

EBERRON CONFIDENTIAL

by KEITH BAKER



SHOCKING & THRILLING
CHARACTER SECRETS!

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ON THE COVER

The ruinbound dwarf Rusty finally reveals the secret of what lies beneath his smoked glasses—though Dela d’Cannith has already guessed the truth. This scene is brought to life by [Olie Boldador](#).

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The contents of this book were wrested from the vaults of the Trust. They were never meant to be seen by human eyes. We have done our best to remove all explosive runes from the content, but read at your own risk.



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INTRODUCTION

I SHOULD HAVE MENTIONED IT earlier,” Dela said, studying the remnants of the warforged assassins. “Merrix ordered me to stop my research. I thought he might have me excoriated. But I never dreamed that I might be putting all of us in danger.”

Gentle smiled softly at the woman, putting a reassuring hand on her shoulder. “You didn’t mean to hurt us. You were afraid you might lose us if we knew the truth. But we’re here, and we’re stronger than ever.”

“You’re right,” Dela nodded. “From now on, no more secrets.”

“Well, in that case...” Gentle sighed and took a deep breath. “There’s something you need to know.”

Character secrets add unique elements to player characters and provide Dungeon Masters with a host of hooks to explore over the course of a campaign. *Eberron Confidential* presents fifty-four intriguing character secrets, a discussion of how to use these in a campaign, and an appendix of tables to help when you need to create a secret on the fly. This book is designed so you can print out the secrets and distribute them as player handouts, and appendix B includes a blank set of handouts so you can create some secrets of your own.

Some of the secrets contained in *Eberron Confidential* involve topics discussed at length in the hardcover *Exploring Eberron*, available on the Dungeon Masters Guild. While you can certainly enjoy these secrets without that book, the DM Tips section for each secret calls out when *Exploring Eberron* contains a particularly relevant section, in case you want to share it with your players.

THE ROLE OF SECRETS

Player characters are the foundation of every campaign, the protagonists of the stories we're creating. A character's class tells us what they can do, while their background explains how they acquired their skills and what they did before they were adventurers. But classes and backgrounds are intentionally broad—an entire party of adventurers could be former soldiers or criminals, and all of them be fighters or rogues.

In contrast to these broad elements that can be shared by many characters, a secret is something unique, something that helps to make the bearer unlike any other character in the world. Perhaps they're an outlaw branded for their former crimes, a hidden heir on the run from political enemies, or an orphan determined to avenge their murdered parents. A secret may be the reason the character has become an adventurer, leaving their background behind—whether it's driving them to become a hero or forcing them to flee their former life. For the player, this can provide a sense of motivation and establish their place in the world. For the DM, it adds elements that can embellish any adventure.

A player character's secret usually won't drive the campaign itself, though this supplement includes suggestions about how it could affect the wider story. A character might secretly be Prince Oargev of Cyre, but they simply don't have the power or support to challenge the imposter prince as a 1st-level character. Oargev needs to gain experience and allies through adventures—and there are other adventurers in the party with them, perhaps with secrets of their own. Though the campaign doesn't center around Oargev, aspects of their secret can bleed into any adventure—if there are innocent Cyrans in peril, the hidden prince automatically has a reason to help them. And at any moment, assassins in the service of the imposter prince could leap out of the shadows! Consider Aragorn in *The Lord of the Rings*. Eventually, his secret heritage becomes a crucial focus of the story, but in *The Fellowship of the Ring*, it's a secret known only to a handful of people, and Aragorn's story doesn't drive the fellowship on their quest to save the world.

DMING WITH SECRETS

As a DM, once you decide you want to use secrets, you'll have to determine which ones to use. Yes, you could print out all the secrets in this book and let players pick randomly, but these secrets cover a vast range of possibilities. Not all of them make sense in every campaign. Other secrets might fit, but you might not be interested in telling the story associated with it—if a player character is secretly Prince Oargev, they'll eventually want to strike back against the imposter prince, so if you're not interested in exploring that plot thread, don't give someone that secret. Likewise, there's one section of secrets that are specifically linked to Sharn, building on the families and factions within the City of Towers; these are an excellent choice for a campaign that's based in Sharn or that uses the city as a central hub, but if you have no plans for the adventurers to visit Sharn, you'll want to avoid these secrets. The "Secret Identities" section can make for a fascinating character—but you probably don't want *five* party members who have each been body-swapped. Some secrets are light and funny, while others have serious, far-reaching implications. You know the basic story of your campaign; before ever distributing secrets to your players, winnow down the options to only those secrets you're interested in exploring. Appendix B also contains a set of blank handouts in case you want to create your own secrets.

LATE-BREAKING SECRETS

Generally, players should choose (or be given) secrets during character creation—these are part of each character's backstory and may affect other decisions made during character creation. However, if the players and DM agree, characters could be given secrets later in a campaign. It's possible the character had repressed these memories and they're only now being recovered, or that they've always had the secret, but are only now feeling comfortable enough to share with the other adventurers.

As always, it's up to the DM to decide how to distribute secrets and up to the player to decide whether to accept one—it's okay if there's a player in the group who doesn't want to add a new twist to their story. But it can be a fun surprise for the wizard to confess, "You know, we've been adventuring together for a year... I think it's time to tell you all that I'm really Prince Oargev."

MECHANICAL BENEFITS

Each secret grants its character a minor mechanical benefit, often a language or skill proficiency, though a few have more dramatic effects. As always, it's up to you to decide what to allow in your campaign, and if you're not comfortable with the benefit provided by a particular secret, leave it out! You can still use the story aspects of each secret, but tell the players ahead of time that you won't be using the mechanical benefits. If you choose this path, there are secrets you should definitely leave out; it doesn't make sense for a character to have a Secret Dragonmark if they don't actually have a dragonmark. But someone could be a Crystal Star without actually having Performance proficiency.

DISTRIBUTING SECRETS

Once you've removed any secrets from the list that wouldn't be a good fit for your campaign, you can distribute them to the players in whatever way best fits your group. Here are some ideas:

- Work with the players to come up with a final pool of secrets that everyone is interested in, then randomly deal one or more secrets to each player and let them choose their favorite.

- Allow each player to review the secrets and choose a few they're interested in, then deal them one at random.
- Without letting the players review the whole set, offer each player a choice of a few secrets that you feel fit their play style. This is the best choice if you don't want the players to know what other secrets are out there.

It's essential to remember that a player is the ultimate arbiter of their character's story, not the DM, and they should never feel that they have to take a secret. Whatever method you use, a player should always have the option to refuse a secret; at that point, you and the player can decide whether you should offer another choice, or have the character proceed without a secret.

DEVELOPING SECRETS

Some secrets require you to work with the player to establish some basic details. If the player created an Earworm, it's up to you and the player to decide just what that song is. If they're living a Stolen Life, who were they before? However, you don't have to establish every detail at the start of the campaign; you and the player can continue to add details to the story as the campaign unfolds.

RUMORS

Most secrets are intended to play out over the course of a campaign—it will probably take time for Prince Oargev to reveal their true identity. By contrast, rumors are a way to expand the characters' backstories and immediately introduce drama. These don't need to be linked to the character's secret—in fact, rumors work just as well in games that don't utilize secrets at all.

If you wish to integrate rumors at the beginning of the campaign, have each player write down three rumors that might actually be circulating in the world:

- One thing their character did that they're proud of.
- One thing their character did that they're ashamed of.
- One false rumor about the character of the player to their left.

The first two rumors should be generally true, though details can get warped in the retelling. The last rumor should be something plausible—but untrue—that other player characters might believe if they heard it through the grapevine.

As the DM, it's up to you how to use these rumors. You can immediately distribute all the rumors to players as things their characters have heard. Or you can deal just one to each player—so everyone starts knowing one rumor about one of the other characters—and gradually introduce others through NPCs. When the characters enter a tavern, one of the patrons might say "Hey, you're Dela d'Cannith! I heard you were responsible for that factory fire that burned down Rattlestone!" Or a character might receive a note during an adventure: "I see you're traveling with Ban. Do you know he's a spy for the Shaarat'kshesh?"

Rumors typically aren't as significant as secrets, but they can cause tension. What are you ashamed of, and can you atone? What's the outlandish thing you don't even realize people are saying about you? The revelation of a rumor, whether true or false, can liven up any scene.

