

# THE KHYBER KHRONICLE

VOLUME 3

TREATY OF THRONEHOLD

RECIPES FOR YOUR  
TREATY DAY FESTIVAL

WHO ARE THE  
KECH HASHRACH

TREACHERY ON THE LINE  
A TREATY DAY ASSASSINATION PLOT  
A 2-HOUR ADVENTURE FOR LEVELS 1-4



PLAYER OPTIONS: BACKGROUNDS, RACIAL FEATS, NEW RANGER CLASS AND MORE

# THE KHYBER KHRONICLE

VOLUME 3



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# FROM THE EDITORS

Welcome back to volume 3 of the Khyber Khronicle and if this is the first issue that you've picked up, welcome for the first time! Thank you for taking an interest in this monthly supplement designed for all things Eberron. I can't thank everyone enough that has been involved in this endeavor! Over the last few months I have had the incredible opportunity to work some amazing talent and the reception we've received already has been very uplifting.

The Eberron campaign setting, for me, is one of the most fun settings to play in. It is my favorite sandbox and I was beyond excited to see it brought to the 5<sup>th</sup> edition ruleset. When DMsGuild opened it up for content creation I knew I had to reach out to David Morris and start a regular, magazine-style, product. We wanted to search out talent from all around the Guild and create a supplement for both DMs and players, full of adventures, encounters, options for new characters, and threats they could come across in any game session and I feel like that's what we've done in this publication.

This product is for all our readers and we'd love to hear what you have to say about it and what you'd like to see in upcoming issues. We've already received several ideas but are always looking for more. Help us make this product yours and send your ideas, thoughts, or questions to [dave@underthewinggaming.com](mailto:dave@underthewinggaming.com) and follow Under the Wing Gaming on Facebook and Twitter (@underwinggaming) for more information on the Khyber Khronicle and all the other things we're working on.

May the dice be forever in your favor!

-Dave Knighton, Lead Designer

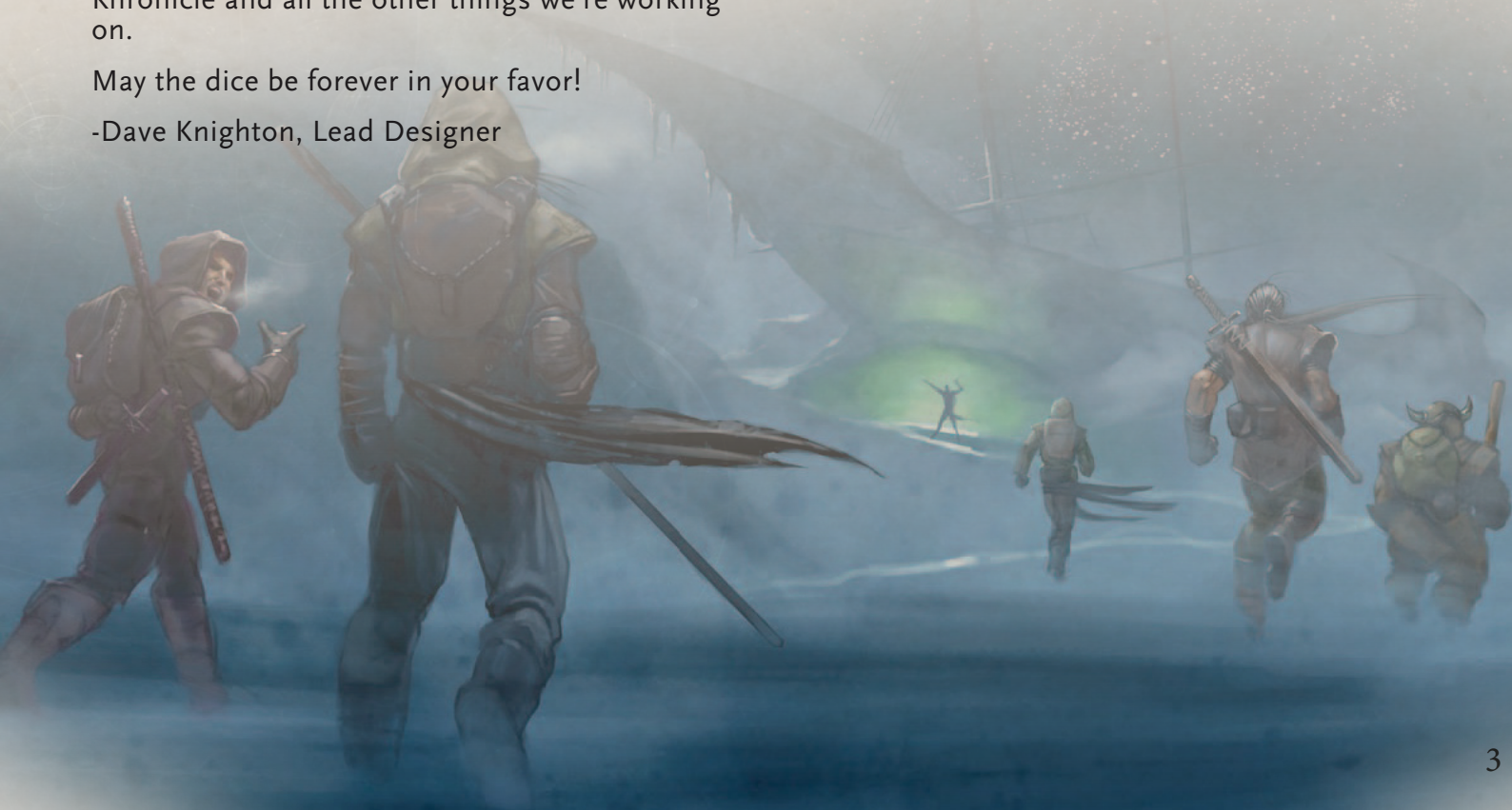
What a ride! Thank you for picking up this volume of the Khyber Khronicle. A lot of work goes into each issue and we hope our monthly volumes bring value to your table as a DM or player. It has been a great honor working with all the talented folks that have submitted articles for the Khronicle and I look forward to working with them for future volumes.

There is so much to explore in Eberron and we hope to shine the spotlight on some of the areas that haven't gotten much love before. We have found many authors that had been looking for a way to bring their creativity to the DMsGuild and the Eberron setting. We hope we have provided a good venue to do just that.

We have a lot of great ideas yet to explore, but we always to hear from the fans on what they would like to see. Please be sure to email Dave if you would like to see what our team can come up with or if you have something you would like included.

Whether you like pulp or noir adventures or somewhere in between, you are sure to find something you like in the Khyber Khronicles! Be sure to check out the great products from our friends too!

-David Morris, Lead Producer



# CONTRIBUTORS

## ANTHONY TURCO:

Anthony Turco has been playing Dungeons and Dragons since 3rd edition. When Eberron was first released, it quickly became his favorite setting, and he hasn't looked back. Anthony has designed mechanics for Eberron for years, and now shares all of his work through the Korranberg Chronicle series on the DMs Guild.

## CHRIS TOTTEN:

Chris Totten has been playing role playing games for 33 years. It started with Advanced Dungeons and Dragons with a friend at age 12. Since then he has played and ran over a dozen other RPG systems and is currently writing adventures with Mount Ogden Gaming Company and running games at conventions as part of the Rocky Mountain RPG Guild.

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## DAVE KNIGHTON:

Although a late starter to the RPG realm, Dave has not let that keep him down. Dave has been writing adventures for the DDAL CCC program as well as organizing and running gameplay at conventions for the last several years. He works closely with Mount Ogden Gaming company and Rocky Mtn. RPG Guild under his own company Under the Wing Gaming. You can learn more at [underthewinggaming.com](http://underthewinggaming.com)

## DAVID MORRIS:

David is the founder of Mount Ogden Gaming Company. He oversees the production of all the companies Adventurers League content as well as the Khyber Khronicles. He works with authors, convention organizers, and others to offer high quality gaming experiences. David is passionate about finding and cultivating new talent and loves to help people mark "publishing an adventure" off their bucket list!

## DEREK GRAY:

Derek Gray is a long-time enthusiast of Dungeons & Dragons. Studying folklore at the Fife Archives sparked his creative desires. Among his credits are Narrator, Game Designer, Adventure Writer, Convention Organizer, and Regional Coordinator for Dungeons & Dragons Adventurers League. Follow his organization, the Rocky Mountain RPG Guild on twitter at @RockymtnRP

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Elven Tower (aka Derek) is a prolific Hispanic creator in the RPG indie community. He hosts a free blog with hundreds of maps and ready-to-use lore and adventures. Elven Tower's most known works in the DMs Guild are several collections of maps, the adventure *Goblet of Fireflies*, and the *Sharn Trilogy* for Eberron adventures.

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Jay Africa is a freelance game designer, graphic designer, theatre designer, and occasional actor and musician. He lives in Los Angeles CA, United States, and is the father of two cool kids. Jay was a Local & Regional Coordinator for the D&D Adventurers League and has designed several published adventures for the organized play program. He continues to run games and design adventures for the Adventurers League, taking great joy in playing D&D nationwide and meeting players from all walks of life.

## JENNIFER HAWKINS:

Jennifer has been playing and DMing since 3.5. She has had her hand in a little bit of everything, from playtesting to writing modules, and streams live games with Marvici's Madhouse. During her spare time, Jennifer is a Director for the Secular Buddhist Association and freelances as a transcriptionist, narrator, content writer, and translator.

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Jeremiah is a professor with a minor addiction to D&D. He has written a lot of stuff that only other professors actually read. On the other hand, his D&D writing is read by real people. Okay, not real people per se, but they do exist on the internet.

## JEREMIAH MCCOY:

Jeremiah McCoy is a long-time gamer but, despite appearances, he is not actually Ben Franklin in disguise. He has worked in video games and has recently had work published by ENsider among others. You can find his blog, vlogs, podcast appearances and the like at [jeremiahmccoy.com](http://jeremiahmccoy.com).

## KENNY MORRIS:

Kenny has been playing D&D for 25 years, starting with Zanker's *Dungeon*. He draws inspiration from movies like *Dragonslayer*, *Nightbreed*, and *Dark City*. Kenny doesn't DM much, but he knows what is fun for players and comes up with a lot of great ideas.

## WILLIAM MURAKAMI-BRUNDAGE:

William is a freelance writer, dungeon master, and boring dad. His works include writing for Adventurers League, *Wizards of the Coast*, Mount Ogden Gaming Company, and Menagerie Press. In addition to game design, William likes to hang out with his family, play with kittens, read books, and attempt to cook delicious meals.

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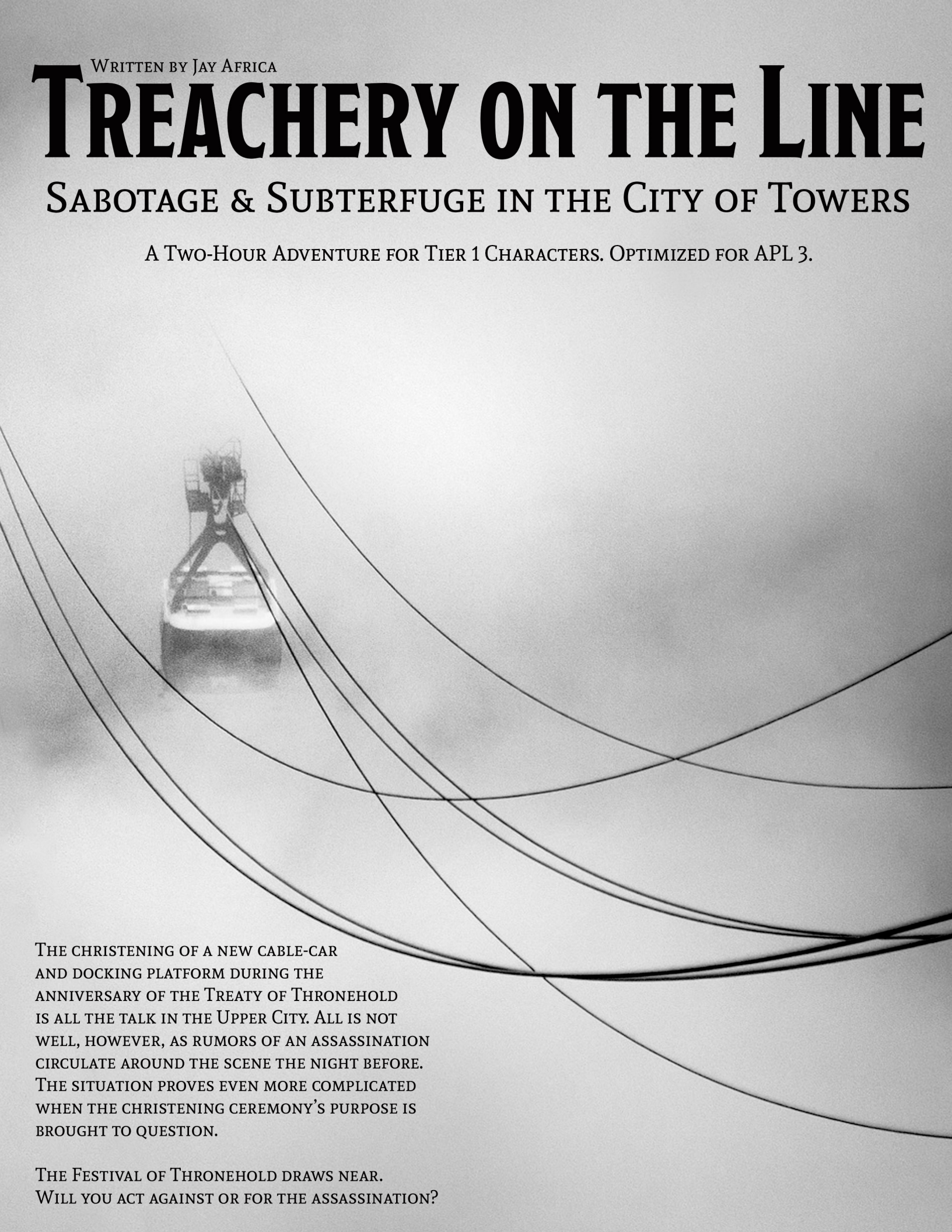
Goblinoids of the Kech Hashrach and other creatures.

WRITTEN BY JAY AFRICA

# TREACHERY ON THE LINE

## SABOTAGE & SUBTERFUGE IN THE CITY OF TOWERS

A TWO-HOUR ADVENTURE FOR TIER 1 CHARACTERS. OPTIMIZED FOR APL 3.



THE CHRISTENING OF A NEW CABLE-CAR AND DOCKING PLATFORM DURING THE ANNIVERSARY OF THE TREATY OF THRONEHOLD IS ALL THE TALK IN THE UPPER CITY. ALL IS NOT WELL, HOWEVER, AS RUMORS OF AN ASSASSINATION CIRCULATE AROUND THE SCENE THE NIGHT BEFORE. THE SITUATION PROVES EVEN MORE COMPLICATED WHEN THE CHRISTENING CEREMONY'S PURPOSE IS BROUGHT TO QUESTION.

THE FESTIVAL OF THRONEHOLD DRAWS NEAR.  
WILL YOU ACT AGAINST OR FOR THE ASSASSINATION?

# ADVENTURE BACKGROUND

*Everyone has a place, be it in command or underfoot. Know your place, do your damn duty, or get out of the way.*

—Wrack, Kech Hashrach Agent

## THE SLIVERS OF AN EMPIRE

The Dhakaani are a mere echo of the empire they once were. Long ago they were a sprawling empire and the dominant civilization of Khorvaire. Now, the goblinoids of Dhakaan are a fragmented race, consisting of fractured tribes that exist under the shadow of the kingdoms and houses that rule the land.

