

DUNGEONS & DRAGONS

AN ADVENTURER'S GUIDE TO
EBERRON



LOGAN BONNER AND CHRIS SIMS

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AN ADVENTURER'S GUIDE TO EBERRON® — WAS —

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FOREWORD

Mickey Redblade was sharpening a dagger when she walked in. She was three feet of trouble—the most beautiful halfling he'd ever seen. Mickey could see it in her eyes. She was in danger.

That's the very first bit I wrote for Eberron. Long before the history of the world took shape, before the dragonmarked houses or the warforged, this story about a dwarf detective in a grimy city filled with magic came into my mind. In this world, magic isn't the sole domain of wizards in secluded towers, but rather a part of everyday life. It is a land where people use sorcery for transportation, communication, entertainment, and war.

I've always loved the DUNGEONS & DRAGONS® game. I wanted Eberron to feel like a D&D*world. Eberron needed to be a land with dwarves and elves, swords and spells. It needed to be home to mighty dragons and fearsome monsters. I wanted a place for high adventure. Here explorers could uncover lost civilizations or find ancient cities hidden deep below the earth.

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I also wanted a world full of mystery and scheming. In this place, stories don't always end well, and there isn't always a right answer to every problem. This produced the Last War, a conflict that turned old allies into bitter enemies and destroyed an entire nation. The aftermath of the Last War showed the cost of war and the terrible scars that remain. Crime and corruption lurk in the largest cities. Sinister fiends influence the dreams of the unwary. Hidden dragons shape the course of history. An army of horrors lingers just beyond the edge of reality, struggling to break through.

Eberron is a world of magic and intrigue. Most of all, it is a world that needs heroes. Whether you explore the shattered cities of Xen'drik, serve as a spy for one of the Five Nations, or seek to unravel the schemes of dragons and demons, you have the power to shape the future of Eberron.

This book guides you through Eberron. It takes you on a tour through the wonders of the world. On Aerenal, an elf enters Shae Mordai to speak with an ancestor who has been dead for over a thousand years. In Sarlona, a kalashtar warrior calls on the power of his mind to defeat a creature from nightmares. In the blasted wasteland known as the Mournland, soldiers made of steel and stone plot revenge against the humans who created them. In this guide, you see all of these things and far more.

Welcome to Eberron!