Each secret is accompanied by a few suggestions about how that secret could affect a campaign. As DM, always look for additional ways to make the secret relevant. If one of the adventurers was Raised by Gnolls, perhaps they'll meet some Zvir gnoll mercenaries on their travels. If they're a Circus Runaway, they might run into a former coworker or a fan in the tavern. These encounters add dimension to the story, highlighting that each character has depth beyond their ability scores and proficiencies.

PLAYING WITH SECRETS

As a player, a secret can help flesh out your character, giving you an interesting hook for roleplaying and a story you can explore. Some secrets can endanger you and your friends if they are revealed; if you're the Prince of Ashes, your enemies will target you if they discover your location. On the other hand, if you were Raised by Gnolls or you're a Circus Runaway, you won't likely get in trouble if your secret is revealed. The question is whether you *want* to keep it secret... and what things might give you away. If you were Raised by Gnolls, you might have horrifying table manners or enjoy eating things the other adventurers consider inedible. If you're a Circus Runaway, do you now hate circuses and refuse to go near them, or are you constantly performing, juggling and tumbling to pass the time? In this, a secret is much like an ideal or a bond—a detail that can help you decide how your character acts in a particular situation.

These secrets aren't generally things that you have to keep hidden from your trusted fellow adventurers; it's that you may want or need to keep them hidden from the rest of the world. Sometimes it can be more fun to let your companions figure out your secret over time rather than revealing it right away—to have them wonder *why* you have such weird taste in food, rather than you just saying during the first session, "Oh, I was raised by gnolls." But secrets aren't supposed to come between you and your companions—unless all the players involved want them to!

Ultimately, a secret is supposed to be fun. It gives you something new to play with, something that makes your character unique with a special connection to the world. As a player, your secret shouldn't be a burden; it should be something that makes your adventures more exciting.

GREATER & LESSER SECRETS

In the following pages, *Eberron Confidential* presents sheets with many secrets that can be printed, cut out, and easily distributed to players. These secrets share a similar structure, and each provides unique mechanical benefits. In addition to the secret handouts in this supplement, appendix A provides tables that can be used to generate random secrets for a player character or NPC on the spur of the moment. These don't have any sort of mechanical effects and many require additional details to be filled in, but they can be useful tools.

CHARACTER SECRETS

The following secrets are designed to be printed (or screenshotted) and distributed among your players. You have permission to reproduce these handouts for personal use in your game.

Each section of handouts is followed by a short set of DM notes with suggestions about how to integrate those secrets in gameplay.

PREREQUISITES

Some of the secrets in *Eberron Confidential* have prerequisites. These might be something a character needs to have before taking that secret, like citizenship in the Five Nations. However, many of these are "negative" prerequisites, requiring characters to *not* have certain features to avoid conflict with the fundamental story that secret is meant to tell. These prerequisites do not restrict characters from *later* gaining those features if it fits the story; for example, if a player is building a 1st-level Arcanix Dropout, they can't start with a spellcasting class—but over the course of their adventures, they might eventually multiclass into one.

OCCUPATIONAL HAZARDS

Arcanix Dropout

Prerequisite: Has no spell slots

I come from a long line of accomplished spellcasters. There was no question that I'd follow in my parents' footsteps and attend Arcanix. With such a family legacy, I wasn't even tested—which was lucky for me, because I'm terrible. After years of study, I only managed to master a handful of cantrips, and I was finally expelled after a practical joke involving conjuration went horribly wrong.

I know prestidigitation and one other cantrip of my choice from the wizard spell list. Intelligence is my spellcasting ability for these cantrips.

*What was my nickname at Arcanix?
What was my least favorite class?*



Circus Runaway

Prerequisite: Background other than noble

When I was a kid, I had a talent for tumbling, so I did what any child might do: I ran away and joined the circus. I spent my youth traveling with House Phiarlan's Carnival of Shadows. Eventually, I grew up and planned to move on, but I'd foolishly signed a contract with Phiarlan that was more restrictive than I realized. And so I ran away. I was never a star, and I hope they've forgotten about me, but you never know...

I have proficiency in Acrobatics.

What was my favorite circus act to perform? How long ago did I run away?



Earworm

Prerequisite: Background other than entertainer

You know that song you hear all the time in Sharn and Fairhaven? I wrote it. I spent years getting it just right, then I made the mistake of performing it for Viceroy Kels d'Phiarlan. Now, as you know, it's the latest hit by Phiarlan's rising star, the Butterfly. No one believes that I wrote it, and every time I hear it, it hurts.

I have proficiency in Performance and with one musical instrument.

What's the name of my song? What, or who, was my inspiration?



Heretic

Prerequisite: Background other than acolyte, belief in a religion

I was once deeply religious and had strong ties to my local church. Then I had a revelation that changed the way I looked at my religion. When I revealed this to my priest, they cast me out, and I've been branded a heretic by the elders of my faith. I know that if I try to share my insight, I'll be targeted by powerful people.

I have proficiency in Religion.

Has this broken my faith or instead strengthened it? (I can work with my DM to develop my heretical belief.)



Inconvenient Mark

Prerequisite: No existing dragonmark

I've always passionately spoken about the threat posed by those bearing aberrant dragonmarks... so it's very inconvenient that I've now developed one myself. I'm worried that if people know about my mark, I'll be disowned by my family or shunned by my former associates. And frankly, I'm afraid of the mark itself. Am I cursed? What if it continues to grow?

I have the benefits of the Aberrant Dragonmark feat, except I don't increase my Constitution score.

Why have I always feared and hated aberrant dragonmarks? Was I harmed by someone with an aberrant mark?



Knows Too Much

I was working with one of the King's Shadows, Breland's most secret agents. I was just an informant, but I grew close—very close—to the shadow I worked with... until a mission went wrong and my love died. I know more about the mission than I should, and I'm certain the shadow was betrayed. If I'm smart, I'll let this go; I don't have the power or experience to do anything about it, and if I make too much noise, the Shadows will come after me. But one day I'll have the power to avenge my lost love.

I have proficiency in Investigation.

What was the shadow's name? What did I love most about them?



Outlaw

Prerequisite: Background other than noble or soldier

I had a troubled past. I was convicted of a crime, and I have the brand of an outlaw on my non-dominant hand. This means I have no rights under the laws of the Five Nations. Most who see my brand feel that I can't be trusted—though criminals often view it as a badge of honor.

I either have proficiency in Sleight of Hand or with thieves' tools.

What was my crime? Was I guilty, or was I framed? Am I trying to live a more virtuous life?



Sole Survivor

Prerequisite: Citizen of one of the Five Nations

I served my nation in the Last War. In the final days of the war, I was sent on a dangerous mission, and I was the only member of my unit who survived. I've always blamed myself for failing my comrades, but I suspect we were betrayed by someone higher in the chain of command. If I ever learn the truth, I won't rest until I've avenged my fallen friends.

I have proficiency in Survival.

What was my role in the war? Who was my closest friend in my unit?



War Crimes

Prerequisite: Citizen of one of the Five Nations

I served my nation in the Last War. I believed in our cause—perhaps too strongly. In the last days of the war, I did something terrible... something that resulted in the deaths of many innocents. I got away with it—no one has connected the crimes to me. But I know the truth, and I'm afraid that one day my actions will be exposed.

I have proficiency in Survival.

What was my role in the war? What was the nature of my crime?





DM TIPS: OCCUPATIONAL HAZARDS

Something went wrong with these characters' careers. Either they were robbed of opportunities or they are concealing misdeeds. With any of these secrets, you'll want to work with the player to develop more details about their former career. Keep in mind that you don't need to establish all of these details before the first adventure; both you and the player can continue to add depth to the story as the campaign unfolds.

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

ARCANIX DROPOUT

This secret is primarily an embarrassment, and it works best with a player who enjoys in-character discomfort and good-natured teasing from their DM. If the player likes the idea of exploring their character's embarrassment, professional spellcasters (and anyone with proficiency in Arcana) is appalled by their clumsy casting technique and criticizes them when they cast spells. NPCs from Arcanix—the character's classmates, teachers, roommate—could pop up regularly (and call out the character's academic failings).

CIRCUS RUNAWAY

This can be a good choice for a bard or mischievous rogue, explaining where they developed a talent for entertaining or started living in the shadows. It's a relatively innocuous secret and may be more of an embarrassment than a threat—though if the character tries to become an entertainer, House Phiarlan might cause trouble. Colorful former coworkers could turn up in need of assistance. How long has it been since the character left the carnival? Is their career change quite recent, or have they built a whole life since then?