For reasons unbeknownst to most, some of the goblinoid clans cast off the yoke of their former empire. These goblins forged their own clans, cultures, and carved out their own territories.

Other clans retained the aspirations of their heritage, however. These clans retreated into subterranean strongholds as the old empire fell. Unlike their other goblin kin, the Heirs of Dhakaan are strictly ordered and disciplined, channeling their energies into martial prowess and innovative crafting. Their clan leaders—descendants of the original generals and governors that led the goblin immigration underground—now compete one against another, hoping to prove their worth as the crown-bearer of a new Dhakaani Empire.

Now, as these heirs to the goblinoid empire jockey for power, they seek allies among the ruling nations in their pursuit of power, influence, and technology.

## CELEBRATING A WAR'S END

The Treaty of Thronehold ended the Last War on 11 Aryth, 996 YK, resolving a devastating conflict that lasted over a century. The people of Sharn, the City of Towers, celebrate the Last War's end annually. The wealthy gather in lavish galas, the middle-class partake in more humble congregations, and the poor take to the streets of the Lower Wards in revelry and reflection.

The year is 998 YK, and the second annual celebration of the Treaty of Thronehold is upon one and all. The Lord Mayor has made preparations for a city-wide festival, and city officials and business owners are hoping to ride the wave of festivity to increase their popularity. Security is on everyone's mind, and for good reason.

As Sharn prepares to celebrate, various forces make their own preparations to subvert those celebrations. Misfortune will rear its head multiple times during the Festival of Thronehold. This is merely one of them.

## INCENDIARY PARTNERSHIP

The Swords of Liberty use subterfuge and violent acts in their attempts to reignite the Last War. They are self-proclaimed "freedom fighters", though those who oppose their ranks refer to them as thugs and criminals. The Swords seek an end to the Treaty of Thronehold, believing that their home kingdom of Breland is strong enough to win a rekindled war. Through such a victory, the Swords believe that Breland, as a sovereign nation, could usher in an age of true peace and democracy.

Their target during the citywide Festival of Thronehold is, Rashad ir'al-Hassim, a noble on the cusp of political greatness. The Sword of Liberty's goal is to assassinate the young lord, sending a message of fear to anyone with political aspirations in Sharn. They have recruited a force of Dhakaani goblinoids from Kech Hashrach to help accomplish the hit.

## A NOBLE'S CAUSE

House al-Hassim recently funded the construction of an innovative mode of transportation: a

cable-carriage system, simply called the Line. These large gondolas travel up and down a length of steel cable stretching between the Central Plateau and Northedge. Rather than being powered by

elemental magic, the carriage is instead driven by companies of warforged cranking immense gears at either end of the cable system.

The massive cable begins in the bottom-most layer of Upper Central and terminates in the top-most layer of Middle Northedge, providing the public with an inexpensive and quick means of travel between the Wards. House al-Hassim hopes that breaching this border between classes and neighborhoods will unify and strengthen the City of Tower's populace.

The Line's maiden run has been set for the morning of the Festival of Thronehold. The young Lord Rashad ir'al-Hassim will be on-hand to christen the gondola and ride its first round to Northedge and back.

It is during this ride that the Swords of Liberty plan to strike.

## ADVENTURE HOOKS

There are various reasons that the adventurers may have gravitated together around this event. Below are some ideas that you may incorporate into your story to bring characters into the scene. Each hook presents your players with Ideals that they may incorporate into their character for this adventure.

Chances are, some of the characters already have motivations similar to the ones below. Use these ideas and the other ideas presented in this adventure to keep play going and help your players move through the action of the story.

### THE GUARD

It is the evening before the Festival of Thronehold and House al-Hassim has hired you as guards for the evening's preparations and for the next day's cable-carriage christening ceremony. It's your job to ensure that both people and property are kept safe and protected.

Ideal: Diligence. Nothing gets past my sight or my grasp.

### THE INQUISITIVE

Word has gotten around that someone may be acting to sabotage the Line's launch.

Another family close to House al-Hassim has hired you to investigate the situation and hopefully flush out any suspicious elements.

Ideal: Vigilance. My powers of observation and keen insight are my pride.

### THE BYSTANDER

You either willingly or unwittingly found yourself in attendance of the Line's preview soirée. The food is free, the drinks are flowing, and the company is high-profile. Rumors are flying of some sort of trouble, though, so the night might prove more exciting than anticipated.

Ideal: Excitement. I crave excitement and have high hopes that something interesting will happen.

## ACT I: THE SOIRÉE

*Estimated duration: 1 hour.*

House al-Hassim has thrown an open party to showcase the Line. A green by the Line's docking platform has been transformed into a celebratory venue, where one of the gondolas rest on display for the public to admire. The adventurers find themselves here for one reason or another, motivated by the hooks above or by their own intentions.

## STORY BEATS FOR ACT I

The following plot points should make their way into the story by the end of this Act. See Events That Occur During the Soirée below for guidance regarding Rumors Fly and Saboteur!

### BEAT 1: SET THE SCENE

Establish the adventurers' presence in the setting and establish the festive environment around them. If you are playing this adventure as a one-shot, take this time to determine how the adventurers know one another or how they end up gravitating towards each other (ex. Characters with the Inquisitive hook decide to team up with characters with the Guard hook, characters with the Bystander hook notice the Inquisitive characters asking questions or snooping around, etc.)

Finally, let the players know that whispers of an assassination have been heard. The target, time, and means are unknown, however, and the public at large knows nothing of it.

### BEAT 2: RUMORS FLY

As the adventurers wander the soirée and interact with the attendees there, they learn more information about House al-Hassim and perhaps meet Rashad. Not everything they learn is pleasant—the adventurers may develop negative opinions of both the house and the family.

### BEAT 3: SABOTEUR!

The adventurers come across a suspicious individual who appears to be sabotaging the Line. Confronting the saboteur, the noble intentions of House al-Hassim come into question. As Act I closes, the adventurers are presented with the choice to act for or against an assassination attempt.



## SETTING THE SCENE

Use the Act I information below to guide the story and to set the scene and its characters for your players.

### FEATURES OF THE AREA

It is early-evening and the sun has set. The green is large, accommodating the few hundred people in attendance. Torches and lanterns have been set up all around, illuminating the area with bright light.

- **Pavilion.** A large tent has been erected in one corner of the green. One of the Line's gondolas rests on the ground here, open to the public. As the evening draws on, people enter, exit, scrutinize, and luxuriate in and around the gondola. The adventurers may do so as well. Characters on guard duty are permitted to make inspecting the gondola and observing the people there part of their rounds.
- **Dining Common.** Another portion of the green has been parceled off as a kitchen and dining area. Several long counters dish out food and both soft and hard drinks. Rows of long, communal tables have been set up. Dozens of attendees are enjoying themselves there, as may the adventurers.
- **The Line Station.** On the ledge-side portion of the green sits the Line Station, jutting out two dozen feet over the edge of the park. The station is empty (waiting for its big day, next morning) save for patrols of guards that drift in and out through the evening.

Adventurers who are on guard duty are part of the rotation that patrols the Line Station. They may trigger the Saboteur! scenario during one of their rounds here (see Events That Occur During the Soirée below).

### NPCs OF NOTE

Adults and children from almost all walks of life come and go through the evening. Nearly every member of House al-Hassim in good standing are there to represent the family. Adults mingle and children play throughout the green.

The notable NPCs below wander through the green and pavilion with an entourage of guards and attendants. They mingle with other nobles, answer the attendees' questions, and generally converse with those around them.

In addition to the notable NPCs below, create other NPCs as needed (named or otherwise) to further develop the setting for your players. Some NPCs you can create include cooks or servers at the dining area, other guards, other members of House al-Hassim, rival nobles, guests fawning over the nobles, couples enjoying an indulgent night out, commoners enjoying the generosity of the rich, etc. These NPCs gossip and chit-chat about House al-Hassim, sharing the information found in the Rumors Fly section of this Act.

- **Rashad ir'al-Hassim (male human).** A young noble and eldest son of House al-Hassim. Rashad was instrumental in the creation and production of the Line, managing much of its construction and development. His leadership in this resulted in his earning the favor of several political groups in the Upper City. It is said that more than one city official is looking to groom the noble as a successor. Rashad himself wants nothing less than a seat on the City Council.

Rashad is handsome, intelligent, and charming. The charm is a veneer, however. While genuine on the surface, Rashad's charm is greatly a tactic to expand his influence and will with his allies. He makes every effort to conceal it, but beneath the charm, the noble sports distaste for those below his class. This distaste is prone to surface under pressure, coming off as conceit and condescension.

- **Lady Talihah and Lord Muhannad ir'al-Hassim (female and male human, respectively).** Rashad's prominent mother and father. The Lady and Lord are fiercely proud of their son and his ambitions. They bear themselves regally but are humble and truly concerned with the common populace, having all of Rashad's poise while lacking their son's disdain for the lower classes.

Lady Talihah and Lord Muhannad are parents to 2 sons and 3 daughters. Their household is a 15-minute walk from the Line and sports a dozen servants and retainers.

- **Steward Sayyid ibn Hajjar (male human).** House al-Hassim's major-domo, in charge of maintaining the house's day-to-day matters for the Lady and Lord. The steward is currently assigned to attend to Rashad throughout the soirée and the next day's christening of the Line.

Unbeknownst to anyone, Sayyid is sympathetic to the Swords of Liberty and has been leaking details about the Line to the organization's operatives in the Middle City. He has no knowledge of the assassination plans and believes that the Swords plan to use his information merely to sabotage the Line.

## EVENTS THAT OCCUR DURING THE SOIRÉE

As the characters mix and mingle at the party, the following events occur.

### RUMORS FLY

The adventurers can either overhear or take part in a number of conversations throughout the night. Roll for or choose information from the table below to divulge to the characters as they speak with NPCs.

The table notes which rumors are true and which are false. Keep in mind, though, that the characters are unlikely to be able to confirm the validity of the rumors they hear.

The rumors may direct the adventurers' attention towards specific individuals. They may also inform who the characters believe the assassination target will be. Let these rumors influence their decision to act for or against the assassination attempt later at the end of this Act.

### Rumors Heard at the Soirée

1d12	Rumor
1	House al-Hassim profits by running prisoner-of-war stockades somewhere in the Lower City. Lady Talihah manages this and keeps this under wraps. (TRUE)
2	Rashad was caught in a compromising position with a rival noble's daughter. He made a grave enemy that day. (FALSE)
3	House al-Hassim is the target of ill intentions. A rival noble house, political group, or individual is allegedly planning to cause some form of trouble or other either tonight or during the Festival of Threshold tomorrow. (TRUE)
4	While inexpensive, the overhead for a ticket of passage on the Line is so high that House al-Hassim still stands to rake in profits if the cable-carriage proves successful. (FALSE)
5	Someone within House al-Hassim has been telling stories of the family's decline. This insider claims that the family's financial well-being hinges on the success of the line and its possible expansion. (TRUE)
6	Lady Talihah is illegitimately pregnant with the child of another noble. None of House al-Hassim know this. (FALSE)
7	Rashad is politically on the rise. He aims to take a seat on the City Council some day. Several rival noble houses are very displeased by this. (TRUE)
8	Members of the City Council are displeased with the construction of the Line. Against some of the Councilmembers' wishes, Lord Muhannad allegedly pulled a number of strings among the Sixty to get the project approved. (FALSE)
9	Some of House al-Hassim's trade contracts were accidentally leaked by Lord Muhannad. Unsanctioned trade practices were discovered, and the city government is now investigating the matter. (TRUE)
10	Rashad's condescension towards the poor and middle-class have gotten him in heated arguments in the past. There are plenty of people who would wish him ill for it. (FALSE)
11	If the Line is successful, there is talk of stations being built throughout the Middle City, perhaps even reaching the Lower Wards. This might displace some of the poor in the Lower City, however, as stations are erected. (TRUE)
12	House al-Hassim's steward, Sayyid, recently had his lineage questioned. Sayyid's family is believed to have been serving the nobles for generations. It was brought to light, however, that Sayyid may have been the product of an illicit affair between his father and Rashad's grandmother. (FALSE)

## SABOTEUR!

Sometime during the evening, the adventurers find themselves at the empty Line Station. If the characters need motivation to get there, use the following scenarios.

The suggestions are made based on the hooks provided in this adventure. Note, though, that these motivations can be applied to a variety of character motivations.

- **The Guard.** The guards currently posted at the Line Station need relief. It's your turn to take a shift at the station.
- **The Inquisitive.** There are no signs of foul-play in the green. The Line Station needs to be investigated, however. It's time for you to poke around over there.
- **The Bystander.** You think you saw some people poking around the Line Station. It's supposed to be locked down, isn't it? Whatever is going on over there might be worth a closer look.

**At the Line Station.** On the side of the station furthest from the soirée, three members of the Swords of Liberty have climbed up to the Line Station from the towers below: a female swiftstride shifter swashbuckler named Dew (stat block at the end of this adventure), and 2 thugs named Rilo (human male) and Shayn (dwarf male). When the adventurers arrive at the station, the Swords are attempting to quietly cause damage to one of the station's cable arrays. It doesn't take long for the adventurers to come across the saboteurs.

**Dealing with the Saboteurs.** Once discovered, the Swords attack the adventurers, wanting to leave no witnesses at the scene. They fight aggressively until two of them are killed or knocked out.

When only one saboteur remains standing, the last Sword raises their hands in surrender and parlays with the adventurers. If this happens (or if the adventurers somehow successfully parlay with the saboteurs beforehand), move onto Ending Act I below.



## ENDING ACT I

By this time, the adventurers should have encountered the Swords of Liberty's saboteurs.

### WHY THE SWORD SWINGS

Having encountered the adventurers, a saboteur attempts to appeal to the characters. They share the information below to the adventurers.

- House al-Hassim isn't as noble a house as it seems. In addition to their visible business enterprises, they run a variety of other more questionable establishments.
- The worst of these establishments is a Prisoner-of-War Stockade somewhere in the Lower Wards, where political prisoners (individuals and families) from the Last War are held in inhumane conditions. These POW lives are of so little value to the city government that oversight is practically non-existent, allowing House al-Hassim to run the stockade in as wretched conditions as they can.
- Rashad is on track to rise as a city official, even at his young age. Though he hides it for political gain, the young noble despises the lower class. Rashad rising to any kind of power can open doors for others who care nothing for the poor. The downtrodden of Sharn would be trampled on by uncaring officials.
- The Swords of Liberty need to send a message to the nobility of Sharn: the wealthy and powerful will be struck down should they dare to step on the poor and the weak.

### THE CHOICE

After imparting the information above, the saboteur reveals the Swords of Liberty's plan: tomorrow, during the Festival of Thronehold and the Line's maiden voyage, a group of the Swords of Liberty will descend upon the gondola to publicly assassinate Rashad ir'al-Hassim.

He then asks the characters to aid in the Swords' efforts.

### TROUBLESHOOTING:

#### The Characters Don't Parlay

If the players press combat and subdue or slay the saboteurs before the Swords of Liberty's motivations are revealed, treat the rest of the adventure as if the characters are working against the assassination.

### ENDING THE EVENING

However, the events at the Line Station play out, the evening eventually comes to a close. If the adventurers subdued the saboteurs, House al-Hassim is grateful. The Adventurers are asked to return in the morning in order to ride with Rashad as bodyguards on the Line's first trip.