— Keith Baker, creator of Eberron



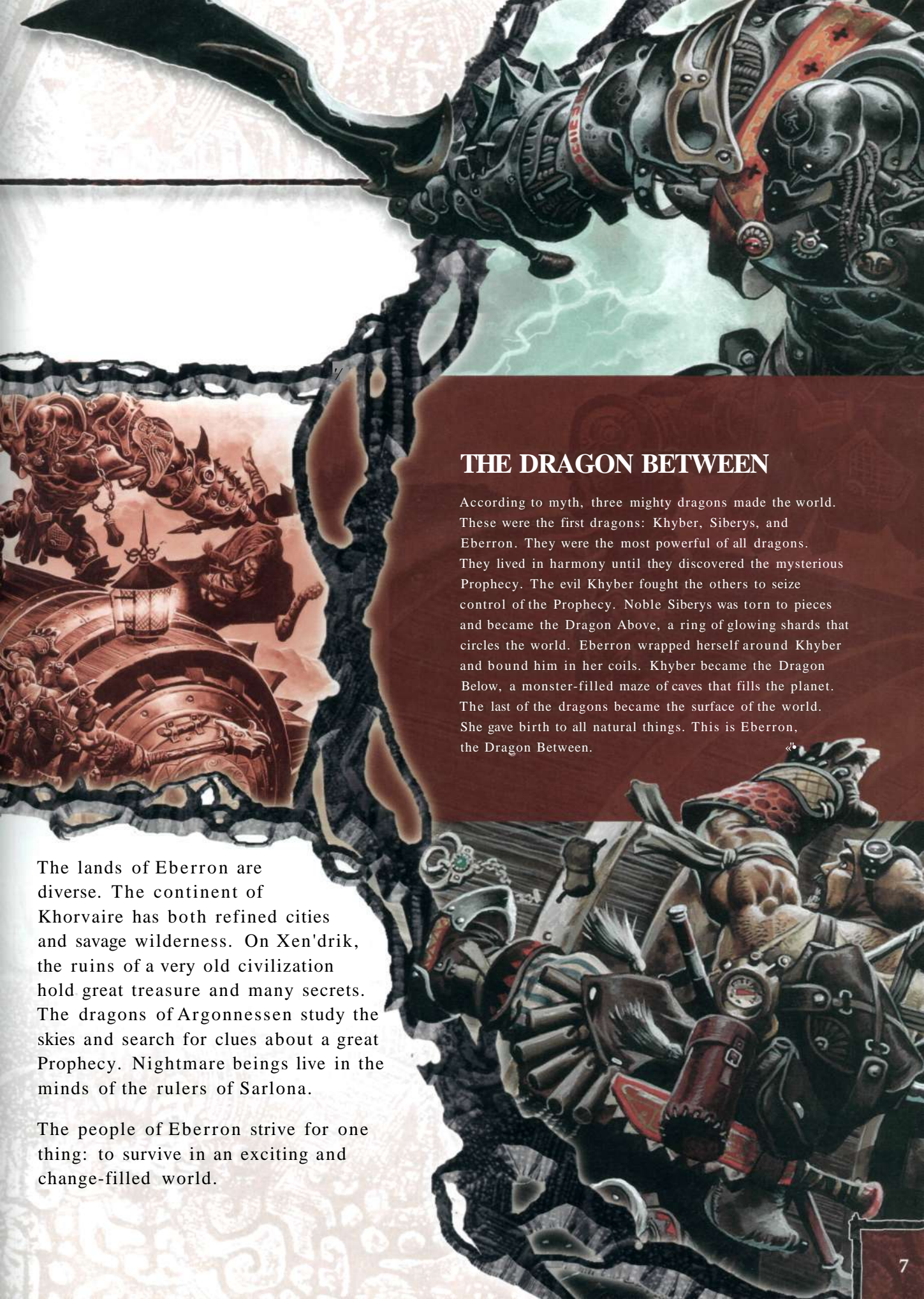
WELCOME TO EBERRON



A world forged by dragons and torn apart by war. A world of evil villains, brave heroes, and the people caught in between. A world of adventure—the world of Eberron.

An uneasy peace lies over the land. Intrigue, unrest, the schemes of dark powers, and open warfare interrupt this peace. Many groups struggle for power. Many of them plan and execute cunning plots out of the public eye. Even as the Church of the Silver Flame works to erase evil from Eberron, the Lords of Dust plot to wipe out civilization.

Magic is infused into the land. Everyone sees the gifts of magic. Magical technology is everywhere: everburning streetlights, elemental airships, and the speeding lightning rail.



THE DRAGON BETWEEN

According to myth, three mighty dragons made the world. These were the first dragons: Khyber, Siberys, and Eberron. They were the most powerful of all dragons. They lived in harmony until they discovered the mysterious Prophecy. The evil Khyber fought the others to seize control of the Prophecy. Noble Siberys was torn to pieces and became the Dragon Above, a ring of glowing shards that circles the world. Eberron wrapped herself around Khyber and bound him in her coils. Khyber became the Dragon Below, a monster-filled maze of caves that fills the planet. The last of the dragons became the surface of the world. She gave birth to all natural things. This is Eberron, the Dragon Between.

The lands of Eberron are diverse. The continent of Khorvaire has both refined cities and savage wilderness. On Xen'drik, the ruins of a very old civilization hold great treasure and many secrets. The dragons of Argonnessen study the skies and search for clues about a great Prophecy. Nightmare beings live in the minds of the rulers of Sarlona.

The people of Eberron strive for one thing: to survive in an exciting and change-filled world.