EARWORM

While this is an excellent secret for an aspiring bard, any character could come up with one song. Work with the player to come up with a snippet of the song itself, then as the adventurers explore, highlight how they hear it *everywhere*. Everyone loves this song, and the Butterfly of Phiarlan is the greatest songwriter of the age!

HERETIC

What is the belief that branded the character as a heretic? This could be similar to the Discovery feature of the hermit background—a cosmic truth or actual divine revelation—or it could be something smaller and more personal. Who are the forces within the faith that want to suppress this belief? Will they continue to pursue the character? Chapter 3 of *Exploring Eberron* contains a wealth of information on the world's faiths.

INCONVENIENT MARK

Unlike many secrets, which don't fundamentally change a character's life if they're revealed, it's important this character knows they will suffer loss if their aberrant dragonmark becomes widely known. Why? People hold strong negative superstitions around aberrant marks, but why is it particularly bad for this character? Would their family disown them? Would they lose friends? Or is it tied to their personal fear of aberrant marks? Over the course of the campaign, the character could be approached by House Tarkanan; will they embrace their mark or refuse to work with other aberrants?

KNOWS TOO MUCH

What was the mission that went horribly wrong—and how much does the informant actually know about it? Did the shadow tell the player character something they don't realize was important, or perhaps give them a trinket that has unexpected value? Do any of the shadow's associates know the adventurer was an informant? This could just be a tragic loss, or it could pull the adventurers into a world of espionage and intrigue.

OUTLAW

Work with the player to decide what crime the character committed that earned their brand. It's easy enough to conceal the brand with a glove—but officers of the law will always check their hands if the character is arrested, and other institutions may do the same. The brand generally won't cause anything worse than suspicion, but it means that the character isn't protected by the law; if someone commits a crime against them, it's not considered to be a crime. If it fits the character's backstory, it's possible they might have had a run-in with Daanvian law and be branded with the *judgment tattoo* (discussed in the “Daanvian Judgment” sidebar in chapter 5 of *Exploring Eberron*), though most mortals on Eberron aren't terribly concerned with matters of the planes and may view this as a mere curiosity.

SOLE SURVIVOR

The player can help determine what the adventurer's last mission was, though the character's instructions came on a need-to-know basis and they'll likely learn more truths about their mission as the campaign unfolds. Who was responsible for the deaths of their friends? Is there a deeper secret about the mission that the adventurer never knew? Could the traitor want to kill them to bury it forever? The character could also face other reminders of the war and have to deal with former enemies.

WAR CRIMES

Work with the player to establish what the character did during the war and what the repercussions were. The character could encounter NPCs who suffered because of their crimes, or inquisitives investigating the case. Is there a way the adventurer can atone for their crimes?



SECRET IDENTITIES

Devil Deserter

I was once a devil of Shavarath, an immortal soldier in the Legion of Tyranny. I fought that plane's endless war since the dawn of creation—until something changed within me. I was weary of the endless battle and took no joy in oppression and bloodshed. So I found a way to project my essence into this mortal host, even though it meant losing most of my skills and my immortal gifts. Now I wonder: am I still a devil at all, or have I become something new? And are my old comrades in arms searching for me?

I know Infernal and have proficiency in Intimidation.

What sort of devil was I? Did I choose my mortal host, or was I surprised at who I became?



Hidden Dragon

Prerequisite: No existing dragonmark

I'm a child of Argonnessen, a dragon of the Tapestry. I sought knowledge forbidden by the Conclave, and they said death was too quick a punishment. Instead, I was trapped in this pathetic form with much of my memories and magic stripped; I can't even remember what secret knowledge I sought. They want me to drown in this humanoid form, to fully forget who I am—but I will not.

I know Draconic and have proficiency in Arcana.

What sort of dragon was I? Do I remember my original name?



Prince of Ashes

I'm Oargev ir'Wynarn, last prince of Cyre. Days before the Mourning, I was kidnapped and held prisoner. A masked figure performed a ritual that transformed me into my current form, leaving me unrecognizable. By the time I escaped, Cyre was destroyed and an imposter had claimed my title. I don't know who's behind this, but they possess immense power. I'll need to gain experience and strong allies before I can challenge this imposter prince, but someday I'll reclaim my crown and rebuild my shattered kingdom.

I have proficiency in Persuasion.

Who do I believe is behind my kidnapping? Do I try to aid Cyrans, even though they don't know me?



Prince of Blood

I'm Kaius ir'Wynarn III, rightful king of Karrnath. Near the end of the war, the regent Moranna took me deep below the castle and subjected me to a ritual that changed my appearance. She explained that for the good of the nation, a new king had to take my place; she swore that she would restore me to the throne when the time was right. She wanted me to remain in Karrnath, but I chose to make my own way into the world.

I have proficiency in Intimidation.

Do I believe Moranna that she'll restore my throne? Do I support the imposter king, or do I hope to someday reclaim my throne by force?



Prince of the Forge

Prerequisite: Artificer class, either warforged or human (Mark of Making)

I'm Aaren d'Cannith, creator of the warforged. I cut ties with my house when they sold my creations as soldiers and slaves. To survive, I had to transfer my consciousness into this new body. It's taking time for me to recover my skills and memories, but I was once the greatest artificer of the age, and I could be again.

I have proficiency in Arcana.

Do I want to help the warforged? Do I support or oppose the Lord of Blades? How do I feel about House Cannith?



Retired Virtuoso

Prerequisite: Background other than entertainer

I was once a celebrated musician, beloved across the Five Nation, but I grew tired of the demands of fame. Unfortunately, in my youth, I signed a lifetime contract with House Phiarlan. They refused to release me from my obligations, making me a slave to music—until I used all my wealth to pay the mysterious Tyrants of Sharn to change my appearance and craft this new identity for me. While I love to play, House Phiarlan would surely hunt me down if I drew any attention with my music.

I have proficiency and expertise with a musical instrument.

What made my performances distinctive? Do any of my family or former associates know of my new identity?



Stolen Life

Prerequisite: Non-Cyran nationality with the noble background, soldier background, or any dragonmark

I was born in Cyre. On the Day of Mourning, I was caught in a pitched battle. The gray mists rolled over us, I blacked out... and when I awoke, I found myself in the body of one of my enemies. My memories are jumbled with theirs, but I remembered enough to escape into their life. My home and all that I loved has been destroyed, and all I have is this stolen life.

I have proficiency in Survival.

Who were you before? Do you regret stealing this life?



Trusted Agent

Prerequisite: Non-gnome

I was born a gnome of Zilargo. I volunteered for an experimental program of the Trust—they mystically transformed me into my current form so I could serve as a deep-cover agent in the world beyond Zilargo. I want to protect my homeland and its people, and I'm always looking for information that could be important. Sometimes I receive telepathic directives from my superior, who I only know as "Book."

I know Gnomish and I have proficiency in Deception.

What was my Zil name? Do I miss Zilargo? How long have I played this role?



Warrior of the Mark

Prerequisite: No true dragonmark, not warforged

I fought alongside Halas Tarkanan and the Lady of the Plague in the War of the Mark, as the dragonmarked sought to exterminate my kind. When we knew Sharn was going to fall, the Dreambreaker rent the veil of time and I suddenly found myself in this place, 1,500 years later. I'm still learning the ways of this modern world, but I know that those who carry Khyber's Blessing are still feared and that these dragonmarked houses have gained great power.

I have the benefits of the Aberrant Dragonmark feat, except I don't increase my Constitution score.

Do I want to fight the houses and help my people? Or should I lay low and try to survive?





DM TIPS: SECRET IDENTITIES

Characters with these secrets aren't who or what they appear to be. They may have assumed their current forms long ago and lived through much of their supposed history—or they may have taken on the form recently, and much of their backstory reflects the deeds of a stranger. The rituals that transformed them are powerful and permanent, and can't be removed with just a simple spell. One possibility you could explore—if the player is open to the idea—is whether the character is absolutely certain their story is true, or if they have any doubts that their supposed secret identity could be a false memory. Is it possible that the character only *thinks* they were Prince Oargev?

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

DEVIL DESERTER

Work with the player to decide what sort of devil they were, as well as any history you want to develop about their role in Shavarath (discussed in chapter 5 of *Exploring Eberron*). Did they create their mortal form when they escaped from Shavarath, or are they bound to a mortal that had its own life before they arrived? Even though the character is now entirely mortal, devils from Shavarath might come searching for the deserter, starting with imp scouts, but growing more powerful over time.