### WHAT NOW?

There are numerous ways the adventure can play out from here. The character may choose to oppose the assassination attempt or choose to support it. Some may choose to foil the attempt while others choose otherwise. Likewise, the adventurers may opt to kill or subdue the saboteurs or let the saboteurs go.

Ideally, the party will come to a consensus as to what courses of action to take. If this is not the case, however, give the players that agency and let things play out accordingly. It may be necessary to remind them that there are ways to resolve inter-party conflict outside Player-vs.-Player!

The events that occur during the assassination attempt are outlined in Act II. Let your players' decisions determine how things play out, based on the guidance found there.

If the characters keep their dealings at the Line Station under wraps, they may still appear at the launch ceremony, either as employees or attendees.

## ACT II: THE CHRISTENING

11 Aryth celebrates the end of the Last war and Sharn's 3rd year of peace. Spectators and city officials are excitedly gathered outside the Line Station to watch the gondola's launch. As the sun rises on the Festival of Thronehold, the adventurers have their duties to attend.

### STORY BEATS FOR ACT II

This act can develop in a variety of ways. Barring character actions that vastly deviate from the story's general premise, the following plot points play out during the course of the Act. See Events That Occur During the Christening below for guidance regarding the Assassination Attempt.

#### BEAT 1: SET THE SCENE

Establish the occasion (the Line Launch Ceremony) and the adventurers' roles within. Determine where the characters are within the scene: by Rashad's side at the platform, in the gondola, on the green, or elsewhere. Establish the celebratory atmosphere of the Festival and the generally jovial attitude of the crowds.

#### BEAT 2: ASSASSINATION ATTEMPT

The Gondola is christened and Rashad boards, along with a small crowd of eager riders, to take the Line's maiden voyage. As the gondola descends towards Northedge, the Swords of Liberty and the Kech Hashrach goblinoids attack. Will Rashad live or die?

#### BEAT 3: DÉNOUEMENT

The assassination attempt either succeeds or fails, with the results and consequences of the adventurers' actions playing out in this scene. If you are continuing on with the story during later sessions, adventure seeds are planted here.

#### THE SHOW MUST GO ON

If the adventurers warned Rashad or any of House al'Hassim about the assassination attempt, the nobles still decide to continue on with the Line's launch. Cancelling the event would surely be seen as a sign of bowing down to the Swords of Liberty's threats. Rashad makes a display of being unconcerned, believing the threat to be a hollow one and insisting on moving forward with tomorrow's christening. Given the circumstances, House al-Hassim hires the adventurers on as bodyguards to accompany Rashad. How things play out are yet to be seen.

## SETTING THE SCENE

Use the act II information below to guide the story and to set the scene and its characters for your players.

### FEATURES OF THE AREA

It is early morning on 11 Aryth, the day celebrating the Treaty of Thronehold. Parts of Sharn are already celebrating. The sun shines brightly on the topmost reaches of Sharn, but the Middle and Lower Wards are still cloaked in the shadows of the Upper City.

- **The Line Station.** The Line Station has been opened to the public and the first batches of eager passengers are queued up, waiting to ride. When the Act begins (barring other player actions), the scene opens with Rashad, the Lady and Lord ir'al-Hassim, Sayyid, and the Upper Central's Councilor in the middle of the Christening ceremony.

- **The Gondolas.** A total of four gondolas are present at the scene.

Two of the gondolas (named "Prince" and "Princess") are mounted on their cables and ready to travel. Prince is at the Upper Central Line Station, while Princess is docked at the Middle Northedge Line Station.

The other two gondolas ("King" and "Queen") are on display, flanking the Line Station on either side. King and Queen will be mounted onto their cables the next day, after the Festival has wound down.

- **The Green.** A sizeable crowd has gathered on the green to send the Line off on its first run. Spectators are lined up against the railing overlooking the tower's rooftop. Almost everyone is dressed in reveler's clothing. Many of the onlookers are holding clackers, small fire crackers, and other noisemakers.

- **Festival Celebrations.** The sounds of celebration echo throughout the City of Towers. Cheering crowds, music, and the pop of firecrackers reverberate up to the green from all around. Even in this early morning, fireworks are going off over the various Wards of the city, sending bursts of color exploding through the air.

### NPCs OF NOTE

In addition to the NPCs introduced in Act I, the following notable NPCs are on-hand to participate in the morning's events. If the adventurers allowed any of the saboteurs to live and escape, those saboteurs are present, trying to blend in with the crowd.

If you created other NPCs in Act I, they may appear here as well, if the circumstances are appropriate.

- **Councilor Javan Tomollan (male human).** City Council representative for Sharn's Upper Central Plateau Ward. Councilor Tomollan looks stern and austere but is warm and approachable. He is impeccably dressed for the occasion, with regal robes draped over this stout form.

Tomollan is highly supportive of House al-Hassim and of Rashad in particular. The Councilor hopes to groom Rashad as his protégé and is using this event to see how the young noble deals with the public.

- **Councilor Doran Cantar (male human).** City Council representative for Sharn's Middle Northedge Ward. Councilor Cantar is a slim man, sporting a bald pate and a beard of brown peppered with grey. He is much more conservatively dressed than his Upper Central counterpart.

While Cantar is generally supportive of House al-Hassim, the Councilor's interest lies primarily on the Line and the benefits and renown it will provide him and his Ward. Throughout the event, he silently runs through the disembarkment speech he has prepared for when the gondola first docks at Middle Northedge Station.



## EVENTS THAT OCCUR DURING THE CHRISTENING

The sections below detail the sequence of events during the Christening Ceremony and the subsequent gondola launch (with the passage of time indicated in minutes). Use the sequence of events to in conjunction with the characters' chosen courses of action to guide how the story plays out.

### THE CHRISTENING (0:00)

Rashad and Councilor Tomollan make speeches. After the speeches, Rashad breaks a bottle of wine against the gondola's side, christening the cable-carriage "King of the Line."

### THE LAUNCH (0:15)

Rashad, Sayyid, both Councilors, and a dozen passengers then board the gondola. Amidst cheers, fanfare, and fireworks, the King starts its cable descent towards Middle Northedge Station

### ASSASSINATION ATTEMPT (0:20)

About a third of the way down the cable, five minutes into its descent, the Swords of Liberty strike.

• **First Wave:** 3 human **bandits** push their way through the crowds at the Line Station, rush to the edge of the docking platform, then leap onto the cables, zip-lining down towards the gondola at breakneck speed.

Adventurers at the Line Station, in the Gondola, or on the green's overlook see these bandits spring to action and can pick them off the cables with ranged attacks. These bandits are merely a distraction, however, meant to sweep eyes away from the Second Wave.

• **Second Wave:** A hi-jacked skycoach bursts through a fireworks display and flies over the gondola. From the skycoach, Kech Hashrach forces leap onto the gondola's roof: a **bugbear sweeper** named Wrack and 2 **goblins** named Braag and Broog. These attackers smash through the gondola's windows to make the hit on Rashad. Rashad and the Councilors use the **noble** stat block. Other NPCs use the **commoner** stat block.

### RUNNING THE KECH HASHRACH ASSAULTERS

See the Kech Hashrach article elsewhere in this issue of the Khyber Khronicle for the bugbear sweeper stat block. Gondola Exterior and Gondola Interior maps are provided with this adventure for use during this encounter.

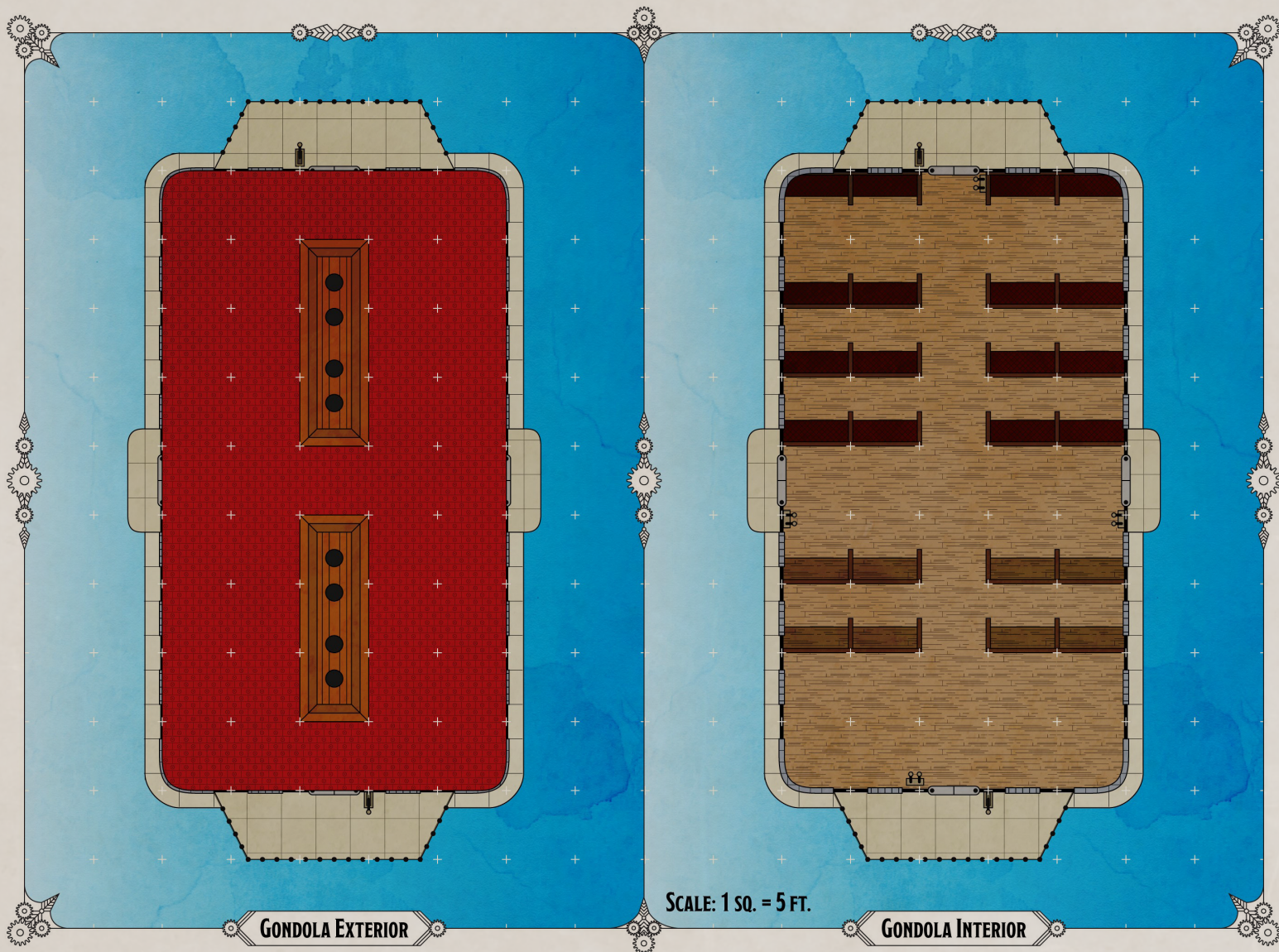
The monsters' objective is to take out Rashad, but they engage the party if the adventurers get in the way. They make every effort not to harm the other passengers in the gondola. To this end, the bugbear sweeper refrains from using its Concussive Bomb action unless it is in a position to target only Rashad or the characters.

### SCALING THIS ENCOUNTER

This is the main set piece encounter of this adventure. If your players act to stop the assassination, make this encounter a challenging one! If your players handle the monsters too easily, add **goblin pistoleers** by having more of them leap in from the circling skycoach.

If you are playing with a small group or a low-level party that is having difficulty with the encounter, consider making one or more of the following adjustments to this encounter.

- Remove one or more of the goblin pistoleers.
- Remove the bugbear sweeper's Multiattack action.
- Reduce the bugbear sweeper's hit points to 48.



## PLAYING OUT THE SCENE

The following sections offer guidance based on some of the possible choices the adventurers may take. Keep an open mind and let things play out in a reasonable and feasible manner, should the players veer wildly from the adventure.

### PREVENTING THE ASSASSINATION

If the adventurers choose to defend Rashad, combat most likely breaks out between the party and the Kech Hashrach team. If this happens, you may throw one or more of the following complications at the adventurers, just to make the situation more interesting.

- **The Kech Hashrach focus fire on Rashad.**

Wrack and his goons keep their eye on the prize, pushing past the adventurers to focus all of their attacks on Rashad. The goblins use their nimble escape ability to break away from the characters.

- **Sayyid betrays Rashad.** With this complication, Sayyid takes his sympathies to the next level, acting against his master. Perhaps Sayyid waylays one of the characters, allowing a goblin to ad-

vance to Rashad. Or, Sayyid could attempt to push Rashad overboard. Think of creative ways for the steward to act against House al-Hassim.

- **A passenger is accidentally knocked out of the gondola.** In the chaos of the fight, one of the Kech Hashrach or even one of the players could accidentally knock a passenger through a broken window. Can the adventurers save the civilian from a horrible fall?

- **The hi-jacked skycoach crashes into the gondola.** The skycoach slams into the side of the gondola, causing it to lurch and sway. This can cause damage to the characters and NPCs, cause them to fall prone, or make movement difficult.



## ASSASSINATING RASHAD

If the adventurers choose to support the assassination attempt, all they need to do is stand back and let the Kech Hashrach goblinoids do their work. Otherwise, they may choose to be proactive and deal the killing blow themselves.

If the adventurers opt to assassinate Rashad, the other gondola occupants might put up a weak fight. They are unlikely able to stop the characters, however. Harming Rashad would put the adventurers on the wrong side of the law, resulting in their need to flee the scene. If the Kech Hashrach see the characters take their side, they could be persuaded to give the characters a lift on their skycoach as they escape.

You may throw the following complications at the adventurers to make the situation more engaging.

- ***A skycoach full of Watch guards fly into the scene to stop the Kech Hashrach.*** 1 knight and 5 guards hop on board the gondola to engage against the goblinoids. If the characters hope for Rashad's demise, they may have to take care of the Watch, first.

- ***The goblinoids start harming bystanders.*** The assassins may injure a bystander or knock one overboard. Even if the characters are sympathetic to the Swords of Liberty, random violence against the public may be enough to change their tone.

- ***The hi-jacked skycoach collides with the cable array, causing the gondola to runaway dangerously downward.*** If the gondola's runaway trajectory isn't stopped, the resulting crash will likely kill the riders, cause massive damage to the Line Station, and perhaps even kill or injure crowd-goers below.

### A LITTLE FROM COLUMN A AND A LITTLE FROM COLUMN B

It is possible for the adventurers to make choices that oppose one another. If they are unable to come to a consensus and it looks like they will be acting against each other during this part of the story, throw in a complication or two to try to sway them towards one side or another.

You may need to remind your players that their characters actions have consequences, not just from outside sources but towards their fellow party members as well. Inter-party conflict can be the foundation of a great story, but you and your players should make that voyage willingly and together. If you all feel prepared to tell that story, then tread on!

## DÉNOUEMENT

However, the scene plays out, this adventure should progress to a number of resolutions. There are possible outcomes for several factors: the adventurers, Rashad, the Line, and the Swords of Liberty and Kech Hashrach. These all come together in this concluding scene.

### THE ADVENTURERS

The fate of the adventurer's hinges on whether they stopped or supported the assassination attempt.

- ***If the adventurers worked against the assassination,*** whether or not Rashad survived, House al-Hassim and the City Council are grateful. The adventurers that acted against the Swords of Liberty and the Kech Hashrach receive 50 gold pieces each, as payment from House al-Hassim.

- ***If Rashad survived,*** he is thankful to the characters. The noble is indebted to the adventurers and proves a powerful political and social ally within the City of Towers.