THE SHAPE OF EBERRON

Ln Eberron, the events of the past never die. The Last War, a recent event, brought new nations and technology to the continent of Khorvaire. The Last War even created a new race: the warforged. Civilizations and peoples of the distant past affect the world today.

Relics dug up from the giant ruins of Xen'drik channel powerful magic. Bizarre cults worship demons imprisoned long ago underground in Khyber. Eberron's past shaped its present and will craft its future.

THE LAST WAR

The Last War, a conflict that raged for over a century, radically changed Eberron.

After the last king of Galifar died, his children fought to become the new ruler. Each controlled one of the kingdom's five nations: Aundair, Breland, Cyre, Karrnath, and Thrane. The war broke apart not only the nations but also organizations and families all across the continent of Khorvaire. The conflict was named the Last War because it was so horrendous that it was thought people would never war again.



HISTORY OF THE WORLD

AGE OF DRAGONS: The three great dragons fought. They split the world into the heavens, the earth, and the underworld. Siberys created the dragons, Eberron made all manner of living things, and Khyber spawned the fiends.

AGE OF DEMONS: Evil creatures from the depths of Khyber overran the world. They warred with dragons for centuries. Their long reign was ended with the sacrifice of the noble couatl, beautiful serpents with majestic wings.

AGE OF GIANTS: Giants built an advanced society on the continent of Xen'drik. A rebellion of elf slaves and an invasion by the quori—living nightmares from beyond the world—led to the end of the giants' civilization.

AGE OF MONSTERS: Goblin kingdoms rose on the continent of Khorvaire. At the same time, elves settled their island homeland of Aerenal. Eventually, the goblins created an empire. A brutal war with the madness-born creatures called daelkyr caused the empire to collapse.

THE CURRENT AGE: The dragonmarks appeared in the bloodlines of various races across Khorvaire. Humans migrated from Sarlona to Khorvaire. Long after the humans' departure, the quori conquered Sarlona. King Galifar I united five major nations on the continent of Khorvaire. Later, the Kingdom of Galifar splintered, and the nations went to war—the Last War. The Last War continued for over a century, ending with the Treaty of Thronehold and the promise of lasting peace.

Warforged titans are huge war machines with one axe arm and one hammer arm. Warforged titans are not as smart as humanoid warforged. They are only smart enough to follow specific commands on the battlefield.

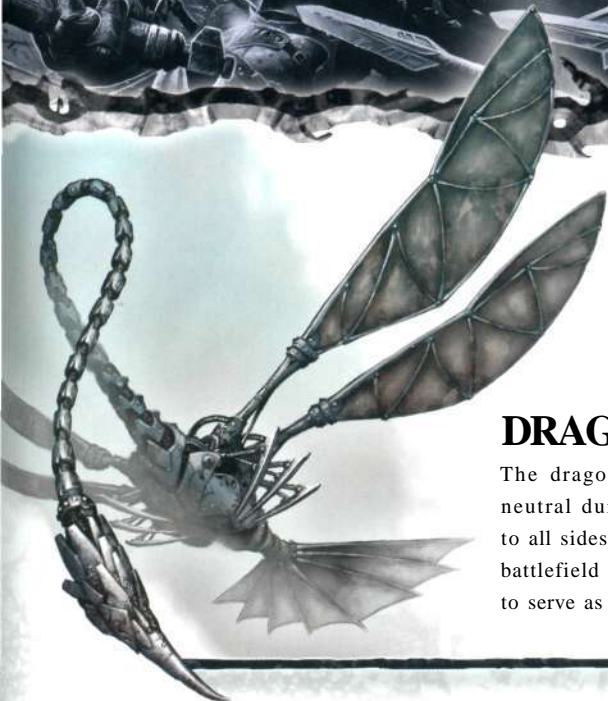


Thinking constructs called warforged fought for all sides. The nation of Karrnath raised the dead, creating zombies and skeletons to fight for it



In the hundredth year of the conflict, a great cataclysm destroyed the nation of Gyre and killed nearly all of its inhabitants. The remaining nations fought even harder after Gyre was destroyed. The leaders of the remaining nations, however, soon became willing to reconcile.