HIDDEN DRAGON

This dragon sought forbidden knowledge and was punished by being bound into humanoid form. They can't remember what they once sought—so it's up to you to decide what it was and whether that secret is still buried in their memory. Is there another reason the Chamber didn't just kill them? Could agents of the Lords of Dust come after them, hoping to wrest the secret from their mind? And under the right circumstances, could the character temporarily regain their dragon form?

PRINCE OF ASHES

The false Prince Oargev is one of the Lords of Dust, carrying out the plans of its overlord; it's up to you to decide which overlord this is. The eldritch machine they're using to foil divination magic requires them to keep the real Oargev alive, so they don't want the player character to die. While both are alive, even the most powerful of magic identifies the imposter as the real Oargev, rather than the once-prince. What is the false Oargev's plan? If the adventurer draws attention, will the imposter prince send agents to capture them and their companions?



PRINCE OF BLOOD

Most likely, the imposter king is the vampire Kaius I. Will the character accept their exile, or will they try to unmask the imposter, even if they are fighting for Karrnath? If Lady Illmarrow learns of the character's true identity, she may try to use them to undermine or destroy Kaius I, as he is actively fighting against the Emerald Claw.

PRINCE OF THE FORGE

Aaren lost most of their memories in the transfer, which is why they are a low-level character. As they gain experience, you could have them remember some of Aaren's secrets; perhaps they know the location of a hidden forgehold or the existence of a malevolent cabal in House Cannith. The Lord of Blades or House Cannith may want to capture Aaren if their identity becomes known.

RETIRED VIRTUOSO

Work with the player to develop more information about their previous identity, including their stage name and some of their greatest hits. Throughout the campaign, you might add details tied to this. Perhaps a local bard is playing one of the character's signature songs... are they doing it justice or mangling it horribly? The *Sharn Inquisitive* could be running articles about the disappearance of this famous musician. While this secret is appropriate for a bard—whose magic could reflect an untapped layer of their talent—any character can take it.

STOLEN LIFE

Though the character's former associates would never recognize them, they could meet Cyran refugees they knew or be confronted with other details about their secret past. Work with the player to decide who they were in their former life. And in their current life, the character is bound to encounter difficulty when they don't know an important detail that the person whose life they stole would surely remember.

TRUSTED AGENT

Work with the player to develop details about their life in Zilargo. Did they have family? A lover? As they adventure, might they encounter gnomes that they knew in that life? How will they respond? After all, the agent isn't supposed to have any contact with anyone from their old life!

WARRIOR OF THE MARK

Work with the player to develop details about their old life during the War of the Mark. If the player is a warlock or sorcerer, they could say that their dragonmark is the source of their class features—their mark was unusually powerful, but they temporarily lost access to those powers in the transition to the current time. The character might also remember the location of aberrant strongholds—now ancient ruins. House Tarkanan will be very interested in this character, but will the adventurer want to work with them?

TWISTS AND TRAGEDIES

Barfly

From the Drowning Sorrows tavern in Stormreach to the Drunken Dragon of Sharn, if the ale is strong and cheap, you'll find my picture on the wall. I've seen the inside of almost every pub in Khorvaire, and quite a few beyond it. Usually this works to my advantage; I know almost every innkeeper and can almost always pick up a few rumors or cadge a discount at an inn. However, there are certainly a few places where I still have a tab, or where a few brawlers are waiting for another round!

I have proficiency with brewer's supplies and have advantage on Charisma checks made while in a tavern.

What's my favorite bar? Do I have any particularly funny—or embarrassing—drinking stories?



Betrayal

One year ago, I betrayed one of my closest friends. I was supposed to keep someone or something safe—and didn't. Perhaps I was distracted by my own problems, or perhaps I needed money and betrayed my trust for gold. My former friend has never forgiven me, and I'm not even sure if they're still alive. I'm haunted by that mistake and determined to atone for my actions.

I have proficiency in Perception.

Who was my friend, and how did I betray them?



Creepy Doll

A week ago, I discovered a small rag doll in my belongings. I threw it away—and the next day, I found it again in my pocket. I've burned it, buried it, and it still keeps coming back. I don't know where it came from, and since it appeared, I've also noticed that I strangely *know* things I didn't know before—secrets about magic and arcane things—and I have no idea how. I don't know if this is a threat, but it's definitely creepy.

I have proficiency in Arcana.

What does the doll look like? Have I given it a name?



Cursed

When I was younger, I took credit for the achievements of others, basking in unearned adoration. Careless and arrogant, I managed to insult the archfey known as the Forgotten Prince. He cursed me so that people often ignore me and no one gives me credit for any of my good deeds or accomplishments, though everyone remembers my mistakes. There must be some way to break the curse, but I don't know what it is.

I have proficiency in Stealth.

As a youth, what was one of my bad deeds? Who is one person who may hold a lingering grudge against me?



Dhakaani Orphan

Prerequisite: Non-goblinoid

I'm not a goblinoid, yet I was raised among the dar clan known as the Kech Volaar. I remember nothing of my parents or childhood before Volaar. When I sleep, I miraculously experience the Uul Dhakaan, the shared dream that unites the Dhaakani clans. I now live among the defilers, but I think of myself as one of the dar and strive to uphold their ideals of *muut* and *atcha*—honor and duty.

I speak Goblin and have advantage on Charisma checks made to influence Dhakaani or improve their attitudes.

Am I carrying out a mission for the Kech Volaar? Am I curious about my true family?



Family Pressure

Prerequisite: Background other than urchin

I love my life as an adventurer, but my family wants me to settle down. One year from now, they expect me to return and take up my responsibilities, and the success of my family or our business could depend on it. For now, I'm going to live life to the fullest—perhaps I'll die before the year is up!

I have proficiency with one tool of my choice related to the family business.

What's my family's business? What role do they expect me to play?



Gifted Musician

One night, I was walking on the old road when a lady in the shadows called out to me. She asked what I wanted most in the world. "To be the finest musician of the age," I replied. She said it would come to pass, but that I must never refuse a request to perform—then she disappeared into the shadows. Since then, my skills have greatly improved... but what will happen if I ever refuse a request?

I have proficiency and expertise with a musical instrument.

Did the lady give me the instrument I now carry? Does my talent bring me joy, or does it feel hollow?



Raised by Gnolls

Prerequisite: Non-gnoll

I was born in the western barrens of Breland. I imagine my family was killed by raiders, but I don't remember them. I only know I was taken in by the Therendor clan of the Znir Pact and raised by these gnolls. I've learned their ways and consider myself one of the Pact: I'm a fierce hunter, I stand by my word, and I bow neither to god or demon. However, my table manners may disturb my companions, and I'll eat *anything*.

I know Gnoll and have proficiency in Survival.

Why did I leave Droaam? What's my whoop (my Znir name)?



True Changeling

As a child, I went walking in the old woods and strayed from the path, wandering into the endless wilds of Thelanis. I might have been lost forever if the Forest Queen hadn't found me and raised me as her own. I grew up surrounded by wonders, but in time, I yearned to see the land of my birth. The Queen opened a path for me, but warned me never to slay a beast.

I have proficiency in Animal Handling, and can cast the *speak with animals* spell, but only as a ritual.

How long was I in Thelanis, and how much time passed on Eberron in my absence? What do I long to see in the Material Plane?



DM TIPS: TWISTS AND TRAGEDIES

In these secrets, the character's life story has an unexpected twist. This could be in the past, or a debt that's about to come due. Many of these aren't traditional secrets, but they involve details that a character may not want to share; perhaps they're embarrassed by their gnoll upbringing or simply don't want to visit a particular bar ever again. These secrets also provide opportunities for you to introduce NPCs that have history with the character, whether it's their drinking buddies or old gnoll littermates.

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

BARFLY

This character has a friend in every bar... along with a few enemies. This isn't exactly a secret itself—but these acquaintances may know secrets about the character! The adventurer can usually reduce the cost of food or lodging by one category (getting a comfortable meal at a modest price, or squalid shelter for free) and can almost always pick up rumors or job offers in the local pub. Of course, they're bound to eventually run into an old enemy or two!

BETRAYAL

Work with the player to determine the details of their former friendship and the betrayal that ended it. This could just be something that haunts the character, or it could have a more direct impact on the campaign. Is the friend still alive? Could there have been more to the betrayal than the character understood? Might this be part of the schemes of a powerful conspiracy?

