp	1 Gp
Totem	1 Gp	1 Gp
Wooden Staff	5 Gp	25 Sp
Yew Wand	10 Gp	1 Gp
Amulet	5 Gp	25 Sp
Emblem	5 Gp	25 Sp
Reliquary	5 Gp	25 Sp
Component Pouch	25 Gp	25 Sp

Simple Melee Weapons

	Cannith Cost
Club	5 Sp
Dagger	5 Sp
Greatclub	5 Cp
Handaxe	25 Sp
Javelin	1 Cp
Light Hammer	2 Sp
Mace	25 Sp
Quarterstaff	25 sp
Sickle	5 Sp
Spear	5 Sp

Simple Ranged Weapons

Crossbow, Light	25 Sp
Throwing knives (dart)	5 Cp
Throwing knife (returning)	25 Sp
Shortbow	25 Sp
Sling	1 Sp

Martial Melee Weapons

Battleaxe	1 Gp
Flail	1 Gp
Glaive	1 Gp
Greataxe	3 Gp
Greatsword	5 Gp
Halberd	2 Gp
Lance	1 Gp
Longsword	15 Sp
Maul	1 Gp
Morningstar	15 Sp
Pike	5 Sp
Rapier	25 Sp
Scimitar	25 Sp
Shortsword	1 Gp
Trident	5 Sp
War Pick	5 Sp
Warhammer	15 Sp
Whip	2 Sp
Tangat (morgraves misc 93)	5 Gp
Sharrash (Morgraves misc 93)	5 Gp

Martial Ranged Weapons

Blowgun	10 Sp
Crossbow, Hand	75 Sp
Crossbow, Heavy	50 Sp
Longbow	50 Sp
Net	5 Sp

Minor Armor Enchantents	PHB Cost	House Cost	Mass Produced
Warded	N/A	10x base Armc	Cannith
Greater Warded	N/A	20x base Armc	Cannith
Superior Warded	N/A	30x base Armc	Cannith
Glamourd	N/A	10x base Armc	Cannith
Water Walking	N/A	5x base Armor	Cannith
Warning	N/A	10x base Armc	Cannith
Guidance	N/A	10x base Armc	Cannith
Guarding	N/A	5x base Armor	Cannith
Talentan	N/A	5x base Armor	Cannith
Trollskin	N/A	5x base Armor	Cannith
Light Armor	PHB Cost	House Cost	Mass Produced
Padded	5 gp	5 Sp	Cannith
Leather	10 gp	1 Gp	Cannith
Studded Leather	45 gp	5 Gp	Cannith
Medium Armor			
Hide	10 gp	10 Sp	Cannith
Chain Shirt	50 gp	5 Gp	Cannith
Scale Mail	50 gp	5 Gp	Cannith
Breastplate	400 gp	40 Gp	Cannith
Half Plate	750 gp	75 Gp	Cannith
Heavy Armor			
Ring mail	30 gp	3 Gp	Cannith
Chan Mail	75 gp	750 Sp	Cannith
Splint	200 gp	20 Gp	Cannith
Plate	1,500 gp	150 Gp	Cannith
Shields			
Shield	10 gp	1 Gp	
War Shield		50 Gp	Cannith
Orbs of Shielding (WGtE114)	House Cost		
Fernian Basalt	+ 50 gp	Cannith	Fire
Irian Quartz	+ 50 Gp	Cannith	Radiant
Kythrian Skarn	+ 50 Gp	Cannith	Acid/Poison
Lamanian Flint	+ 50 Gp	Cannith	Lightning/Thunder
Mabaran Obsidian	+50 Gp	Cannith	Necrotic
Quori Celestine	+50 Gp	Cannith	Necrotic
Xorian Marble	+50 Gp	Cannith	Psychic
Risian Shale	+50 Gp	Cannith	Cold
Shavaran Chert	+50 Gp	Cannith	Force