Additionally, the Lady and Lord ir'al-Hassim give the adventurers a collection of jewels worth 100 gold pieces, to be split among the party.

- ***If Rashad was assassinated,*** House al-Hassim mourns the loss. The family extends its appreciation to the adventurers, however, and remains friendly towards the party.

- ***If the adventurers supported the assassination,*** they become enemies to House al-Hassim and the city government. However, they find allies in the Swords of Liberty and the Kech Hashrach.

- ***Adventurers that escaped*** the scene become fugitives from the law. They must hide out or leave the city if they wish to avoid prison and subsequent execution. Whatever they choose to do, the Sword of Liberty tracks them down and attempts to recruit them.

- ***Adventurers that were apprehended*** are imprisoned by the Watch and held at a garrison in Middle Central to await judgement and execution. Their futures look grim, but after several days of imprisonment, they are broken out by the Swords of Liberty. The Swords smuggle them out of Sharn, where the adventurers may join the Swords' ranks or find their fate on their own.

## HOW THE WORLD CHANGES

In addition to the adventurer's fates, the fates of Rashad and his house, the Line, and the Swords of Liberty and their allies have trajectories affected by the assassination attempt.

**Rashad ir'al-Hassim and House al-Hassim.** The assassination attempt is a junction point for House al-Hassim.

- **If Rashad survived the assassination,** he is eternally thankful to characters that aided him during the assassination attempt. Characters that aided in the assassination bear the deepest enmity of Rashad, House al-Hassim, and of the City Government. If any adventurers escaped, Rashad spends his resources hiring bounty hunters to track them down. House al-Hassim is relentless in their efforts to bring these characters to justice. In the upcoming days, Rashad ferociously lobbies for the construction of more Line Stations. Soon, the Line becomes a very profitable enterprise for House al-Hassim.

- **If Rashad perished in the assassination attempt,** House al-Hassim has a difficult time recovering, The Lady and Lord ir'al-Hassim grow despondent and the family fortune begins to wane. Without leadership, the Line never reaches the monumental level of success for which it was built, though it still functions and serves.

**The Swords of Liberty.** The freedom fighters continue their activities whether the assassination was a success or not.

- **If the assassination was successful,** the Swords are bolstered within the city. Their message rings loud and clear, sowing fear among the nobility. Their membership grows, as does their plans to commit more acts of chaos in their efforts to reignite a new war.

The Swords of Liberty find strong allies in the Kech Hashrach. While the Kech Hashrach's presence in the City of Towers must be kept limited, the Swords and the goblinoids begin other campaigns elsewhere in Khorvaire.

- **If the assassination was a failure,** the Swords become the target of the Watch, who doggedly hunt the vigilantes down within the borders of Sharn. Due to the increase in security, the Swords of Liberty retreat from the city to focus their activities elsewhere.

Their alliance with the Kech Hashrach is put on hold for the time being, and the goblinoids must seek other ways of gaining influence in Sharn.

## EXPANDING THIS ADVENTURE

This concludes Treachery on the Line. If you played this adventure as a launching point for or as a part of your Eberron campaign or a setting of your own creation, here are some ways to continue the story.

### SOCIAL AND POLITICAL INTRIGUE

If the adventurers ended the story allied with House al-Hassim, the noble house may offer them more missions.

- Investigate a series of murders that have occurred in their Prisoner-of-War Stockade in Lower Tavick's Landing.
- Discover the identity of a noble who is stealing away House al-Hassim trade secrets and selling them to the highest bidder.
- Protect Rashad, Lady Talihah, and/or Lord Mu-hannad during an expedition outside the city.
- Assist one of the Councilors (on House al-Hassim's behalf) in finding a kidnapped relative.
- Find out who has been funding a political campaign to smear either Rashad or one of the Councilors allied with House al-Hassim.

### REBELS FOR THE WAR

If the adventurers ended the story allied with the Swords of Liberty, the freedom fighters can offer the characters plenty of adventure.

- Extract an undercover Sword operative from the Watch before their identity and the secrets they hold are discovered.
- Protect a group of Cyran refugees being shaken down by the Boromar Clan in Lower Dura.
- Root out a changeling spy that has been acting as an informant against the Swords to the City Council.
- Infiltrate a noble house in Upper Northedge to steal an artifact that could prove useful to the Swords.
- Accompany a Kech Hashrach force on a Lightning Rail heist and make sure the goblinoids do their job.

## MONSTER/NPC STAT BLOCKS

This adventure uses the following stat blocks found in the Monster Manual: bandit, commoner, noble, and thug. Additionally, it uses the stat block below, as well as the Bugbear Sweeper stat block found in the Kesh Hashrach article found elsewhere in this issue of Khyber Khronicle.



### SWIFTSTRIDE SHIFTER SWASHBUCKLER

*Medium humanoid (shifter), chaotic neutral*

**Armor Class** 17 (leather armor)

**Hit Points** 66 (12d8 + 2)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

**Skills** Acrobatics +8, Athletics +5, Perception +4, Persuasion +6

**Senses** passive Perception 14

**Languages** Common

**Challenge** 3 (700 XP)

**Darkvision.** The shifter can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. It can't discern color in darkness, only shades of gray.

**Longstride** Shifting (recharges on a short or long rest). As a bonus action, the shifter can assume a more bestial appearance. This transformation lasts for 1 minute, until it dies, or until it reverts to its normal appearance as a bonus action.

While shifted, the shifter's walking speed increases by an additional 5 feet. Additionally, it can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet. This movement doesn't provoke opportunity attacks.

**Lightfooted.** The shifter can take the Dash or Disengage action as a bonus action on each of its turns.

**Suave Defense.** While the shifter is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

### ACTIONS

**Multiattack.** The swashbuckler makes three attacks: one with a dagger and two with its rapier.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.



# THE ONCE GREAT CITY OF GALIFAR THRONEHOLD

*Designed by: Dave Knighton, David Morris, and Elven Tower*

Thronehold consists of Thronehold Castle and Throneport. Throneport is divided into five districts, one for each of the surviving nations and a fifth Port district. Each of the nation's maintain a small corps of guards and servants, leaving the bulk of the protection and law enforcement up to House Deneith.

Thronehold is technically neutral according to the Treaty of Thronehold, but each nation controls the borders into their district and ID is required by everyone in the city. The Port District is where people from the four nations mingle. Thieves, spies, and those seeking asylum spend much time in this district.

Thronehold Castle is home to the Tribunal of Thronehold and is off limits aside from the Tribunal court. Access to other areas of the castle are on a case by case basis and must be approved by the Tribunal (after a pile of paperwork and plenty of "processing" time).

## THRONEHOLD TRIBUNAL

The Tribunal of Thronehold was established in the Treaty of Thronehold and has the primary duty of trying war crimes committed during the Last War. Though it is charged with this noble duty, most trials end in deadlock as the nation's bicker among each other, stalling when asked to provide the accused or witnesses, and otherwise participate in a miscarriage of justice. Only the most blatant of crimes have ever been prosecuted in full by the Tribunal.

Aside from this duty, the Tribunal also hears cases in its lower house that relate to disputes or crimes committed in Thronehold. Everything from petty crimes like staying out past curfew, littering, and more serious crimes such as espionage or murder are heard by the Tribunal's lower court. The worst offenders are sent to Dreadhold off Cape Far, while lesser offenders and those awaiting trial are held in The Iron House in the Karnathi Zone.

## TREATY OF THRONEHOLD

On the 11<sup>th</sup> of Aryth 996 YK, King Kaius III signed what is now known as the Treaty of Thronehold within the former Galifaran capital; officially ending the Last War between the surviving four of the Five Nations.

This treaty allowed for the recognition of the existing four nations as well as several new ones. Khorvaire was now divided amongst the nations of Aundair, Breland, Thrane, Karrnath, the Talenta Plains, Zilargo, Q'barra, the Lhazaar Principalities, the Mror Holds, the Eldeen Reaches, Darguun, and Valenar.

The former nation of Cyre, the territory Droaam, the Shadow Marches, and the Demoaan Wastes were not represented in this treaty and the Mourmland was left unclaimed.

The most notable of the provisions of the Treaty of Thronehold were:

- The emancipation of Warforged, whilst at the same time banning the creation of any new Warforged and outlawing the Cannith Creation Forges.
- Thaliost, a contested state between Aundair and Thrane was formally ceded to the latter. This hasn't helped quell the tensions between both sides.
- Certain acts were forbidden: for example, duels to the death in Aundair were outlawed.
- A multi-national military court was established for military criminals, which generally end in Dreadhold Prison. However, this tribunal has only recognition in name, since no country actually supports it.
- The boundaries of the remaining Five Nations were clearly established, according to their state at the end of the Last War: Aundair lost Thaliost and Thrane acquired it (as mentioned before), Karrnath lost some terrain to Aundair, Breland lost part of its vast territory to both Darguun and Droaam (even though they don't recognize the latter, and neither does any other territory), and Thrane got a few places which no one else wanted to have aside from Thaliost.

## THRONE WARDENS OF HOUSE DENEITH

House Deneith provides mercenaries and guards to anyone with the coin. They remained neutral in the war and provided their services to all sides. The Throne Wardens are a group of House Deneith mercenaries that are tasked with defending Thronehold Castle and act as stewards as well.

The bulk of the Throne Wardens are made up of descendants of the former King's Guard. These mercenaries are dedicated to protecting the castle and hope for a day when the throne is again occupied, and the kingdom reunited.

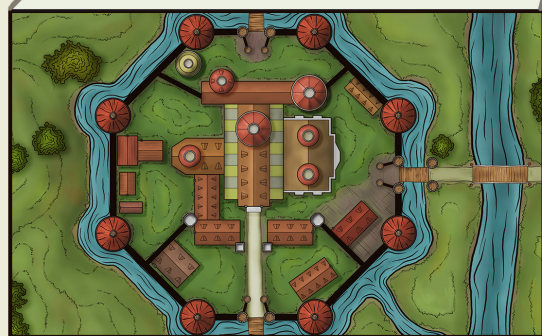
## THE SENTINEL MARSHALS

The Sentinel Marshals are a faction of House Deneith charged with upholding the law throughout the Five Kingdoms. Even after the war, the four remaining nations have agreed that the Sentinel Marshals should continue their work pursuing criminals and they enjoy free passage on airships, lightning rails, and Oriens caravans when on official business. In Throneport, the Sentinels maintain order and arrest criminals.



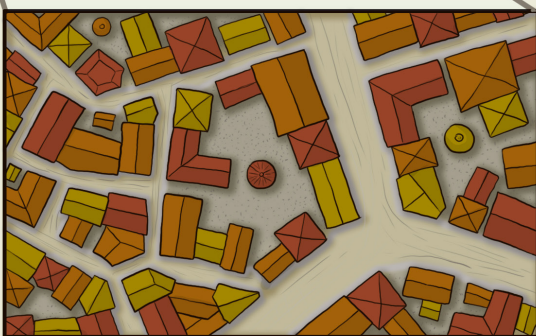
# Thronehold

- 1. South Gate
- 2. East Gate
- 3. North Gate
- 4. Old Armory
- 5. House Deneith Barracks
- 6. Thronehold Stables
- 7. Visitor's Hall
- 8. Last War's Museum
- 9. Hall of Kings
- 10. Great Hall
- 11. Storage Rooms
- 12. Galifar's Throne Room
- 13. Tribunal of Thronehold
- 14. Sovereign Host Chapel



# Thronoport

As depicted in "Great Cities of the Old Galifar Kingdom" page 214. Illustration by Court Cartographer Sir Dionne Falhart. A depiction of the kingdom's capital in 895 YK.





# BACKGROUNDS OF THRONEHOLD

*Designed by: David Morris and Josh Epperson*



## DENEITH DEFENDER

You were a member of House Deneith's Defenders Guild. Everyone across Khorvaire turns to the Defenders to protect their loved ones, important property, and themselves. You were one such bodyguard and swore to protect whatever your clients hold sacred. What happened to turn you towards the life of adventure?

**Skill Proficiencies:** Choose two from among Athletics, Insight, Intimidation, and Persuasion

**Tool Proficiencies:** Choose two from among Gaming Set, Land Vehicles, and Musical Instruments

**Equipment:** A set of clothes, ID papers, and a pouch containing 20 gp

**Feature:** Defenders Guild

The Defenders remember your service and will provide room and board for you and your companions on a temporary basis. Even if you left on bad terms, someone in the Guild remembers your best intentions or good nature. You also have advantage on Persuasion checks to learn information from fellow Defenders.

### Suggested Characteristics

Use the tables for House Agent in *Wayfinder's Guide to Eberon* or the Urban Bounty Hunter in the *Sword Coast Adventurer's Guide*.

## SENTINEL MARSHAL

Your life before adventuring was one of excitement and pride. You traveled Khorvaire as a law keeper, tracking down those who thought the law did not apply to them. It was up to you to teach them to respect the law and bring them to justice.

Respected as the law keepers of Galifar, the Sentinel Marshals are Dragonmarked heirs of House Deneith that are dedicated to upholding the law above all else. The remaining four kingdoms agreed unanimously that the Sentinels should continue their work after the Treaty of Thronehold was signed.

Life has taken you away from these duties, but it can be hard to set aside the badge.

**Requirements:** Must be a Dragonmarked member of House Deneith

**Skill Proficiencies:** Choose two from among Insight, Intimidation, Persuasion, and Survival

**Tool Proficiencies:** Choose two from among Cook's Utensils, Gaming Set, Land Vehicles, and Musical Instruments

**Equipment:** A set of clothes, a set of shackles, an explorer's pack, house signet ring, ID papers, and a pouch containing 10 gp.

**Feature:** A Free Ride

The Sentinel Marshals have been granted free passage on airships, lighting rails, and caravans so long as they are using them in the line of duty. If you show that you are in pursuit of a criminal, you and your allies do not have to pay for passage.

### Suggested Characteristics

Use the tables for House Agent in *Wayfinder's Guide to Eberon* or the Urban Bounty Hunter in the *Sword Coast Adventurer's Guide*.

## THRONEPORT SPY

For a lot of people, the Last War has ended. For you, it just changed battlefields. You worked for one of the nations of Khorvaire, for one of the Dragonmarked Houses, or for some other actor collecting information on others. You know that the Shadow War has just begun. Did you work to maintain the status quo, cement the peace the Treaty of Thronehold promises, or to rekindle the conflict? Do you still perform tasks for your old employers, or have you left that life behind you?

**Skill Proficiencies:** Choose two from among Deception, Insight, Perception, or Sleight of Hand

**Tool Proficiencies:** Choose two from among Disguise Kit, Forgery Kit, gaming set

**Equipment:** A set of clothes, a disguise kit, a diplomat's pack, forged ID papers with arcane mark, a sending stone that can reach your handler, and a pouch containing 10 gp.

### Specialty

Roll or chose what kind of missions you undertook during your service.

D4	Intelligence Mission
1	Natural Resources
2	Popular sentiment
3	Military capability
4	Counterintelligence

**Feature:** A Tangled Web

When making a check to find information or track someone in an urban setting on Khorvaire, you have advantage on the roll. Additionally, you have a non-descript identity that you have a disguise and fake ID. Any attempts to find information about you imposes disadvantage on the check.

### Suggested Characteristics

Use the tables for House Agent in *Wayfinder's Guide to Eberon* or the Urban Bounty Hunter in the *Sword Coast Adventurer's Guide*.

## FAVORED OF THE HOUSE

Through family or personal feats, you are a favored of your Dragon Marked house. Members of your house speak of your potential and great things are expected of you in the years to come. You show promise in increasing the power of your house and because of this you are always a welcome guest to its members. The expectations on you are high but so far you have not failed.