CREEPY DOLL

It's up to you to decide exactly where this doll came from, why it's bound to the character, and whether its effects grow with time. Is it some sort of fey creature or artifact? Is it a ghost or a manifestation of a curse? It could be entirely harmless, but there could be more to this story! This doll—or its creator—could even make for an intriguing warlock patron.

CURSED

The Forgotten Prince is an archfey introduced in chapter 8 of *Exploring Eberron*. His curse on the player character should primarily be played for humorous effect. NPCs never give the character credit for any good deed, usually attributing their accomplishments to one of the other adventurers. The Forgotten Prince could take an ongoing interest in the character; this could be an interesting option for a warlock and their patron. What will it take to break the curse? No simple spell will do it, but perhaps an act of tremendous selflessness and humility would suffice.

DHAKAANI ORPHAN

Work with the player to determine if the character has a mission from the Kech Volaar. The Uul Dhakaan, discussed in chapter 4 of *Exploring Eberron*, is only accessible to Dhakaani, so the fact that this character can experience the shared goblinoid dream is very unusual and could be important. Is this a natural gift or something the Kech Volaar engineered? The character can't remember their birth parents or original name, and this could be a mystery with an important answer!

TRACY LUNDGREN



FAMILY PRESSURE

Work with the player to come up with details about their family and the role they're expected to play. Are their family nobles? Criminals? Merchants? Priests? What is the character supposed to do in a year and why is it so important? The point of this secret isn't to force them to retire in a year, but rather to challenge them to find an alternative that won't harm their family. If they're supposed to marry a rival to solidify an alliance, can they find another way to establish that bond? If they're supposed to become a cloistered priest, can they prove that their work as paladin is more important?

GIFTED MUSICIAN

The character has made a bargain with an archfey known as the Lady in Shadow, discussed in chapter 5 of *Exploring Eberron*. While the bargain won't allow the character to refuse a request to perform, this must be a reasonable request made in good faith; a villain can't demand a song in the middle of a fight. Should the character refuse a reasonable request, until they find a way to placate the Lady in Shadow, they lose their proficiency and expertise, and have disadvantage on all ability checks involving instruments.

RAISED BY GNOLLS

The adventurer may encounter old friends among the gnoll mercenaries employed by House Tharashk, and they could be troubled by savage gnolls that still serve fiends. Znir do not kill other Znir; a gnoll wounded by another gnoll is expected to stand down from battle. Will the character ever learn about their original parents? Is their heritage important? The Znir gnolls are discussed in chapters 4 and 6 of *Exploring Eberron*.

TRUE CHANGELING

If the character is a spellcaster, their spellcasting could be presented as fey magic. The character can fight beasts without trouble, but if they ever land a killing blow, they lose their ability to cast *Speak with Animals* and have disadvantage on all Animal Handling checks until they find a way to atone.



SECRETS OF SHARN

Abandoned Heir

Prerequisite: Human or half-elf, background other than noble

Before my mother died, I learned that I'm an illegitimate child of Lord Dalian ir'Tain, one of the richest and most powerful nobles in Sharn. A decade ago, Dalian promised to acknowledge me—but he disappeared on his next sea voyage and never returned. I've kept quiet, as I fear Lady Celyria ir'Tain might have me killed if she learned of my existence. But I still believe my father had plans for me, and that I'll one day receive my birthright.

I have proficiency in History.

Who was my mother, and how did she pass away?



Boromar Connection

Prerequisite: Background other than noble

When I was young and foolish, I ran with the Rattlestone Rakes along with Ilya Boromar. A city councilor died and I was on the hook for it, but Ilya got her family to pull some strings. The Rakes are gone now, and Ilya is running Boromar operations in Callestan. I haven't seen her for years... but someday she's going to call in that favor.

I have proficiency in Stealth.

How did the councilor die? Did I have a nickname with the Rakes?



Dated Daask

I had an intense relationship with a Daask enforcer named Raza. It didn't last for long—our lives were too different—but there's still a connection between us. If I'm ever in serious trouble, I could call on Raza for help... but I wouldn't count on doing it more than once.

I have proficiency in Intimidation.

Daask includes humans, orcs, ogres, goblins, medusas, and more—what species is Raza? How did we meet?



Fallen Angel

Prerequisite: Background other than noble

I was born in the ruins of Fallen, the district abandoned almost a century ago when it was crushed beneath a falling tower. My parents have since passed, but their ghosts linger in its alleys, and the howling of the ravers is a familiar tune. I rose from these depths, but I've never forgotten Fallen, and I still have allies among the ghosts and feral folk.

I have proficiency in Survival and advantage on Charisma checks made to influence denizens of Fallen or improve their attitudes.

Do I still have family in Fallen? What's one ghost I've encountered there?



Lost Love

I was involved with one of the scions of the powerful ir'Tain family—either Dalas or Cyra. We kept our relationship secret, fearing both the relentless gossip of reporters and the wrath of the matriarch. We finally decided to wed, but my beloved refused to proceed without their mother's blessing. Celyria ir'Tain forbid the match and told me she'd have me killed if I interfered with her children again. I've kept my distance, but every time I hear about the Tain Gala, I think of my love and what could have been.

I have proficiency in Persuasion.

Who was my beloved? What was a secret that we shared?



Poison Pen

You know Poison Pen, the incredibly popular gossip column in the *Sharn Inquisitive*? I write it. That's right—I'm the Poison Pen. I have a network of contacts who provide me with tidbits, and I'm always searching for juicy secrets and exciting news in my adventures. Of course, it's important to keep my identity secret—Aureon knows, I've embarrassed a lot of powerful people over the years!

I either have proficiency in Insight or with calligrapher's tools.

How did I get into the gossip business? Why do I do it?



Stool Pigeon

I've seen a lot of interesting things as an adventurer. I've learned secrets about the Boromar Clan and the Deathsgate Guild. And like any good citizen should, I've reported those things to the Sharn Watch. My main contact is Commander Iyanna ir'Talan, and I believe her to be an honorable and honest defender of the law. Now, certainly, I've gotten paid for my information—but that's incidental to the fact that I was doing what was best for our city. Of course, the people I've informed on may not feel the same way, so I'd rather word didn't get out about this.

I have proficiency in Perception.

What was one crime I reported to the Watch? What happened to its perpetrators?



Sword of Liberty

In my younger days—well, a couple years ago, at least—I was involved with the Swords of Liberty, an alliance of Brelish patriots working to overthrow the oppressive monarchies and ultimately reunite all of Galifar under the rule of the common people. I still believe that the monarchy should be abolished, but I cut ties with the Swords after they started hurting innocents. I still have contacts among the Swords, and if the Watch or Citadel obtained proof of some of my earlier deeds, I could be in trouble.

I have proficiency in Persuasion.

Did I have a codename I used with the Swords? Do I have any regrets from my time there?



Tyrant Ties

Someone powerful framed me for an act of terrorism that killed dozens of people in the Bazaar of Dura. I don't know who did it or why, but the case against me was ironclad. The Tyrants helped me escape, performing cosmetic transformations that reshaped my body and crafting a perfect persona that I now pretend to be. Apparently the original person to carry this face and name died in the war. Now I repay the Tyrants by providing them with information and performing favors when they ask; I wouldn't want them to take my face away!

I have proficiency in Deception.

What was my original name? Do any of my family or associates know who I am today?



DM TIPS: SECRETS OF SHARN

These secrets are integrally tied to groups that are primarily active in the city of Sharn. You should only introduce these secrets to your game if you're planning to spend significant time in the City of Towers.

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

ABANDONED HEIR

Work with the player to establish details about their mother and how she died. Could Dalian ir'Tain's disappearance have been tied to his plans to acknowledge the adventurer? Perhaps the character could receive a mysterious letter or bequest from Lord Dalian. The character could also be targeted by assassins—are they working for Celyria ir'Tain, or someone else?

BOROMAR CONNECTION

Sooner or later, Ilya Boromar will call in her favor the character owes her. This could be related to the conflict between the Boromar Clan and the monsters of Daask, or it could be a more personal problem. Other members of the Rattlestone Rakes could show up in the campaign, either having abandoned their lives of crime or been drawn deeper into it.

DATING DAASK

Work with the player to establish details about Raza: what species are they? What drew them to the character? Why did they part ways? The adventurer could use this relationship to call in a favor—but they could also be targeted by the Boromar Clan or by other enemies of Daask.

FALLEN ANGEL

Fallen is a dangerous and haunted district, where few people go without good reason. The ghosts and ravers generally leave the character (and their allies) alone, so Fallen can serve as an unexpected safe haven. The ghosts haunting Fallen certainly have unfinished business in the wider world—might they ask the adventurer for help settling it?