Adventuring Gear			
Item	PCB cost	Cannith Cost	Mass Produced
Arcane Mark Cloner		500 Gp	
Minor Illusion Fabricator		50 Gp	Cannith
Compass Map		2 Gp	Cannith
Abacus	2 Gp	2 Sp	Cannith
Maths set		2 Gp	Cannith
Artificer's tools		50 gGp	Cannith
Acid (vial)	25 gp	20 Gp	Cannith
Alchemist Fire (Flask)	50 gp		
Acid Burst Trinket		40 Gp	Cannith
Lightning Burst Trinket		40 Gp	Cannith
Thunder Burst Trinket		40 Gp	Cannith
Fire Burst Trinket		40 Gp	Cannith
Needle Burst Trinket		40 Gp	Cannith
Mace Burst Trinket		40 Gp	Cannith
Blade Burst Trinket		40 Gp	Cannith
Antotoxin(Vial)	50 gp	5 Gp	Jorasco
Pocket of holding		500 GP	
Backpack	2 gp		Cannith
Ball Bearings (bag of 1000)	1 gp	5 Gp	
Grease Trinket		50 Gp	Cannith
Barrel	2 Gp	5 Sp	Cannith
Basket	4 sp	4 cp	
Bedroll	1 Gp	5 Sp	Ghallandra
Bedroll (Enchanted)		10 Gp	Ghallandra
Bell	1 Gp	1 Sp	Cannith
Blanket	5 sp		Ghallandra
Block & Tackle	1 gp	1 Sp	Cannith
Book Blank	25 Gp	10 gp	Sivis
Book, Fiction		5 Sp+	Sivis/Cannith
Education Tome		5-50+ Gp	Vadalis/Sivis
Bottle, Glass	2 Gp	2cp/10	Cannith
Bucket	5 cp		
Dockworker's belt		50 Gp	Cannith
Miner's Ring		50 Gp	Cannith
Floating disk (1 use)		5 Gp	Cannith
Floating Disk (ritual activation 1/day)		50 gp	Cannith
Floating Disk (ritual activation 10/day)		1000 gp	Cannith
Candle (5)	1 cp	1 Cp/10	Cannith
Decorative Case, Crossbow bolts	1 Gp		
Case, Map or scroll	1 Gp		Cannith
Chain 10ft	5 Gp		Cannith
Chalk 1 piece	1 Sp		Sivis
Chest	5 Gp		Cannith
Climbers Kit	25 Gp		Cannith
Clothes, Common	5 sp	3 sp	Cannith
Clothes, Costume	5 gp		
Clothes, Work (Basic)		10 gp	Cannith
Clothes, Work (Advanced)		50 gp	Cannith
Clothes, Fine	15 gp	25 gp	Cannith
Clothes, Shiftweave (wgte 115)	50 gp		
Clothes, Glamerweave (Wgte 115)		50-500+ gp	
Karnathi winter Belt		25 Gp	Cannith
Clothes, Travelers	2 gp	5 Sp	Cannith
Crowbar	2 gp	2 Sp	Cannith
Fishing Tackle	1 gp	1 Sp	Vadalis
Flask or Tankard	2 cp	1 Cp	Cannith