**Skill Proficiencies:** Persuasion, Insight

**Tool Proficiencies:** One type of tool, vehicles (one of choice)

**Equipment:** Letter of Marque, a set of tools (one of your choice), traveling clothes, a belt pouch containing 15 gp

**Feature:** Favored member

As long as you remain in the good graces of your house you will always find lodging and a meal with house members. You have a house Sponsor as well that can provide you with contacts, send messages in secret or provide you with assignments and missions to further your goals within the House.

## ASPIRANT OF THE BECOMING GOD

Something in your past has devoted you to the cause of helping the warforged create the Becoming God. Perhaps you are a warforged yourself or a survivor from Cyre looking for guidance. You have taken on the sacred pilgrimage to create a god that the warforged can call their own. Each aspirant on this path does so in their own way as the Becoming God is either unknown to most or considered a legend.

The highest concentration of followers can be found in the Mournlands where they scavenge parts to build their god. Others may collect holy symbols in hopes of transferring their divine power into the Becoming God. Others still spread the word of the Becoming God through missionary work helping at forges or in Magewright shops.

**Skill Proficiencies:** Religion, Survival

**Tool Proficiencies:** Two of your choice.

**Equipment:** A battered holy symbol of unknown origin, a heavy set of traveling clothes, One set of tools tied to one of your proficiencies. And a belt pouch with 10 gp.

**Feature:** Helping Hand

Aspirants of the Becoming God are trained to cooperate in the creation of something larger and grander than themselves. When joining efforts to craft an item as a downtime activity with one or more other characters the Aspirant can provide an extra 25 gp worth of work per week.

## GALIFAR LOYALIST

There are those who remember when the kingdom was united or hold to an idealized version of the past through the written histories. You long for the days of a united Khorvaire and the peace and prosperity that came with it.

Characters with this background are typically human but other races may see the advantage to a united kingdom. Work with your GM to determine the details of your loyalty. Perhaps you are a distant relative of a once landed noble. Maybe you come from meager backgrounds and miss the safety that once came with a united kingdom.

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** 1 of choice

**Languages:** 1 of choice

**Equipment:** Common Clothes, a book of Galifar History, a minted Galifar coin of sentimental value. A belt pouch with 15 gp.

**Feature:** Galifar Network

You know several other loyalists of Galifar willing to provide lodging or meals. Additionally you can spot other loyalists and can get messages sent over a great distance through the network. The Network members may be able to confirm rumors or provide necessary information in their region.

## HOUSE MEDIATOR

You may or may not belong to a House, but a mediator is almost always a necessity. You have made a living bringing people to a compromise in and out of the Great Houses. Treaties and negotiations are more important than ever in this post-war time and you are a welcome sight wherever you go. If you are a member of a House, you have good relations with members of other houses and you are taken at your word. If you are not a member of a House, you are an independent negotiator that has gained trust in the Great Houses.

**Skill Proficiencies:** Persuasion, Insight

**Languages:** 2 languages of your choice

**Equipment:** an Emblem or Insignia noting you as a house Mediator, a set of fine clothes, a belt pouch with 15 gp.

**Feature:** Trusting Demeanor

You can always find a place to get a good night's sleep and a full stomach. The House Mediators are known far and wide for their level heads and good judgment. As long as you are willing to settle petty affairs fairly and contracts for lower house members and establishments you can obtain lodging and food for free. Additionally, people who have heard of your past agreements will treat you as friendly

## MAGEWRIGHT

You joined a Magewright guild at a young age and showed potential in your craft. You have learned the secrets that combine magic and technology that allows the standard of living that the people of Eberron have come to enjoy. You enjoy a good relationship with other members of your Magewright guild and if you chose can find work in any city or town.

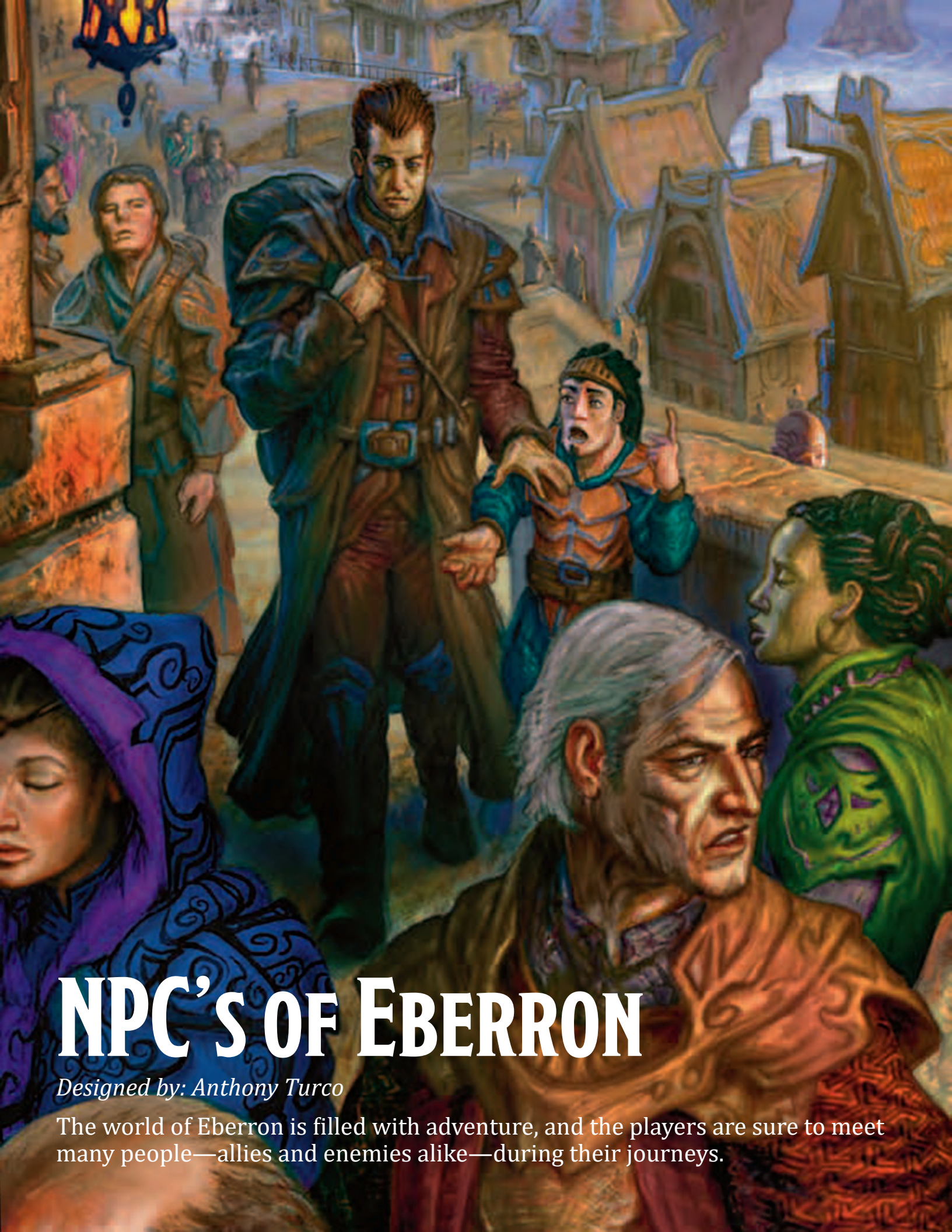
**Skills:** Insight, History

**Tool Proficiencies:** Artisan Tool's (one of your choice), vehicle (one of your choice)

**Feature:** Secret of the Trade

**Choose a class:** bard, cleric, druid, sorcerer, warlock or wizard. You learn one cantrip of your choice from that class's spell list. This spell can only be cast as a ritual. You use this spell to infuse mundane objects with magic, work with your DM to determine the exact effect. For example: A Lamplighter may have the *light* cantrip in order to light the city street, or you may use *ray of frost* to create refrigeration blocks for cold pantries.





# NPC'S OF EBERRON

*Designed by: Anthony Turco*

The world of Eberron is filled with adventure, and the players are sure to meet many people—allies and enemies alike—during their journeys.

# NPC'S OF EBBERON

Many of the miscellaneous NPCs found in Appendix B of both the Monster Manual and Volo's Guide to Monsters can be found throughout Eberron, particularly the countries of Khorvaire. The next upcoming release from the **Korranberg Chronicle, Map Perilous**, will present many more NPCs for use in Eberron games, and the ones that follow are just a taste.

## THE MAGIC OF ARTIFICE

The artificer and battlesmith statistics refer to new spell's artificers can cast. These spells are marked with a dagger (†) and may be found in [Korranberg Chronicle: Adventurer's Almanac](#).

## ARTIFICER

Artificers are ingenious spellcasters that focus their talents in the imbuing of magical energies into items. With their considerable insights into the foundational threads of magic, they are able to quickly craft items that can reproduce nearly any magical effect.



## ARTIFICER

Medium humanoid (any race), any alignment

**Armor Class** 14 (chain shirt)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	13 (+1)	10 (+0)

**Skills** Arcana +7, Artificer's tools +7, Perception +3

**Senses** passive Perception 11

**Languages** any two languages

**Challenge** 3 (700 XP)

**Spellcasting.** The artificer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following artificer spells prepared:

Cantrips (at will): *improvised wand*†, *induce stasis*†, *light*

1st level (4 slots): *detect magic*, *identify*, *shield of faith*

2nd level (3 slots): *heat metal*, *magic weapon*, *shatter*

3rd level (2 slots): *elemental weapon*

## ACTIONS

**Light Hammer.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Craft Spell-Storing Item (1/day).** The artificer expends one of its spell slots to create an improvised magic item with 1 charge. The item retains this charge for 8 hours, or until expended as another action to cast a spell of the same level as the spell slot they expended to create the item (using the artificer's spell save DC and/or spell attack bonus as applicable). The spell may be from any class's spell list, and the artificer chooses the specific spell at the time the magic item is created.

## BATTLESMITH

*Medium humanoid (any race), any alignment*

**Armor Class** 18 (full plate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	18 (+4)	15 (+2)	11 (+0)

**Saving Throws** Con +5, Wis +5

**Skills** Arcana +10, Artificer's tools +10, Athletics +6, Perception +5

**Damage Resistance** bludgeoning, piercing, and slashing damage from nonmagical attacks (from stonewood)

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 6 (2,300 XP)

**Arcane Veteran.** Battlesmiths are hardened combat veterans. They gain advantage on all Wisdom saving throws and Constitution saving throws to maintain concentration on spells. They can also perform somatic components for their spells while holding a weapon in the same hand, and when they cast magic weapon the duration of the spell is concentration, up to 8 hours.

**Greater Weapon Augmentation.** As a bonus action, the battlesmith can expend a spell slot to cause its or a willing adjacent ally's melee weapon attacks to be wreathed in arcane energies, dealing an extra 16 (3d10) fire, lightning, cold, or thunder damage to a target on a hit. The energy lasts for up to a minute, or until the extra damage is dealt on a successful hit. If the battlesmith expends a spell slot of 2nd level or higher, the extra damage increases by 1d10 for each level above 1st.

**Spellcasting.** The battlesmith is a 7th-level artificer. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following artificer spells prepared:

Cantrips (at will): *blade ward*, *induce stasis*<sup>†</sup>, *mending*, *resistance*

1st level (4 slots): *detect magic*, *emergency repair*<sup>†</sup>, *repair damage*<sup>†</sup>, *shield*, *shield of faith*

2nd level (3 slots): *heat metal*, *magic weapon*<sup>\*</sup>, *shatter*

3rd level (3 slots): *crusader's mantle*, *mass emergency repairs*<sup>†</sup>

4th level (1 slot): *stonewood*<sup>\*</sup>

<sup>\*</sup>The battlesmith casts these spells before combat.

## ACTIONS

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage (includes magic weapon)

**Command Construct.** The battlesmith directs one willing construct of CR 6 or lower that can see or hear it. The directed construct can immediately use its reaction to make one of its melee attacks (but not a multiattack), adding 13 (2d8 + 4) to the damage roll if it hits.

## BATTLESMITH

Battlesmiths are artificers trained by various nations to take to the field of combat. Employed during the Last War as field medics for warforged troops, battlesmiths are expected to be able to defend themselves. Many of them build one or more **iron defenders** ([Threat Dispatch](#), pg. 49) to accompany and guard them to aid in this. Due to the stigma against letting warforged command themselves, battlesmiths were often the natural choice to lead units otherwise entirely comprised of warforged.

## BEGUILER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	17 (+3)	14 (+2)	13 (+1)

**Skills** Arcana +5, Insight +4

**Damage Resistance** bludgeoning, piercing, and slashing damage from nonmagical attacks (from stonewood)

**Senses** passive Perception 12

**Languages** any two languages

**Challenge** 3 (700 XP)

**Spellcasting.** The beguiler is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *dancing lights*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *dissonant whispers*, *illusory script*, *mage armor*\*

2nd level (3 slots): *hold person*, *invisibility*, *mirror image*

3rd level (3 slots): *major image*, *stonewood*\*

4th level (1 slot): *Mordenkainen's faithful hound*\*

\*The beguiler casts these spells before combat.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

### REACTIONS

**Illusory Success.** If a creature succeeds on a saving throw to resist a spell the Beguiler has cast upon them, it can force them to reroll the saving throw and abide by the new result instead.



## BEGUILER

Beguilers have a natural talent or inclination for illusion and enchantment magic. They are often con artists or tricksters, but as often as not, they might employ their talents as entertainers.

## DUELIST

Duelists are deadly swordfighters, but typically exist within higher social circles than common soldiers, or rakish swashbucklers. As a legitimate sport, fencing tournaments are a popular past time for nobles and dragonmarked heirs alike. Though the Code of Galifar considers a non-sanctioned duel to be criminal assault with two guilty parties, they are still popular means of resolution for slights and other conflicts, usually to first blood.

## HIGHBORN

Highborn are individuals that have had every advantage in life due to being born into privilege. Whether that is a royal family line, esteemed noble peerage, or the upper echelons of a Dragonmarked House, highborn have access to education, training, and influence that make them a force to be reckoned with.

## DUELIST

Medium humanoid (any race), any alignment

**Armor Class** 13

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	12 (+1)	13 (+1)	14 (+2)

**Skills** Acrobatics +5, Athletics +2

**Senses** passive Perception 11

**Languages** any two languages

**Challenge** 3 (700 XP)

**Skilled Fencer.** The duelist adds twice its proficiency modifier on attacks using weapons with the finesse property, and such weapons deal one extra die of their damage when the duelist hits with them (included in the attack).

### ACTIONS

**Multiattack.** The duelist makes two attacks with its rapier.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage

### REACTIONS

**Parry & Riposte.** The duelist adds 4 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a rapier.

If this causes the attack to miss, the duelist immediately makes a rapier attack against the creature that attacked it.

## HIGHBORN

Medium humanoid (any race), any alignment

**Armor Class** 13

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	20 (+5)

**Skills** Deception +8, History +5, Insight +7, Persuasion +8

**Senses** passive Perception 14

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Highborn Inspiration (1/Turn).** The highborn may roll 3d6 and add the result to any attack roll, ability check, saving throw, or damage roll it makes, or to its AC until the end of the current turn (no action required).

### ACTIONS

**Multiattack.** The highborn makes two attacks with its rapier.

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

**Nobilis Oblige.** The highborn speaks a special command to a non-hostile creature that it can see within 30 feet of it. The target creature gains the Highborn Inspiration trait (as above) for 1 round, provided it can hear and understand the highborn.