The Treaty of Thronehold ended the war. The peace it brought is tense. Suspicion, mistrust, and resentment run high. Many think that another war is coming. The Last War might not be the final war after all.



DRAGONMARKED HOUSES

The dragonmarked houses—masters of trade—were neutral during the Last War. They sold their services to all sides. For instance, House Jorasco provided battlefield healing and House Vadalis bred animals to serve as mounts.



MAGIC

A wizard, attacked in an underground cave, fires a lightning bolt that kills her foes. A druid living in the forests of the Eldeen Reaches controls the forces of nature. In the city of Sharn, a spy wearing a ring of invisibility sneaks into a rival group's headquarters.



Eberron is a world filled with magic. The very land itself is infused with supernatural energy. Magic serves many purposes: It lights the streets at night, and it binds the most powerful demons deep below the earth.

Powerful spellcaster can blast foes with fire, heal the wounded, summon powerful monsters, or even stop time. Skill in arcane magic is gained through study or inborn talent. Use of divine magic comes from intense devotion and prayer. Those capable of casting powerful spells might be sages, priests, advisors, or adventurers.



EVERYDAY MAGIC

EVERYDAY MAGIC

In Eberron, magic is neither strange nor secret. Everyone sees the products of magic daily, though only a few master magic.

M In the countryside, raincallers call storms to water crops.

****** Farmers use magic to complete their chores when they can afford to.

In the cities, magical services are common. Magewrights are tradesfolk but also spellcasters. They work magic into their products, making weapons stronger, fabric more beautiful, and other items better.



One dragonmarked house. House Sivis, operates a communication network. The house members cast spells (or use paired magic items called sending stones) to send messages over a distance.

^^ Artificers are magic-users who don't use magical formulas to get their power. They draw on the magic inside objects, changing the flow of power to make an item temporarily magical.



SPELLS AND ITEMS

Patrons can pay to have spells cast for them by members of dragonmarked houses. Dragonmarked houses are merchant houses that offer spellcasting or use of dragonmark effects. A spellcaster uses magic normally. A dragonmarked heir has a dragonmark—a hereditary symbol on his body—that creates a magical effect and allows him to use mystical tools. Though various dragonmarked houses provide similar spellcasting services, only specific houses have members with particular dragonmarks.

Simple magic items and spells make everyday life easier. Everbright lanterns light city streets, arcane seals validate documents, and magical alarms secure rooms. Architecture uses magic, too. The most notable example is Sharn, the City of Towers. In Sharn, magic allows buildings to be extremely tall—and enables some of them to float in the air.

Magic item shops are easy to find in large cities. Garments, tools, and weapons can all be magically enhanced, and one can buy or sell such items.

DRAGONSHARDS

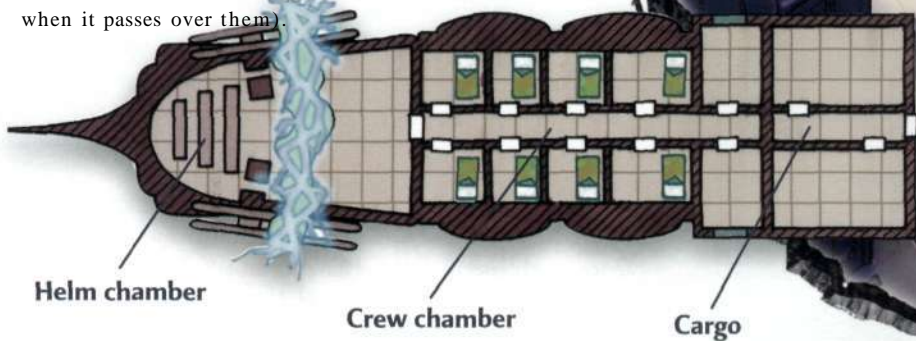
Dragonshards are magic crystals found above, on, and within the earth. The three types are named after the dragons of myth. Pink-and-red Eberron shards are found in the ground. Golden Siberys shards rain down from the sky, falling from the immense Ring of Siberys. Prospectors and adventurers dig up smoky purple Rhymer shards from deep underground.