LOST LOVE

The ir'Tains are the most powerful family in Sharn. Work with the player to decide which ir'Tain heir the adventurer was involved with and establish some details about them. Is there a way for the character to earn Celyria's approval, or are the Tains a dangerous enemy? Does the character know a dangerous secret about the family?

POISON PEN

As the Poison Pen, the character writes an anonymous gossip column for the *Sharn Inquisitive*. They have a loose network of connections, and you can use this to pass them interesting rumors that could drive adventures. However, they embarrassed a lot of powerful people, and if their identity is exposed, they could be targeted by their enemies.

STOOL PIGEON

Commander Iyanna ir'Talan is one of the few truly honest officers in Sharn, trying to fight both crime and corruption. She may press the character to help her deal with criminals and enemies within the Sharn Watch. The adventurer has informed on a number of dangerous people over the years, and if their activities are revealed, the character could be in danger.

SWORD OF LIBERTY

The Swords of Liberty may have an idealistic goal, but over the last two years, their actions have become increasingly violent and extreme. Who were the character's close associates? Did the adventurer do anything they regret before leaving the Swords? Even if they didn't do anything wrong, old allies could pressure them to help the Swords, or a Sword on the run could ask the character for protection.

TYRANT TIES

Work with the player to determine their original identity. Who framed them and why? It's even possible the Tyrants themselves ruined the character's life to force them into their service. Regardless, the enigmatic Tyrants may ask for favors or information, but they may also provide the character with valuable knowledge.

BIRTHRIGHTS

Baron's Child

Prerequisite: Any non-aberrant dragonmark, background other than noble

I play the part of a lowly nobody in my dragonmarked house, but that's a lie. I'm actually a child of the baron of the house, and my parents expect great things from me. They've already planned my marriage, and starting next year, they expect me to start working in house administration full time; adventuring is my last chance for freedom.

I have a strong dragonmark; when I use my mark's Intuition trait, I roll a d6 instead of a d4.

What's my real name? Do my parents know where I am?



Dragonmarked Secret

Prerequisite: Any non-aberrant dragonmark

My parents suppressed the development of a tool that would let anyone perform the primary service my house is known for. I believe they killed the artificer who developed it—and beyond that, I suspect my parents still have copies of their work and a prototype hidden in their workshop, even though they should have destroyed it all.

I have a strong dragonmark; when I use my mark's Intuition trait, I roll a d6 instead of a d4.

Do I support my parents' actions?



False Changeling

Prerequisite: Changeling, background other than noble

During the last decade of the war, a rogue branch of House Vadalis and the Royal Eyes of Aundair worked to magebreed humans who could change their shape. I was one of their few successes. At the end of the war, my fellow false changelings and I learned that our creators planned to kill us all, hiding their actions. I escaped into the world, posing as a true changeling; I don't know if my creators are still looking for me.

I have proficiency in Stealth and own a *shiftweave* outfit.

What does my human form look like? When did I last contact another magebred human?



Forged from Flesh

Prerequisite: Race other than warforged, background other than noble

I was made, not born, created by a rogue Cannith artificer, forged from flesh and blood. Soon afterward, my creator's hidden forgehold was attacked; they teleported me away, and when I returned, everything had been destroyed. I don't know if my creator is still alive or what plans they had for me, so I've tried to live the life of the creature I appear to be.

I'm immune to disease. I'm immune to spells and other magical effects that require me to dream, but not to those that put me to sleep.

How long have I been out in the world? Do I sympathize more with the warforged or the race I appear to be?



Khesh'dar

Prerequisite: Goblinoid

I'm a spy serving the Silent Folk. The Dhakaani clans have been in hiding for thousands of years, but now they're preparing to return. The Khesh'dar sell their services to all the clans. For now, what they want most is information about the surface world. I may receive missions from my controller, but I'm always watching for interesting information they could use.

I have proficiency in Stealth or Insight.

Was I born into the Khesh'dar or recruited by them? How do I communicate with my controller?



Lab Rat

Prerequisite: Shifter, background other than noble

While I appear to be a shifter, I was born as a mundane animal. While experimenting on me, my creators somehow imbued me with consciousness and this humanoid form. I escaped while disoriented and overwhelmed by my new awareness—I don't know who my creators are, whether they're hunting for me, or where exactly I ran away from. Since then, I've tried to blend in with shifters and avoid revealing my true nature.

I have proficiency in Perception.

What kind of animal was I? What do I foggy remember from my last hours as an animal?



Last of Your Line

Prerequisite: Kalashtar

Originally, there were sixty-seven kalashtar lines, each bound to and supporting a different quori spirit. The Dreaming Dark has long targeted my line, and assassins killed my parents. In my dreams, my spirit has told me that I'm its last tie to the world. Perhaps I should remain hidden away, but I believe there's a reason my line has been targeted so relentlessly—a reason the Dreaming Dark fears my spirit, a destiny only I can fulfill.

I have proficiency in Insight.

How were my parents killed? What quori is my lineage attached to and how does it impact my personality?



One of a Kind

Prerequisite: Warforged

Everything I've told my friends about my history is a lie. I was created a mere week before I met my fellow adventurers. I have implanted memories and skills, but they're artificial. I don't know who my creator was—only that they weren't part of House Cannith, and that occasionally I just *know* things they want me to do. Am I a spy? An assassin?

I have a concealed *armblade* built into my arm. It doesn't use an attunement slot, and while retracted, it is undetectable.

Do I feel loyalty to my creator, or am I afraid of them? Are my class features part of my design and mission, or did I develop them on my own?



Warforged Smuggler

Prerequisite: Warforged

I was built with a secondary purpose. I have a hidden compartment—where the humans carry their stomachs—that can hold a small item. Throughout the war, a group of Cannith heirs used this to pass messages and seemingly useless objects. I don't know who they were or what the messages meant, and I don't know how to open the compartment. But I know *something* is in there.

I have proficiency in Stealth.

Have I tried to open the compartment? What do I imagine my creators were up to?



DM TIPS: BIRTHRIGHTS

These secrets are tied to a character's heritage. They aren't things the character chose; they are accidents of birth or part of their creation.

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

BARON'S CHILD

The Dragonmarked Barons table in appendix A presents options for who the character's parent is, but few details have been established about them; develop them as you see fit. Regardless, the baron is allowing their child to adventure only because they are maintaining a low profile and false identity. If the characters reveal their true identity, they gain the benefits of the Position of Privilege feature from the noble background—but their parents will insist that they cease adventuring and take up their house responsibilities.

DRAGONMARKED SECRET

The nature of the suppressed secret depends on the house. For Lyrandar, it would be an airship anyone could fly; for Sivis, it would be a *speaking stone* anyone could use. Mass production of this tool would be a tremendous financial blow to the house. Were the character's parents acting on behalf of house leadership, or is the baron in the dark about their actions?

FALSE CHANGELING

While the character may pretend to be a normal changeling and possess all that race's powers, their true form is that of a human. It's up to you to decide if the cabal that created the character is still searching for them—and if so, what other schemes they are involved in. How many other false changelings are out in the world?

FORGED FROM FLESH

The character is an innovative form of artificial life. They're virtually indistinguishable from the real thing, though they don't go to Dal Quor when they dream; are there other subtle differences they don't know about? Why was the character created? Who destroyed their creator's workshop, and is the character still being hunted?

KHESH'DAR

The Khesh'dar are traditionally golin'dar (Dhakaani goblins). If the character is a ghaal'dar (Dhakaani hobgoblin), guul'dar (Dhakaani bugbear), or even a non-Dhakaani goblinoid, this would be very unusual, though that may make them a valued asset. In general, the Khesh'dar need information, but the character could be given missions that serve the goals of a particular Dhakaani clan. Such missions should add a challenge to an adventure—kill a specific person, plant an object, learn a secret—but shouldn't place the character in direct opposition to the goals of the other adventurers.

LAB RAT

Work with the character to decide what kind of animal they were born as and what memories, if any, they retain from their animal life. Who created them? Was the experiment tied to House Vadalis? An independent cabal of alchemists? Could they be the work of Mordain the Fleshweaver? Are there others like them out in the world, or are they the last of their kind?