Item	PCB cost	Cannith Cost	Mass Produc
Grappling Hook	2 gp	1 Gp	Cannith
Hammer	1 gp	1 Sp	Cannith
Hammer, Sledge	2 gp	2 Sp	Cannith
Healer's Kit	5 gp	5 Sp	Jorasco
Holy Water	25 gp		
Silver Fire		20 Gp	CoSF
Hourglass	25gp	25 Sp	Cannith
Hunting Trap	5 gp		
Hunter's Screw		25 Sp	Cannith
Ink(1oz Bottle)	10 gp		Cannith
Ink Pen	2 sp		Cannith
Jug or Pitcher	2 sp		Cannith
Ladder (10ft)	1 sp		Cannith
Candle	1 cp	1 gp	Cannith
Goodlight		1 Cp/5	
Lamp	5 sp	1 sp 5 cp	Cannith
Goblin's Friend		5 Gp	Cannith
Lantern, Bullseye	10 gp	5 Sp	Cannith
Lantern, Hooded	5 gp	15 Sp	Cannith
Everbright or Coldfire	+50 gp		
Lock Core dc8-10		2 gp	Cannith
Lock Core dc10-13		5 gp	Cannith
LockCore dc15-18		50 gp	Cannith
Lock Core dc25-50		200 gp	Cannith
Magnifying Glass	100 gp		Cannith
Eyes of Minute Seeing (dmg168)		50 gp	Cannith
Manacles	2 gp		Cannith
Dimensional shackles (dmg165)		50 Gp	
Mess Kit	2 sp		Cannith
Camp Stones		10 gp	Cannith
Mirror Steel	5 gp	5 Sp	Cannith
Mirror, Arcane		50 Gp	Cannith
Lamp Oil (flask)	2 sp	2 sp 5 cp	Cannith
Paper (1 sheet)	2 sp	1 sp/10	Cannith
Parchment (1 Sheet)	1 sp		
Perfume (1 vial)	5 gp		Cannith
Glamour Ring		25 Sp	Cannith
Pick (Miner's)	2 gp		Cannith
Mold Earth Wand		50 gp	Cannith
Piton	5 cp		Cannith
Immovable Rod (DMG175)		75 gp	Cannith
Poison (Basic Vial)	100 gp		Cannith
Pole (10ft)	5 cp		Cannith

Item	PCB cost	Cannith Cost	Mass Produced
Pot, Iron	2 gp	1 gp	Cannith
Potion of Healing	50 gp	50 Gp	Jorasco
Bandage of recovery x5		75 gp	Jorasco
Pouch	5 sp	25 Cp	Cannith
Glove of Storing		75 Gp	Cannith
Quiver	1 gp		Cannith
Aundairan Quiver		25 gp	Cannith
Ram, Portable	4 gp		Cannith
Lift, dc20		10 gp	Cannith
Lift, dc25		50 gp	Cannith
Lift, DC30		200 gp	Cannith
Rations	5sp/1 day	25 sp/7 days	Ghallandra
Timestoped rations		10 Gp/7	Ghallandra
Robes	1 gp	5 Cp	Cannith
50 ft hemp rope	1 gp	25 Cp	Cannith
25ft Phase Spider Silk Rope		200 gp	Vadalis
50 ft silk rope	10 gp	50 gp	Cannith
Sack	1 cp	1 Sp/8	Cannith
Merchant's Scale	5 gp	5 Sp	Cannith
Sealing Wax	5 sp	5 Sp	Cannith
Shovel	2 gp	2 Sp	Cannith
Signal Whistle	5 cp	5 Sp	Cannith
Signet Ring	5 gp	5 Gp	Cannith
Soap	2 cp	2 Cp	Cannith
Cleansing Stone (Personal)		3 gp 5 sp	Cannith
Cleansing Stone (Commercial)		150 gp	Cannith
Hot or Cold Plate		10 gp	Cannith
Spellbook or Spellshard	50 Gp	50 Gp	Cannith
Iron Spikes (10)	1 gp	5 Sp	Cannith
2 person Tent	2 gp	15 Cp	Cannith
Tinderbox	5 sp	1 Gp	Cannith
Fire Stone		3 Gp	Cannith
Torch	1 cp		Cannith
Vial	1 gp	5 Sp	Cannith
Waterskin	2 sp	2 Sp	Cannith
Self Purifying waterskin		5 gp	Cannith
Whetstone	1 cp	1 Cp	Cannith
Self Scribing Pen		15 Gp	Cannith

Author's note. I have deliberately left out Sigil simply because there is not yet enough information about eberron's planes themselves & the great wheel cosmology is too polluted with concepts many wholly antithetical to eberron's baselines. Put that together & add an author with no interest in mixing the two for the reasons why. Also yes, lamp oil is more expensive than PHB, the lamps are less expensive by far. Cannith went with the razor blade model there. A few other items do similar styles of markup.

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