## INQUISITIVE

Medium humanoid (any race), any alignment

**Armor Class** 17 (studded leather)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	18 (+4)	16 (+3)	11 (+0)

**Saving Throws** Str +5, Dex +5, Con +6, Int +8, Wis +7, Cha +4

**Skills** Insight +7, Investigation +8, Perception +7

**Senses** passive Perception 22

**Languages** any three languages

**Challenge** 2 (700 XP)

**Observant.** The inquisitive can't be surprised, doesn't grant advantage to attackers hidden from it, and can read lips. It also has a +5 bonus to its passive perception score (already included).

**Predictive Puissance.** The inquisitive's keen observational and deductive skills allow it to apply its Intelligence modifier as a bonus to its Armor Class, all saving throws, and attack and damage rolls made with unarmed strikes and weapons with the finesse property (already included in the inquisitive's statistics)

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

## INQUISITIVE

An Inquisitive is a master of observation and deduction, and often sell their skills to solve mysteries or find lost things and people. While many inquisitives are heirs of House Medani or House Tharashk, those dragonmarked houses also license and train private inquisitives, who find the larger cities of Khorvaire—especially Sharn—rife with opportunities for their particular set of skills.





## MAGEWRIGHT

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

**Skills** Arcana +4, any one set of Artisan's tools

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

**Spellcasting.** The magewright is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The magewright knows one cantrip and 1st-level spell with the ritual tag related to their profession (see below). Magewrights have no spell slots, and instead cast their spells as rituals.

Exceptionally skilled magewrights may know 2nd or 3rd level spells and have 2nd or 3rd level spell slots, but they do not know spells that deal damage or inflict conditions on their targets. The sample professions below give suggestions for higher level magewright spells.

### ACTIONS

**Tool of Trade.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning, piercing, or slashing damage.

## MAGEWRIGHT

Magewrights are the most common spellcasters in the Five Nations. Most of those who attempt to learn the arcane arts do not have the raw talent or genius of artificers and wizards. Instead, they master just the spells that they can apply toward a trade and live a comfortable life. Magewrights that earn a living building and maintaining magic items often have one or two common schemas to their name as well.

“Magewright” is a term that refers to anyone who applies work-a-day magic to their trade, but an individual magewright would be known for the actual profession they apply their magic to. Below are two sample professions for magewrights.

**Lamplighter.** These magewrights employ their skills toward the maintenance and crafting of sunrods, everburning torches, and everbright lanterns. They are proficient with alchemist's supplies and know the *light* and *detect magic* spells. Exceptional lamplighters know *continual flame* and have two second-level spell slots.

**Wordsmith.** Wordsmiths sell their services as scribes and translators. They are proficient with calligrapher's supplies and know the *message* and *comprehend languages* spells. Highly skilled wordsmiths know *zone of truth* and have three second-level spell slots, so they can also function as official notaries.



## WANDSLINGER

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	16 (+3)	14 (+2)	11 (+0)

**Skills** Arcana +5, Perception +4

**Senses** passive Perception 14

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**High Caliber Cantrips.** The wandslinger adds its Intelligence modifier to the damage of any cantrip it casts and casts them as a 5th level character.

**Spellcasting.** The wandslinger is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The wandslinger knows the following spells and must use a wand or rod as an arcane focus to cast them.

Cantrips (at will): *fire bolt*, *shocking grasp*

1st level (3 slots): *shield*

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Wands Akimbo.** If the wandslinger has two wands drawn, it casts two cantrips as a single action.

**Longcast.** If the wandslinger has a rod drawn and holds it in two hands, it casts one cantrip and doubles the range of the spell.

## WANDSLINGER

Wandslingers are a sort of specialized, combat-trained magewright. Magic was a valuable asset during the Last War, but the armies of the Five Nations did not often have time to wait for fully-trained mages to enlist. Soldiers that showed even a minor magical talent received enough training to be able to cast one or two cantrips—typically combat oriented wizard or sorcerer cantrips—and one 1st-level spell. Unlike fully trained wizards or gifted sorcerers, a wandslinger can only fulfill the somatic components of spells by using an arcane focus, typically a wand or rod.

Within the military, these limited spellcasters are known as “arcaneers”, but to common folk, they are known by the more evocative moniker of “wandslinger”.





# AN ADVENTURER'S GUIDE TO CONQUERING TREATY DAY DINNER!

*Written and designed by Jennifer Hawkins*

I'm Mailoki Durothil. Wizard and adventurer. If you're anything like me, you are probably walking, riding, flying, and/or teleporting around to dangerous locales, collecting loot and addressing the eclectic goals of a surprisingly well-rounded group of associates. Yet, whether your associates happen to be a big ole tank you can shelter behind while blasting things, more stabby than a night of drunken handicrafting, constantly singing, constantly healing, or just really shifty (why do you keep them around again?), statistically, they are extremely unlikely to have a, you know, family. If anything, one of their goals is surprisingly likely to be avenging the deaths of said family...or maybe they are an exile or grew up in an orphanage...

Anyway, my point is, that for all of their XP, they probably don't have the experience necessary to successfully interact with Treaty Day. And if you're someone who did grow up with a family that did that went all out on events every year - or even if you just like food and holidays and such - and you end up being midway through some dungeon or quest instead of home... it can get sad if you don't have some semblance of Treaty Day Dinner. And heck, you never have to admit it, but maybe it's even more about giving *them* some semblance of Treaty Day Dinner, you know?

Well, as any Adventurer over First Level knows: ADAPTABILITY.

Here's a blow-by-blow guide to adapting and CONQUERING a Treaty Day dinner - putting the PARTY back in Adventuring Party and the FEAST back in Heroes' Feast! And with any luck, turning it into a tradition to last for years to come.

## GATHER YOUR COMPONENTS

Unless you are fortunate enough to run into that one Tabaxi, you will usually not have access to a market while in a dungeon, and you'll have to use what's locally available. Usually your associates will naturally and organically murder proteins - and even the occasional vegetables - but even if they don't, in my experience, you can just tell them you need components for a ritual, start to explain the ritual, and then they'll rapidly stop questioning and start hunting and/or gathering whatever "components" you need.

The last time I was in such a situation, we were in the Mournlands - and the whole story would take up more space than I have here - but suffice it to say, there was **carcass crab** ([Khyber Khronicle volume 1](#) pg. 28), **magebred spiders** and **altered insects** (Khyber Khronicle volume 1 pg. 32-36), a **living lightning bolt** (Khyber Khronicle volume 1 pg. 30), ...and the mostly sliced and charred corpse of the really shifty person that we allowed to travel with us until they ended up turning on us... we didn't eat the latter (despite the protestations of big ole tank and stabby), but the following are recipes I developed for all the rest. Use them directly or as inspiration!

### PREPARATION

For each recipe, I included the spells and gadgets I personally would use for culinary creation, but I've seen clever rogues, rangers, and all types come up with alternative methods for accomplishing the same sorts of dishes. And regardless of principal creator, I've managed to work in the effects of a Heroes Feast ritual as described in the tome, [Player's Handbook](#), except that - as if Magic Herself recognized the effort of collecting all of the components and the unique importance of Treaty Day - the usual component cost of 1,000 gp is waved only for this one Treaty Day Dinner.

### LEFTOVER/TIPS

Use "Treaty Day Dinner" as a hook for a "monster hunt," as a mid-dungeon tension release, as a way to buff PCs before a boss battle, or as a change of pace if your PCs are constantly trying to collect, eat, or use dead monster parts. Be sure to check out the specific monsters listed here in Khyber Khronicle volume 1, and special thanks to Dave Knighton and Zach Pickett for letting me cook their creations.

Finally (fun fact!), all these recipes can be made in real life, so don't be afraid to add a little magic to your "IRL" dinners this year!



# CARCASS CRAB\* WITH CRANBERRY AIOLI

by Jennifer Hawkins

CRAB: SUMMON A CAULDRON OF BOILING WATER LARGE ENOUGH TO SUBMERGE EACH CRAB. ADD SEASONING TO WATER, BOIL 10-15 MINUTES, THEN USE RAY OF FROST ON EACH CRAB TO END COOKING

FINISH A SERVING AND INCREASE YOUR HP MAXIMUM BY 2 D10 (AND GAIN THE SAME NUMBER OF HP) FOR 24 HOURS!

AIOLI: MIX 1 EGG YOKE, 3 CLOVES MINCED GARLIC, 1 TBS SPICY MUSTARD, 1 TBS LEMON JUICE, 1 TS WINE VINEGAR, 1 CUP CARAMELIZED ONIONS, 2 CUPS SAUTEED CRANBERRIES, SALT AND PEPPER WITH WHISK. SLOWLY ADD VEGETABLE OIL UNTIL MIXTURE THICKENS.

\*"CARCASS CRAB" BY KNIGHTON, KK VOL 1 PG 28



FINISH A SERVING AND BE CURED OF ALL POISON AND DISEASE  
AND IMMUNE TO POISON AND BEING FRIGHTENED FOR THE NEXT  
24 HOURS!

**FRIED  
MAGEBRED  
SPIDERS\*  
AND  
ALTERED  
INSECTS\***

by Jennifer Hawkins

CAST GREASE INTO A CAULDRON AND PRODUCE FLAME  
TO HEAT TO 350F. USE BURNING HANDS TO REMOVE  
ABDOMENS/INNARDS/HAIR. COAT IN SARLONAN BATTER  
AND FRY IN HOT OIL, CAREFUL TO KEEP LEGS SPREAD  
OUTWARDS, 1 MINUTE. PLACE ON PARCHMENT TO DRAIN,  
ADDING SOUTHERN KHORVAIREAN RED SPICE JUST BEFORE  
SERVING.

"MAGEBRED TEMPLATE" AND "MOURNLAND ALTERED INSECTS" BY PICKETT, KK VOL 1 PG. 32-36

# LIVING LIGHTNING BOLT\* ESPUMA

by Jennifer Hawkins

COMBINE THE  
RESIDUAL  
ESSENCE OF  
A LIVING  
LIGHTNING  
BOLT WITH  
AN ALCHEMICAL  
THICKENER,  
SUCH AS GUM  
OF XANTHAN.  
ADD TO THE  
TANK OF A  
GADGET CALLED  
A WHIPPING  
SIPHON OR  
CAREFULLY  
APPLY GUST  
OF WIND.  
IMMEDIATELY  
ENJOY.

FINISH A SERVING AND GAIN ADVANTAGE ON  
WISDOM SAVING THROWS FOR 24 HOURS!



## SCHOOL OF WANDCRAFT

Designed by: Christopher Walz

The School of Wandcraft was founded by the mages of Arcanix, a floating city dedicated to arcane pursuits in the nation of Aundair. Practitioners of this tradition focus on the bonds between wands and spellcasters and have learned how to gift some of their own power to others through wands. Some scholars believe that without wandwrights, as these wizards are often called, the Khorvarian tradition of wandslinging would have never come about.

### WANDCRAFT SAVANT

Beginning when you select this school at 2nd level, the gold you must spend to create a wand is halved. Additionally, you can identify any wand as if you had cast the *identify* spell by examining the wand for 10 minutes. You must hold the wand while examining it.

### IMBUE WAND

Starting at 2nd level, you can temporarily imbue wands with spells you know. During a short or long rest, select one wand arcane focus (see chapter 5 in the *Player's Handbook* for more information on arcane foci) to enchant. You cast a spell of 1st through 3rd-level you know while touching the wand. You do not need to have prepared the spell you store in the wand if you use your spell book and add 10 minutes to the casting time, as if it were a ritual. The spell slot expended to cast the spell determines the strength of the spell. For example, if you store *magic missile* in a wand using a 3rd-level spell slot, it counts as a 3rd-level spell. After you cast the spell, you must speak a single word, which functions as the wand's command word. Only one spell can be stored in a wand, regardless of its level.

For the next 24 hours, any creature who speaks the command word while holding the wand can cast the spell stored in it. The spell uses your spell save DC, spell attack bonus, and spellcasting ability, but is otherwise treated as if the wielder cast the spell. Once the stored spell is cast, the wand ceases to be magical and functions only as an arcane focus. The wand can be reused for this feature.

Once you create a wand using this feature, you cannot create another until you finish a long rest.



## EFFICIENT WANDS

Starting at 6th level, when you expend a charge from a wand, you may use a reaction to make a DC 15 **Intelligence (Arcana)** check. On a success, you do not expend a charge. For items that can use multiple charges for additional effect, such as a *wand of magic missiles*, you expend one fewer charges.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## IMPROVED WANDCRAFT

Beginning at 10th level, when you create a wand using the Imbue Wand class feature, you can store 1st through 5th-level spells. Additionally, you can create two wands whenever you use the Imbue Wand class feature.

## FOCUSED ATTUNEMENT

Starting at 14th level, you can form a magical bond with a wand, increasing its potency. During a short rest, choose one magical wand in your possession. If the magic item requires you to make a spell attack, you have advantage on the attack roll. If the magic item requires creatures to make a saving throw versus the wand's effects, they have disadvantage on the saving throw.

Additionally, if this wand would normally require attunement, it does not count against your total number of attuned items. You may use the same short rest to attune to a new item while also using this feature.

## WANDSLINGING INITIATE

You are trained in the wand combat style of Aundair. You gain the following benefits:

- You can attune to any wand regardless of its class prerequisites.
- You have advantage on any ability check made to identify, create, or use a wand.
- You learn two cantrips and one 1st-level spell from the Wizard spell list. These spells must deal damage. You can cast each of these spells twice a day using a wand as a material component.

## WAND FIGHTER

**Prerequisite:** *Intelligence or Charisma 13 or higher*

You've learned how to channel a wand's arcane energy into an effective melee attack. You gain the following benefits:

- Increase your **Intelligence** or **Charisma** score by 1, to a maximum of 20.
- Using the Attack action, you can make a melee spell attack with a wand. You are proficient in this attack and add either your **Intelligence** or **Charisma** modifier to attack and damage rolls. The attack deals 1d4 force damage and has a reach of 5 ft.

## ARCANE PARRY

You've learned how to use a wand's arcane energy defensively. If you are holding a wand that allows you to deal damage at range, you may use your reaction to intercept any ranged attack targeting a single creature or object within 30 feet of you. To do so, you must expend a charge from the wand and make a spell attack roll. The DC is equal to the attacker's attack roll result, or spell save DC. If you succeed, the ranged attack is knocked off course, missing its intended target, and discharges harmlessly.





# THE MYCONIC LABYRINTH OF XORIAT

*Written and Designed by:  
William Murakami-Brundage*

One of the legendary ways to enter Xoriat is via a magical fungal labyrinth. This spore-ridden maze exists in between Eberron's stable plane and the mad realm of Xoriat. Desperate or foolhardy travelers can expedite their journey in or out of the Realm of Madness via this bewildering, noxious cave system.

The maze itself creates terrifying sounds such as breathing, scuttling, screaming, and groaning. Some scholars have postulated that the Myconic Labyrinth functions like lungs, exhaling a stream of Xoriat's pestilent essence into the Five Nations and beyond.

The following is an apt description of the mold-maze:

These tunnels are damp and filled with a warm, drifting fog. The scant light permeating the gloom comes from the mold and slime coating the walls, which glimmer in hues of violet and blue, lighting the caves with dull phosphorescence. The air is thick with the scent of rot, as well as hints of brimstone and gas. A sound like heavy breathing echoes throughout the caves. You hear faint screaming far off in the distance.