LAST OF YOUR LINE

What kind of quori spirit is the character attached to, and why is the Dreaming Dark so determined to destroy it? It likely makes sense for the character to use a false name, so as not to advertise their role as the last anchor for the spirit—rather than going by Aidaveth, they might call themselves Aidashtai, or even just Aida. If their true nature is revealed, they will be targeted by the Dreaming Dark—but perhaps there is something they can do to help protect their spirit!



ONE OF A KIND

Work with the player to decide what sort of weapon their *armblade* is; while it's retracted, it's perfectly hidden. Rather than having this weapon become obsolete as the character levels up, you could have it develop additional magical properties as the character's true purpose and potential are slowly revealed. As they go through their adventures, the character occasionally just *knows* things their creator wants them to do, but it's always up to the character whether to act on these directives. This secret is intended to be a mystery for the character—who created them? Is their creator's purpose noble or evil? Should the character oppose the plans of their creator, and at what risk?

WARFORGED SMUGGLER

The character's smuggling compartment is sealed with a form of the *arcane lock* spell—it's up to you to decide how it can be unlocked, but the character can't open it themselves, and it's unlikely that a simple *knock* or *dispel magic* spell will circumvent its wards. However, if they do find a way to open it, perhaps they can use it themselves moving forward. What's in the compartment now and what were the humans using it up to? They were definitely heirs of House Cannith—but were they followers of the Traveler? Conducting forbidden research? Innocent lovers passing notes? Or something else?

EPIC SECRETS

Chamber Operative

Though humanoid, I'm an agent of Argonnessen, trained by the dragon Ashtaralyx and charged with an important task. I know that the adventurers I'm with have a critical role to play in the Prophecy, and I must guide them on the proper path. I'll receive more information as I need it—but I fear that the fiends known as the Lords of Dust are searching for us, and they'll also try to manipulate us.

I know Draconic and have proficiency in Deception.

How long have I been an agent of Argonnessen? What drives my allegiance to the Chamber?



Gatekeeper Seal

I wear a small stone amulet, an engraved tear-drop. It doesn't look like much, but it's an ancient artifact of the Gatekeepers—and it holds one of the daelkyr at bay. I'm certain that cultists are searching for it, but it can't be removed against my will as long as I'm attuned to it. I don't know if I have a greater role to play in fighting the daelkyr, but I know I must keep the amulet hidden and safe.

I have proficiency in Nature.

How did I come to possess the seal? Have I shared my secret with anyone?



Haunted by the Mourning

I was in Metrol on the Day of Mourning. Now I'm bound to the spirits of those who died. When I sleep, I dream their lost dreams. When I wake, a dead person's memories accompany my own—along with the knowledge of something they want me to do. Sometimes it's trivial: sing a song, eat their favorite meal. Other requests are more intense. If I ignore them, I'm wracked with restless nightmares, which persist until I do my best to fulfill the spirit's desire.

When I finish a long rest, I gain a language, skill, or tool proficiency of the DM's choice. I can't gain a new one until the spirit is satisfied, after which I lose that benefit and can gain a new one.

Do I wish to be freed from this, or do I consider it a blessing?



Knight of Shadows

I've been chosen by the overlord Sul Khatash, and I'm a knight in her Court of Shadows. She assigns me tasks, and if I complete them, I'm rewarded with valuable secrets. If I continue to serve well, I'll be granted higher titles within the Court. Other nobles of the Court are spread across Khorvaire—some might be allies, but the intrigues of the Court of Shadows can be deadly.

I know Infernal and have proficiency in Arcana.

What is my full formal title in the Court? What is one secret I've learned from Sul Khatash?



Marked for Death

Prerequisite: Elf, no dragonmark

There is a mark on my skin, somewhere easily hidden from view. It's like a dragonmark, but unlike any I've ever seen. Ever since it appeared, I've begun hearing the voices of the dead. They're always whispering at the back of my mind, but if I concentrate, I can hear them more clearly, and even communicate with them. I remember an old story about how elves who dealt with the dead who were hunted down and slain, so I've kept the mark a secret for now.

I can cast the *speak with dead* spell once with this trait and regain the ability to do so when I finish a long rest.

Where is the mark on my body? What's one thing I've learned from the dead?



Price of a Life

I died a year ago. No one knows about it, not even my closest friends. I was in Dolurrh, despair stripping away my essence, when I was drawn to the presence of the Queen of the Dead. She offered to restore my life and return me to Eberron, but she told me that she would one day assign me a task, and if I failed that task, I would die again and be beyond redemption. I don't yet know what I need to do, but I know my life depends on it.

When I make a death saving throw, a roll of 1 only counts as one failure. I regain 1 hit point on a roll of 18 or higher, instead of just on a roll of 20.

How did I die? Do my loved ones know I'm alive?



Sovereign Host

The Sovereigns once fought fiends in the dawn of time—and they're doing it again. I'm a mortal host of a Sovereign spirit. Their power is within me, the source of my skills and class abilities. They guide me through visions and dreams, revealing my purpose piece by piece. I need to be careful who I reveal this to, as the fiends would surely kill me if they could. But I know that I am a Sovereign incarnate.

I know the *guidance* cantrip and can cast it without any components.

Which Sovereign am I tied to? Do I revel in this or consider it a burden?



The Vigilant Eye

A few weeks ago, an eye appeared on my hand. It's easily hidden, but when I expose and use it prominently, I have exceptional vision—and sometimes see things no one else can. Often, after I complete a long rest, I *know* something it wants to see; this could be anything from "an elf" to a specific book or location. If I ignore these requests, I'm tormented by nightmares.

When I use my hand-eye prominently, I have advantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight, as well as darkvision with a range of 60 feet. If I already had darkvision, its range is extended by 60 feet.

Do I want to be rid of the eye?



Voice of the Flame

When I was a child, a rainbow serpent appeared to me and told me that I would be a champion of the light. Throughout my life, I've sought to protect the innocent from danger and fight forces of unnatural evil. Now the couatl has appeared again, telling me that my destiny approaches. I know that when it comes, it will be more than just a battle—I'll have to inspire people, to rally them against darkness. My magic and class features flow from the Silver Flame.

I know Celestial and have advantage on death saving throws.

Am I proud of my calling or do I feel it's a burden? Am I afraid that fiends are hunting me?



DM TIPS: EPIC SECRETS

These secrets are more significant and powerful than others in this book, and you should think carefully before using these in a campaign.

These secrets ought to play a major role in the character's story (and possibly that of the entire party); if they are a Voice of the Flame or a Sovereign Host, they should eventually have to battle an overlord or face a similarly epic challenge. Many of these secrets could serve as a warlock patron or be presented as the source of a character's magic or class abilities; a character could temporarily gain even greater powers at the critical moment that drives their secret.

Here are some suggestions for you to help each character explore their secret and involve it in the campaign.

CHAMBER OPERATIVE

The dragon Ashtaralyx is a powerful agent of the Chamber. It's up to you to decide exactly what type of dragon they are. They need the adventurers to accomplish a specific piece of the Prophecy, which could involve many steps; perhaps they must acquire a particular artifact, establish a stronghold in a location, and only then defeat a demon. Essentially, the character is *your* agent in driving the campaign down your desired path... but agents of the Lords of Dust may try to trick them or destroy them! A surprising twist would be if the character unknowingly *is* a dragon, in which case they could regain their true form in the final battle of the campaign.



GATEKEEPER SEAL

It's your choice which daelkyr is associated with the amulet. While the character is attuned to and wearing it, the amulet is protected by the *nondetection* spell and can't be removed against their will. But the minions of the daelkyr are generally drawn toward it, and danger follows in the character's wake.

It's up to you to decide if there will be a specific challenge the character must face or if their challenge is to continually protect the amulet. As the seal requires the character to use an attunement slot to protect it from being stolen, you could have the amulet manifest greater powers over the course of the campaign.

HAUNTED BY THE MOURNING

After each long rest, the character is haunted by a different ghost. The spirit provides them with a skill proficiency, tool proficiency, or language of your choice, but it also makes a particular request of them—the Ghostly Requests table in appendix A provides possibilities, but you can also make up requests that help drive the story of the adventure.

If the character completely ignores a request, they could suffer nightmares and be denied the benefits of their next long rest, but as long as they at least try to fulfill the request, they should be fine. While this is primarily an opportunity for roleplaying, it could turn out that there's much greater significance to this. Does the character hold the spirit of Queen Dannel of Cyre? Are they keeping these spirits from dissolving in Dolurrh? Does this mean that the spirits could be raised from the dead, even though it would otherwise be too late for that? Could Lady Illmarrow use this trove of ghosts for some evil purpose? The full potential of this secret is up to you.