## THE HAZARDS OF THE MYCONIC LABYRINTH

A primary hazard of the Myconic Labyrinth is the thick soup of spores and poisonous gases released by the different fungi. Adventurers may have protection (mundane or magical) against the spore-mists, in the form of face-scarves, magic spells such as warding wind, or other protective measures.

Every time the party enters a new area (or every hour of in-game time), each adventurer must succeed on a **DC 15 Constitution** save or suffer 3d6 poison damage. Failure on this saving throw also gives disadvantage on all **Wisdom**-related skill checks and saving throws for the next hour of in-game time. Creatures that have applicable protection against the fungus, or do not have to breathe, have advantage on this saving throw.

If any adventurers succumb to the effects of the gas, they suffer horrific hallucinations and visions of impending doom for 1d10 minutes. The DM can either come up with something or use the Myconic Hallucination table below. Roll d10 and apply the results as appropriate for the hero.

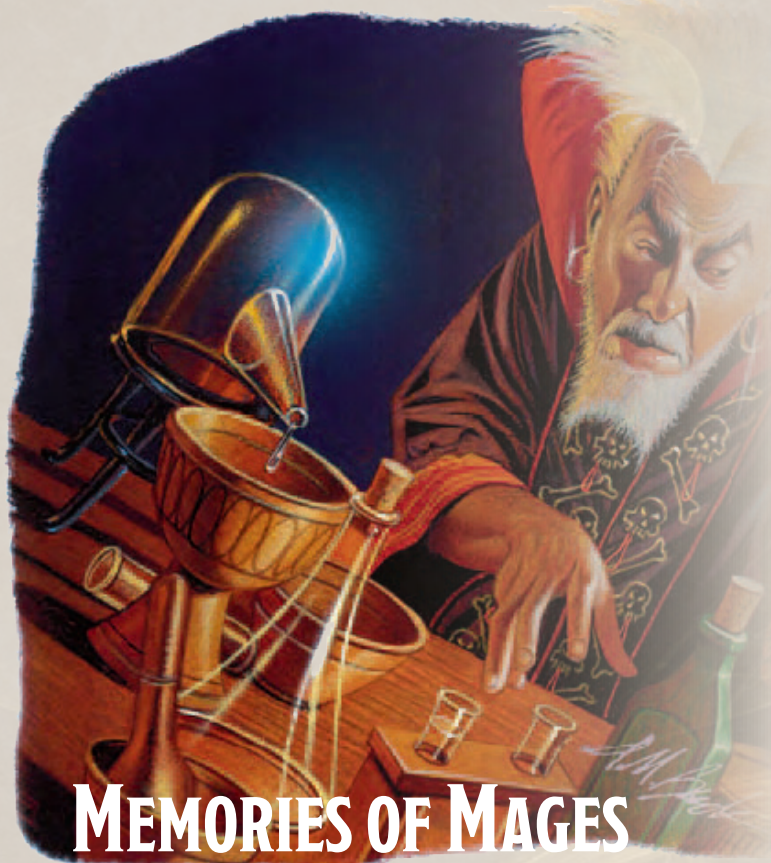
Taking a short or long rest is impossible in the Myconic Labyrinth, unless extenuating circumstances exist.

## MYCONIC HALLUCINATION TABLE

d10	Hallucination
1	The nearest adventurer's face shifts and transforms into an amalgamation of claws, tentacles, and fungal protrusions.
2	The adventurer's eyes burn, and soon the adventurer hallucinates mushrooms and morels erupting from under their skin.
3	The cave walls shift and mutate to display leering, demonic faces. They gibber and laugh, whispering obscene insults.
4	The nearest creature seems to transform into the most beautiful person the adventurer has ever seen.
5	The air fills with demonic music, shrill bagpipes, thrumming drums, and infernal hornpipes.
6	Armor and weapons animate and start arguing amongst themselves. Soon, the equipment seems to detach and escape.
7	A yawning black hole opens in the nearest wall, stretching to encompass the adventurer's vision. The adventurer disappears into the void.
8	The adventurer imagines they are a prisoner of Khyber, the Dragon Below, about to be sacrificed into the great dragon's maw.
9	The adventurer hears pounding drums and feels the irrepressible desire to dance until they die.
10	The adventurer's arms and legs appear to be and feel like writhing masses of black, slippery tentacles.

The disadvantage on **Wisdom**-related skill checks and saving throws, as well as the fungal hallucinations, may be removed by lesser restoration or similar magic.

All creatures that dwell within the Myconic Labyrinth are immune to the poisonous spores and gases, but don't have resistance to poison unless otherwise stated in the creature description.



## MEMORIES OF MAGES

WRITTEN BY DEREK GRAY AND CHRIS TOTTEN

Allow me to introduce myself. My name is Dra'thar Xodar, arcanist in training, and the first to show a talent for the more refined arts of wizardry in my community within Bre-land. In my search for personas to acquire, I began to research tomes of wizards from all of Eberron and beyond. My research has led me to many great and "intriguing" individuals, and through my journal's I hope to share all that I have learned.

Whilst I have been interested in the lives of the great mages of times before, I have been thoroughly intrigued by some of the mages who have lent their names to some of the spells found in the great tomes of The University of Wynarn in Aundair, some from This line of study has led me into the workshops of magewrights, and down the rabbit hole of the genealogy of spells. My first subject was the wizard Aganazzar. Though his influence in Khorvaire has rather been limited, and his only attribution to the annuals is that of his scorcher spell, Aganazzar's reach has been felt further, and many a road weary adventure has been grateful to have a caster in their party with Aganazzar's extended repertoire of spells that I offer to you know for your perusal.

Aganazzar was a wizard who was not afraid to tinker with spells he had long known to help him lead a more comfortable life. The first of those spells was based of his daily use of *Mage Armor* while out on the trail adventuring. It was not long after he had journeyed through a sweltering jungle not unlike those in Xen'drik. He worked for months trying to find a way to modify the mage armor spell with *chill touch* to help keep him cool, he had a breakthrough. The resulting spell I have dubbed "Aganazzar's Vestments."

### AGANAZZAR'S VESTMENTS

*1st-level abjuration (ritual)*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of canvas and a down feather)

Duration: 8 hours

Touch a willing creature and they will remain at a constant, comfortable temperature for the duration of the spell unless cancelled.

With one successful spell creation under his cloak, Aganazzar continued in his studies to improve his adventuring lifestyle. He quickly drew up a spell for Aganazzar's cap, a unique play on harnessing the same forces used in shield, and wall of force to create a unique cap-like shield that prevents water from falling onto a person's head. It seems that he had not heard of the umbrella hat that has long been a mainstay for the fashion forward warforged of House Cannith.

### AGANAZZAR'S UMBRELLA

*1st-level abjuration (ritual)*

Casting Time: 1 action

Range: Self

Components: V, S, M (a hat)

Duration: Concentration up to 1 hour

A 5' radius centered on the caster will be free of rain or other sources of water falling from above.

It seemed for a while that my research into the strange spells that have been brought into Khorvaire bearing the name of Aganazzar was at an end, until I found a worm eaten tome in the ruins of Ker Marquan, the cover was difficult to read, but the interior was intact enough that I found this to be a journal of magic dedicated to the wizard Aganazzar, and his seemingly endless search to make adventuring as luxurious as possible.

Many of the pages of spells and depictions of magical devices dissolved in my hands despite the protections used. However, what I found was wonderous augmentations to a spell of even older origins which sees widespread usage in adventuring circles, Leomund's Tiny Hut.

As the pages of spells turned to dust in my fingers, I quickly began to copy the first spell I could decipher. It seems that Aganazzar enjoyed his evening meals to not be eaten out of a pot, or mug, but on proper dinner settings with beautiful floral patterns along the edge. I can only imagine that this led to some disappointing evenings of broken plates, not to mention the washup afterward. It seems Aganazzar resolved this through the ritual conjuration spell I was able to save from the molded tomb.

#### AGANAZZAR'S TABLE

*2nd-level conjuration (ritual)*

Casting Time: 1 minute

Range: 5ft

Components: V, S, M (a piece of silver, a piece of porcelain and a piece of wood)

Duration: 3 hours

This ritual will set a table for up to 8 people, includes plates, goblets, silverware, centerpiece, table and chairs. This is only usable in *Leomund's tiny hut*. Once the spell expires, or *Leomund's tiny hut* is dispelled anything still on the table, chairs, and plates is dropped rather unceremoniously onto the floor.

The back of the tome must have been of higher quality paper, as the designs and drawing found there were able to be preserved and have since been handed over to a group of magewrights, for a tidy sum, so keep an eye out as you travel the markets of the City of Towers, you may hear Aganazzar's name more frequently now.

I dare to hope that my journey into these fringes of magic from wizards whose spells have outlived even themselves has not come to an end. I have submitted this work to a local publication as part of my deal with the magewrights, and in hopes that these spells of old will no longer be forgotten.

#### AGANAZZAR'S STONE OF COMFORT

*Wonderous item, common*

A small stone about the size of a fist, with swirling red and blue colors. A glyph on one side activates the stone. For 8 hours the stone radiates coolness or heat, as needed for 5' radius. It can heat or cool that area by up to 15 degrees to make those within more comfortable. Only usable once per day.

#### AGANAZZAR'S FOLDING BATHTUB

*Wonderous item, uncommon*

When folded, this item appears to be a tin box with arcane glyphs on it. Opening the lid causes the tub to unfold. Once it is unfolded, it begins filling with water at the opener's preferred temperature. After filling, the user has 90 minutes to bath before the water recedes and the tub folds back into the box state. If the opener does not take the entire 90 minutes, the water recedes and the tub folds upon their exit from the tub. This is only usable twice per day.

# THRONEHOLD HUNTER: A RANGER ARCHETYPE

*Written and designed by Jeremiah McCoy*

The Treaty of Thronehold ended the war. It stopped the fighting and forgave many transgressions of the century long war. It did not forgive all crimes however. Many nations still have a few people that they wish brought to justice for their war crimes.

It is less known that treaty is was observed by a powerful being from Thelanis. The circumstances are unclear, but an Archfey, a primal hunter, imbued an order of rangers. the Thronehold Hunters. They are bound, through ancient powers and powerful oaths, to hunt those who have evaded justice by instruments of peace.

The Thronehold Hunters find these criminals. Given a name, and a list of the criminal's offenses, these rangers can track their Quarries to the ends of the world.

**Note:** Some may ask about assumed names, pseudonyms, fake identities, etc. As long as the target is wanted for a crime under the name used in the Quarry attunement, it works. It doesn't matter if it is a fake name or they changed their name since committing the crime.

As to the crime, the crime must be declared by someone who holds an office which gives them authority to do so. Sheriffs, town mayors, or nobles of any land, may declare someone wanted to for a crime. The crime must be declared properly, before the Thronehold Hunters can invoke their power. They can't invoke it on just anyone.

You will also notice that the requirement is a Crime. The Thronehold Hunters were created in response to the Treaty of Thronehold. That is their beginning, but it is not their limit. They can hunt anyone wanted for a crime by authorities and make them a Quarry.



## Mark the Quarry

At 3rd level, you gain the ability to pick an individual you are hunting. They become your Quarry. To pick a Quarry you must know their name and their crimes. You attune to them by taking a long rest concentrating on their name and crimes. You can only be attuned to one Quarry at a time. Changing Quarries is done the same way.

The Quarry is considered a favored enemy, even if it is of different type, or race, than your existing favored enemy. You can speak any languages the Quarry speaks.

Primeval Awareness will also detect your target, but as is normal with the ability, it will not show their location.

What is more, when you are within 60 ft of your quarry, all their skill checks have disadvantage.

Finally, if the target is visible, you may add a 1d4 to your attack roll.

## No One Escapes the Hunt

The Thronethold Hunters have a mystical connection to their Quarry. This connection makes it hard for the Quarry to evade the Hunters.

At 7th level, as a free action, you are able to expend a Ranger spell slot to do any one of the following effects. Only one such effect can be evoked a turn.

- 1) A shimmering green fire surrounds your hands as you attack. Add 2d8 flaming damage to all attacks you make against the Quarry for one turn.
- 2) Wood, wind and stone turn against the Quarry slowing its movement. The Quarry's movement is halved for a turn, it has disadvantage on saving throws, and attacks made against them have advantage.
- 3) Spiritual wolves appear and lead you towards the Quarry, even if they are not in sight or are invisible. These wolves cannot attack, and it requires a spell slot expenditure every turn to maintain them. If the Quarry is more than a mile away, they will still indicate the direction. This ability does not work if the target is no longer on the plane.

## The Prey Before the Hunter

At 11th level, once per short or long rest, you may invoke *fear* as per the spell. Your presence invokes the feeling of being hunted which leaves most Frightened. If you have your attuned Quarry in the field, they are at disadvantage to save against the effect. The save for this is the same as a Ranger spell save, 8 + your proficiency bonus + your Wisdom modifier.

Additionally, if you invoke the fear, you are immune to the frightened condition for the rest of the combat.

## The Hunter is Near

At 15th level, your nature is greatest while on the hunt. When within 120ft of the attuned Quarry, you gain the following benefits.

- You cannot be charmed.
- Your movement speed is doubled.
- Each strike you make against your prey does 2d6 extra damage, and they must save versus your ranger spell DC or be knocked prone.
- You have advantage on all saves.

Once your prey is subdued, or if they manage to get away, these benefits end.





## EBERRON RACIAL FEATS

*Designed by: Jeremiah Jagers*

### SIZE TRANSFORMATION

*Prerequisite: Changeling*

You have learned to leverage your inherent ability to change into other creatures. You gain the following benefits:

- Once per day, you gain the ability to change into a small or large creature
- Other than having the ability to appear as a small creature, the rules for changing appearance remain unaltered

### FLASH ATTACK

*Prerequisite: Changeling*

You are able to use your ability to change shape to throw your enemy off balance. As a bonus action, you may shift into your natural form giving yourself advantage on a melee attack. The targeted creature must be able to see you. The next attack against you has advantage.

### SHIFTED STRIKE

*Prerequisite: Shifter*

You have mastered your shifting ability. You gain the following benefits while shifted:

- Your unarmed strikes count as magical for the purposes of overcoming resistance and immunity to non-magical attacks and damage
- You gain an additional 5 temporary hit points

### SHIFTED EXPERTISE

*Prerequisite: Shifter*

You have learned to master the techniques of your shifter subrace. While shifted you gain the following benefits:

- You can speak Sylvan.
- Beasthide: You gain proficiency in the Athletic skill
- Longtooth: You gain proficiency in the Intimidation skill
- Swiftstride: You gain proficiency in the Acrobatics skill
- Wildhunt: You gain proficiency in the Survival skill



# KECH HASHRACH

Written by: David Morris

**Foreword.** I saw Keith Baker post an article on his blog about firearms in Eberron.<sup>1</sup> I really liked the idea and thought that would be a fun addition if kept to a limited scale. Reading the article, I discovered the Kech Hasrach, a clan of Dhakaani that have developed firearms due to a need for a better way to defend themselves and hunt, and because of their lack of ability with magic. I was immediately intrigued and asked Mr. Baker if I could use the Kech Hasrach for our article. So here is our take on this clan. Please enjoy.

**The Heirs of Dhakaan.** The Dhakaani are goblins but are different from the Ghaal'dar. The Ghaal'dar are what remains of the Dhakaani that remained on the surface of Korvair after their conflict with the Daelkyr ended. The conflict caused the Dhakaani empire to fall through madness, distrust, and a collapse of societal norms. Some Dhakaani leaders lead their people into secure holds to avoid the madness slowly creeping through the empire. These vaults formed different factions or "Kech" and they have been in hiding for thousands of years.