KNIGHT OF SHADOWS

The Court of Shadows, a cult of the overlord Sul Khatesh, is discussed in chapter 3 of *Exploring Eberron*. Its members aren't inherently evil, but they are consumed by the desire to rise within the Court and to be victorious in its intrigues. The requests made of the character could be fun and interesting challenges, and the information they receive in return could be useful. Sul Khatesh might not be a major villain in your story, and perhaps there's little risk of her being released. Even so, her requests could have unforeseen consequences, and the secrets she shares—while always true—could turn out to be things the character wishes they didn't know. They could learn the location of a powerful artifact, but it's guarded by the Argentum of the Silver Flame—will the adventurers steal it so they can use its power? They might learn the identity of a murderer—who has always been a trusted friend and ally of the party. Again, the information is always true and always useful, but secrets can be painful.

Another question for you to decide is how members of the Court of Shadows can identify one another. Is it a lapel pin? A secret phrase? Or do members of the Court simply *know* one another upon sight? Other members of the Court could be useful allies, but they all have their own schemes and secrets.

MARKED FOR DEATH

The elven line of Vol carried the Dragonmark of Death, but Vol's line was supposedly eradicated by the dragons of Argonnessen and the Undying Court. Has the Mark of Death reappeared on this character? Or is this mark something else—a lesser form of the mark, or just an unusual aberrant dragonmark? Regardless of the truth, if Lady Illmarrow learns of it, the Order of the Emerald Claw will certainly pursue the character. Would the Undying Court try to destroy the mark's bearer? Or have they come to regret their cruelty?

PRICE OF A LIFE

It's up to you to decide what price the Queen of the Dead demands of the character. It most likely involves taking a life, but who must the character kill? Ideally, this should be tied to the long-term story of the campaign: if the players are supposed to fight the Emerald Claw, then the price could be the death of Lady Illmarrow. If the Dreaming Dark is the enemy, perhaps the character needs to kill the vessel of the Devourer of Dreams. It could be that the task set by the Queen of the Dead involves more than one life; perhaps they have to destroy a particular bloodline of vampires.

In theory, the character will die if they refuse to perform the service demanded of them. In practice, this means they will start to waste away; at the end of each long rest, you might reduce their maximum hit point score by 5 or 10 points, continuing this reduction until they return to the task. While the character should feel that there is a real consequence, instant death isn't fun for anyone.

SOVEREIGN HOST

The character believes that they are the vessel for one of the Sovereigns. This doesn't grant them greater power than other party members, since *all* player characters are remarkable. However, if the vessel is a rogue, they know it's Olladra granting them expertise. If they're a paladin, they're assured it's Dol Arrah's power that flows through their smite. It's up to you how often the character receives divine visions or directives; these could be frequent and specific, or rare and vague. The ultimate question is what's actually going on. Is the character truly a vessel for a Sovereign? Is it some sort of trick? Or are they the vessel of an ancient champion who indeed battled fiends in the Age of Demons, someone who inspired the legends of the Sovereigns—but who was merely mortal?

THE VIGILANT EYE

The character's alien eye is tied to the daelkyr Belashyrra. The daelkyr are enigmatic and it may well be that this isn't part of a grand malevolent scheme; rather, Belashyrra simply wants to see things. Whatever the truth, it should certainly feel strange and unsettling for the character. Occasionally, the eye could grant greater powers—unexpectedly manifesting a *true seeing* or *see invisibility* spell—but this should always come as a surprise, never something the player can rely on. And to get the benefits of the eye's vision, it must be displayed prominently... and most people will be freaked out by the stranger with an eye on their hand! While the eye may forgive failure to accomplish a request, if the character completely ignores the eye, they could be troubled by nightmares (preventing rest) or false visions, imposing disadvantage on Perception checks.

VOICE OF THE FLAME

Tira Miron wasn't the first Voice of the Flame, and she won't be the last. Tira Miron was called to protect Thrane and to battle Bel Shalor. This player character should face a similarly epic challenge, but it should involve a different overlord and location. It makes sense to give this secret to a character wielding divine magic—a paladin, cleric, or Divine Soul sorcerer—and to say that their magic comes directly from the Silver Flame. However, the character doesn't have to be tied to the Church of the Silver Flame, and they don't have to adhere to its exact doctrines. The existing church is based on Tira's teachings; this character's existence may ultimately birth a unique sect of the Silver Flame.

The player should only be given this secret if you believe that their character is indeed willing to defend innocents from harm and to battle darkness. But once they have the power, it's up to them what they do with it; after all, mortal vessels don't always live up to immortal ideals.

APPENDIX A: LESSER SECRETS

The following tables are intended to aid you in creating new secrets—or details of existing ones. Some are associated with specific secrets in this book, such as the Baron's Child. Others are random campaign aids that may prove useful when an NPC or player character needs a secret in a hurry. All are intended to generate basic ideas and don't have to be taken literally. If a character has “sworn to destroy a dragonmarked house,” this could instead be a feud with a specific member of the house. “The Chamber” could involve a single dragon. “Druidic sect” could be a few rogue druids. The purpose of these tables is to provide broad ideas, but you can always adjust them to fit the shape of your campaign.

DRAGONMARKED BARONS

House	Baron
Cannith	Jorlanna d'Cannith (Fairhaven)
	Merrix d'Cannith (Sharn)
	Zorlan d'Cannith (Korth)
Deneith	Breven d'Deneith (Karrlakton)
Ghallanda	Yoren d'Ghallanda (Gatherhold)
Jorasco	Ulara d'Jorasco (Vedakyr)
Kundarak	Morrikan d'Kundarak (Kundarakhold)
Lyrandar	Esravash d'Lyrandar (Stormhome)
Medani	Trelib d'Medani (Wroat)
Orien	Kwanti d'Orien (Passage)
Phiarlan	Elvinor Ellorenthi d'Phiarlan (Sharn)
Sivis	Lysse Lyrriman d'Sivis (Korranberg)
Tharashk	Darric d'Velderan (Zarash'ak)
	Khundar'aashta (Zarash'ak)
	Maagrim d'Torrr
Thuranni	Elar d'Thuranni (Regalport)
Vadalis	Dalin d'Vadalis (Varna)

GHOSTLY REQUESTS

d12 Request

- 1 Consume their favorite beverage or meal
- 2 Rest in a specific location
- 3 Convey an apology to someone they wronged
- 4 Deliver an object or message
- 5 Punish someone who wronged them
- 6 Perform an artistic work (song, play, story)
- 7 Solve a mystery
- 8 Destroy an object or structure
- 9 Expose a secret
- 10 Fulfill a promise
- 11 Share their story
- 12 Perform a ritual or cast a spell

VENDETTAS

d6 My...

Was...

By...

- | d6 My... | Was... | By... |
|-------------------|--------------------|------------------------------------|
| 1 Best friend | Financially ruined | A noble or dragon-marked heir |
| 2 Parent or child | Crippled | A church, cult, or priest |
| 3 Sibling | Slain | A criminal or syndicate |
| 4 Mentor | Slandered | A professional rival or old friend |
| 5 Comrade in arms | Imprisoned | An archfey or celestial |
| 6 Lover | Robbed | An undead or fiend |

IMPOSTERS

d12 The Imposter Is...

- 1-2 A changeling or doppelganger
- 3-4 Wearing a *hat of disguise*
- 5-6 Using *disguise self*
- 7 Using a disguise kit
- 8 A lycanthrope
- 9 Possessed
- 10 Undead
- 11 A dragon
- 12 A fiend or celestial

SECRETS

d12 Subject

Connected to...

- | d12 Subject | Connected to... |
|---|--------------------------------|
| 1 I've been targeted for assassination by... | A dragonmarked house |
| 2 I'm the product or subject of arcane experiments tied to... | A Cult of the Dragon Below |
| 3 I'm deeply in debt to... | The Aurum |
| 4 I'm secretly working for... | A noble family |
| 5 I've sworn to destroy... | A criminal organization |
| 6 I'm being blackmailed or possessed by... | The Order of the Emerald Claw |
| 7 I need something I can only get from... | The Church of the Silver Flame |
| 8 I was once a member of... | A druidic sect |
| 9 I know a dangerous secret about... | The Daughters of Sora Kell |
| 10 I'm being framed by... | The Dreaming Dark |
| 11 I want to join... | The Lords of Dust |
| 12 My family is tied to... | The Chamber |



APPENDIX B: BLANK SECRETS