The Dhakaani are a people that live structured lives. They consider goblins, hobgoblins, and bugbears to be a single people. Each has their place in the society, but in this caste system no one is forced into their roles. Goblins are the laborers and are respected for that work, for example. As a reflection of this culture, the Dhakaani tend to be lawful in alignment.<sup>2</sup>

**The Kech Hashrach.** The Kech Hasrach were cut off in their vault from other Dhakaani and had to become more self-sufficient than some of their peers. They survive primarily on mushrooms and those few beasts that leave underground. The Kech Hasrach are a people in a perpetual state of war. Their vault lay near an entrance to Khyber, were remnants of the Daelkyr dwell.

Without the aid of the Gatekeepers or a powerful Bard to aid them, the Hashrach turned to other technologies to defend themselves. Over time they used a discovery of theirs to craft weapons unlike any on Eberron. These firearms and artillery have allowed them to push back their Daelkyr enemies. They were also able to use explosives to make their way back to the surface of Darguun.

While fighting against the Daelkyr, rumors surfaced through scouts and interrogations that the Daelkyr might be in possession of a Dhakaani artifact known as *Ghaal'duur, the Mighty Dirge*. The Hashrach now seek allies in the surface world that can help them in recovering this artifact. They seek those who are not associated with other Kech, for if they knew (especially the Kech Shaarat or Kech Volaar) they would surely seek to capture the artifact for themselves. Once they have the artifact in hand, they will reveal their selves in full to the Ghaal'dar, who they find as a far diminished version of the people of the old empire.

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1 Keith Baker, "Dragonmarks: Firearms" *Keith-Baker* (blog), September 13, 2018, <http://keith-baker.com/firearms-in-eberron/>

2 Keith Baker, "Dragonmarks: Goblins" *Keith-Baker* (blog), July 27, 2017, <http://keith-baker.com/dragonmarks-goblins/>

# BLACKPOWDER GOBLINS

Written and designed by Kenny Morris

For thousands of years the heirs of Dhakaan have isolated themselves in cavernous vaults below Eberron. The number of vaults is unknown, and each has formed into its own faction (Kech) with their own focuses. Some specialized in arcane lore, others on skill in melee combat. But the Kech Hashrach were accomplished engineers. They developed firearms, explosives, and artillery. Through technology and engineering they have extended the boundaries of their vault and have made tunnels to the surface. They have seen how far their kin have fallen, how their surface kin have forgotten duty and honor. Can their kin be brought back into the fold, or must they be dealt with? And these aliens who have invaded and have built upon the corpse of the great Dhakaani cities. Can the Kech Hashrach work with them, or do these aliens need to be purged? Whatever the greater good demands, shall be done.



## KECH HASHRACH BUGBEARS

The Hashrach bugbears are trained as shock troops and guerilla fighters. They are the hammer that breaks the shield wall and then causes terror and confusion behind enemy lines. They have no qualms about throwing themselves into horrible odds, and the strength and skill to fight their way out. Their duty is to mercilessly crush the enemies of the Dhakaani. And they enjoy that duty.

### BUGBEAR SWEEPER

Medium humanoid (goblinoid), lawful neutral

**Armor Class** 17 (scale mail)

**Hit Points** 90 (12d8 +36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	11 (+0)

**Saving Throws** Dex +5, Wis +3

**Skills** Animal handling +3, Athletics +5, Intimidation +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Cool Head.** The bugbear may use an action to reload all three barrels. While doing this, hostile creatures have disadvantage on melee attacks against the bugbear.

**Firearms Expert.** The bugbear ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load one barrel as a bonus action.

**Second Skin.** The bugbear has a maximum Dexterity modifier of +3 with medium armor. Reduces damage taken by 1 from bludgeoning, piercing, and slashing nonmagical sources while wearing medium armor.

### ACTIONS

**Multiattack.** The bugbear can make two melee or ranged attacks or throw one bomb.

**Stock Bash. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) bludgeoning damage.

**Triple Barrel "Kickgun". Ranged Weapon Attack:** +5 to hit, range 30/90 ft., one target. **Hit:** 12 (2d8+3) piercing damage. The target must succeed at a DC 13 Strength saving throw or be pushed 5 feet and knocked prone.

**Concussive Bomb (Recharge 6).** The bugbear throws a bomb, up to 60 feet, that explodes with a concussive force in a 15-foot radius. Each creature in the radius must succeed on a DC 13 Dexterity saving throw or take 17 (5d6) bludgeoning damage (half damage on a success). If a creature fails by 5 or more, they are stunned till the end of their next turn.

## BUGBEAR POWDERBOSS

Medium humanoid (goblinoid), lawful neutral

**Armor Class** 18 (half plate)

**Hit Points** 127 (15d8 +60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** Dex +6, Wis +4

**Skills** Athletics +6, Intimidation +4, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Goblin

**Challenge** 5 (1,800 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Explosion!?** If the bugbear is subjected to an area effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Firearms Expert.** The bugbear ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load one barrel as a bonus action.

**Second Skin.** The bugbear has a maximum Dexterity modifier of +3 with medium armor. Reduces damage taken by 2 from bludgeoning, piercing, and slashing nonmagical sources while wearing medium armor.

## ACTIONS

**Multiattack.** The bugbear can make two melee or ranged attacks or throw one bomb.

**Stock Bash. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) bludgeoning damage.

**“Kickgun”. Ranged Weapon Attack:** +6 to hit, range 30/90 ft., one target. **Hit:** 12 (2d8+3) piercing damage. The target must succeed at a DC 14 Strength saving throw or be pushed 5 feet and knocked prone.

**Frag Bombs.** The bugbear throws a bomb, up to 60 feet, that explodes, peppering anyone in a 10-foot radius with shrapnel. Each creature in the radius must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) piercing damage (half damage on a success).

**Concussive Bomb (Recharge 5-6).** The bugbear throws a bomb, up to 60 feet, that explodes with a concussive force in a 15-foot radius. Each creature in the radius must succeed on a DC 14 Dexterity saving throw or take 17 (5d6) bludgeoning damage (half damage on a success). If a creature fails by 5 or more, they are stunned till the end of their next turn.

**Smoke Bomb (Recharge 6).** The bugbear throws a bomb, up to 60 feet, that explodes and emits a cloud of smoke that heavily obscures a 20-foot radius for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.



# KECH HASHRACH GOBLINS

Goblins are the honored crafters, laborers, and traders of the Dhakaani, but all its people must be ready to fight. In war, Hashrach goblins serve as scouts and skirmishers. They can quietly move in to flank, fire a few volleys, then withdraw before the enemy is able to respond to the threat.

## GOBLIN PISTOLEER

*Small humanoid (goblinoid), lawful neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15(+2)	10(+0)	12(+1)	10(+0)	9(-1)

**Saving Throws** Dex +4

**Skills** Acrobatics +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Firearms Expert.** The goblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

### ACTIONS

**Pistol. Ranged Weapon Attack:** +4 to hit, range 30/90 ft., one target. **Hit:** 7 (1d10+2) piercing damage.

**Shortsword. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) slashing damage.

## GOBLIN SHARPSHOOTER

*Small humanoid (goblinoid), lawful neutral*

**Armor Class** 15 (studded leather)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16(+3)	10(+0)	12(+1)	14(+2)	9(-1)

**Saving Throws** Dex +5

**Skills** Acrobatics +5, Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Firearms Expert.** The goblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

**Sniper.** Attacking at long range doesn't impose disadvantage to the goblin's ranged attack rolls. The goblin also ignores half cover bonuses from targets.

### ACTIONS

**Musket. Ranged Weapon Attack:** +5 to hit, range 40/120 ft., one target. **Hit:** 9 (1d12+3) piercing damage.

**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) slashing damage.

## GOBLIN GUNSLINGER

*Small humanoid (goblinoid), lawful neutral*

**Armor Class** 15 (studded leather)

**Hit Points** 45 (10d6 +10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	9 (-1)

**Saving Throws** Dex +5

**Skills** Acrobatics +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

**Firearms Expert.** The goblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

**More Guns!** This goblin has an unknown number of pistols hidden in various places. Instead of loading, it grabs more pistols.

### ACTIONS

**Multiattack.** The goblin can make two ranged attacks or one melee attack.

**Pistols. Ranged Weapon Attack:** +5 to hit, range 30/90 ft., one target. **Hit:** 8 (1d10+3) piercing damage.

**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) slashing damage.

## GOBLIN ARSONIST

*Small humanoid (goblinoid), lawful neutral*

**Armor Class** 15 (chain shirt)

**Hit Points** 28 (8d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	14 (+2)	10 (+0)	9 (-1)

**Saving Throws** Dex +4

**Skills** Acrobatics +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Firearms Expert.** The goblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

### ACTIONS

**Pistol. Ranged Weapon Attack:** +4 to hit, range 30/90 ft., one target. **Hit:** 7 (1d10+2) piercing damage.

**Shortsword. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) slashing damage.

**Fire Bombs (Recharge 5-6).** The goblin throws a bomb, up to 60 feet, that explodes, and burns anyone in a 10-foot radius. Each creature in the radius must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage (half damage on a success). Flammable objects in the radius that aren't being worn or carried ignite.

# KECH HASHRACH HOBGOBLIN

Hobgoblins are the main fighting force of the Dhakaani. They are the vanguard. They are the regular infantry, cavalry, and the reserves. They are the medics. If more shock troops and guerillas are needed, they'll do it. If there isn't enough scouts and skirmishers, they'll do that too. If the bed pans need taken out, well, there are goblins for that.

## HOBGOBLIN SNIPER

*Medium humanoid (goblinoid), lawful neutral*

**Armor Class** 17 (scale mail)

**Hit Points** 33 (6d8 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16(+3)	12(+1)	12(+1)	16(+3)	10(+0)

**Saving Throws** Dex +5

**Skills** Animal Handle +5, Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Armor Training.** The hobgoblin has a maximum Dexterity modifier of +3 with medium armor and ignores armor-imposed disadvantage.

**Firearms Expert.** The hobgoblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

**Sniper.** Attacking at long range doesn't impose disadvantage to the hobgoblin's ranged attack rolls. The hobgoblin also ignores half cover bonuses from targets.

## ACTIONS

**Jezeil. Ranged Weapon Attack:** +5 to hit, range 80/240 ft., one target. **Hit:** 12 (2d8+3) piercing damage.

**Rapier. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8+3) piercing damage.

## HOBGOBLIN MUSKETEER

*Medium humanoid (goblinoid), lawful neutral*

**Armor Class** 16 (scale mail)

**Hit Points** 27 (5d8 +5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14(+2)	12(+1)	12(+1)	12(+1)	9(-1)

**Saving Throws** Dex +4

**Skills** Animal Handle +3, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Firearms Expert.** The hobgoblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

## ACTIONS

**Musket. Ranged Weapon Attack:** +4 to hit, range 40/120 ft., one target. **Hit:** 8 (1d12+2) piercing damage.

**Musket Bayonet. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) piercing damage.

## REACTION

**Parry.** The hobgoblin adds 2 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

## HOBGOBLIN GRENADIER

Medium humanoid (goblinoid), lawful neutral

**Armor Class** 18 (half plate)

**Hit Points** 65 (10d8 +20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	10 (+0)

**Saving Throws** Dex +5

**Skills** Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Armor Training.** The hobgoblin has a maximum Dexterity modifier of +3 with medium armor and ignores armor-imposed disadvantage.

**Firearms Expert.** The hobgoblin ignores ranged attack penalties for being within 5 feet of a hostile creature and for ranged attacks against targets within 20 feet that are prone. It can also load as a bonus action.

## ACTIONS

**Musket.** *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (1d12+3) piercing damage.

**Musket Bayonet.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Frag Bombs.** The hobgoblin throws a bomb, up to 60 feet, that explodes, anyone in a 10-foot radius. Each creature in the radius must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) piercing damage (half damage on a success).

**Smoke Bomb (Recharge 6).** The hobgoblin throws a bomb, up to 60 feet, that explodes and emits a cloud of smoke that heavily obscures a 20-foot radius for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.



## HASHRACH ANIMALS

It's hard to find horses underground. Plus, horses can't see in the dark. So, the Hashrach have captured, trained, and breed cave bears and giant lizards. After a thousand or so years, they got pretty good at it too. They use the lizards as a replacement for horses. Special saddles are used that allow the rider to stay mounted while the lizard climbs. The bears are solely used for war, primarily to supplement the shock troops and guerilla fighters.

### HASHRACH RIDING LIZARD

*Large beast, unaligned*

**Armor Class** 15 (scale mail barding)

**Hit Points** 30 (4d10 +8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

**Saving Throws** Dex +5

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

Languages --

**Challenge** 1/2 (100 XP)

**Spider Climb.** The lizard can climb difficult surfaces. Including upside down on ceilings, without needing to make an ability check.

**Standing Leap.** The lizard's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8+3) piercing damage.

### HASHRACH WAR BEAR

*Large beast, unaligned*

**Armor Class** 18 (plate barding)

**Hit Points** 59 (7d10 +21)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	3 (-4)	14 (+2)	8 (-1)

**Saving Throws** Str +7, Wis +4

**Skills** Athletics +7, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

Languages --

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the bear can move up to its speed toward a hostile creature it can see.

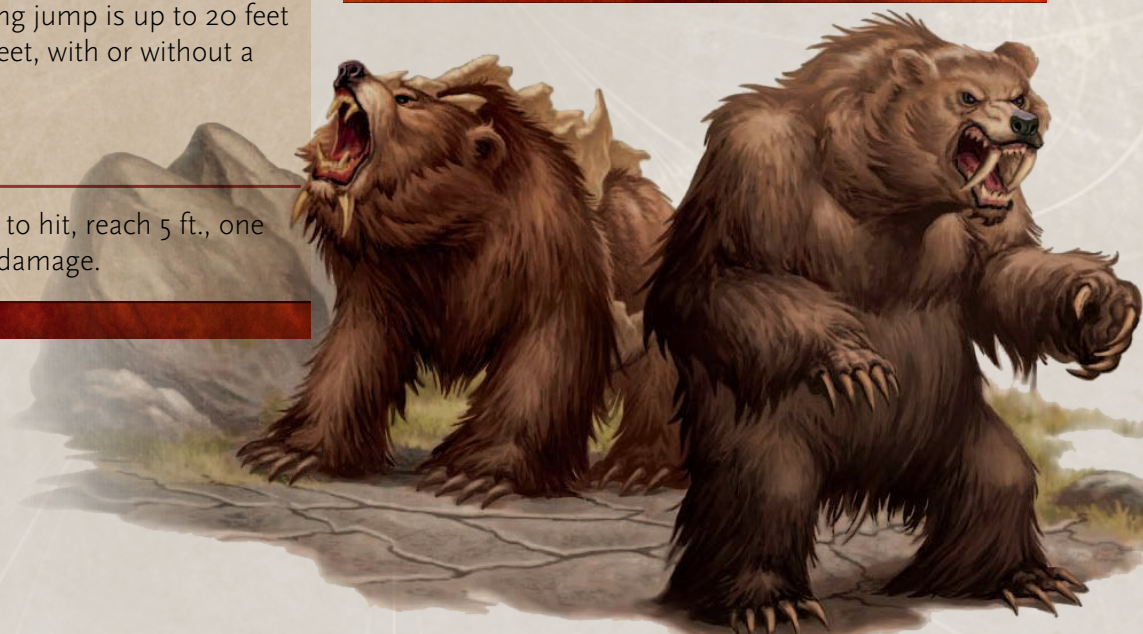
**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The bear can make two attacks: one with its bite and one with its claws.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d8+5) piercing damage.

**Claws. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) piercing damage.





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