TECHNOLOGY

Artisans use magic to craft amazing machines. Magic has improved transportation and architecture. It has also created the warforged, which are so advanced that they are alive.

LIGHTNING RAIL LIGHTNING RAIL

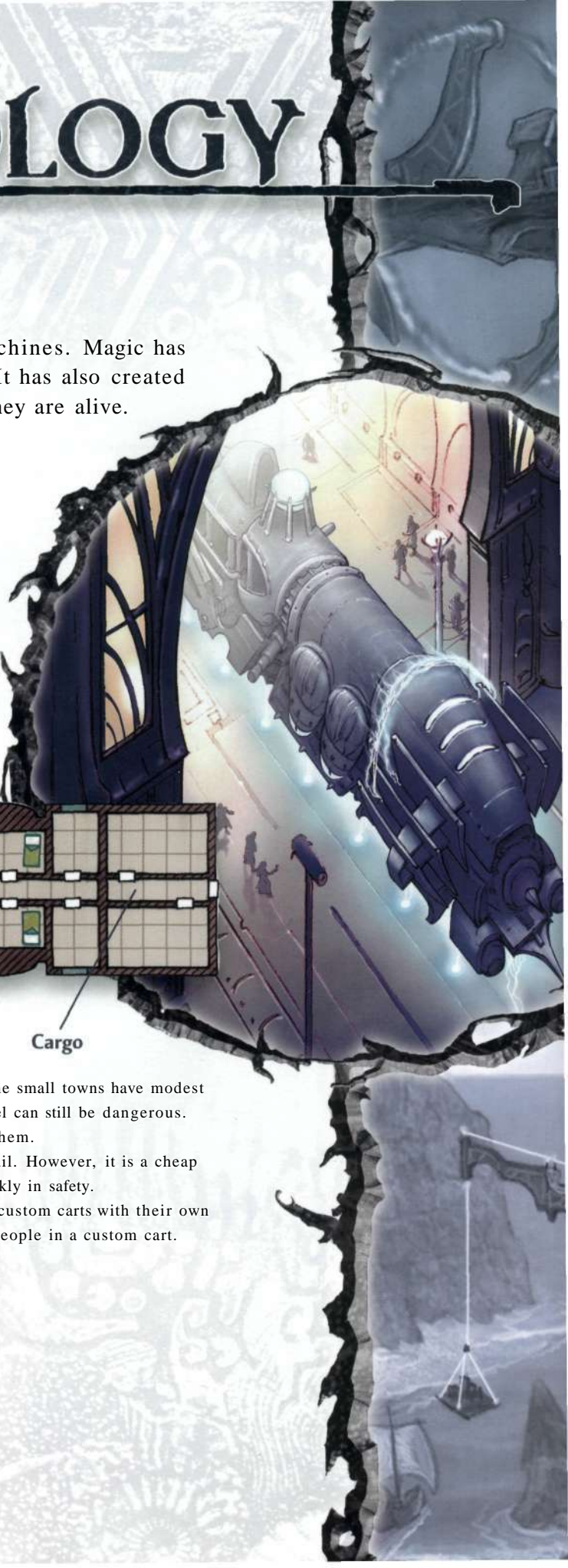
Much like a train, a lightning rail coach transports people and cargo across the continent. A magical air elementa fused into a lightning rail coach provides propulsion for the coach and cause it to hover 5 feet above the ground. Conductor stones embedded in the ground interact with the ai elemental to keep the coach traveling on its path. The lightning rail gets its name from the electric bolts that jump between conductor stones (and to a coach when it passes over them).

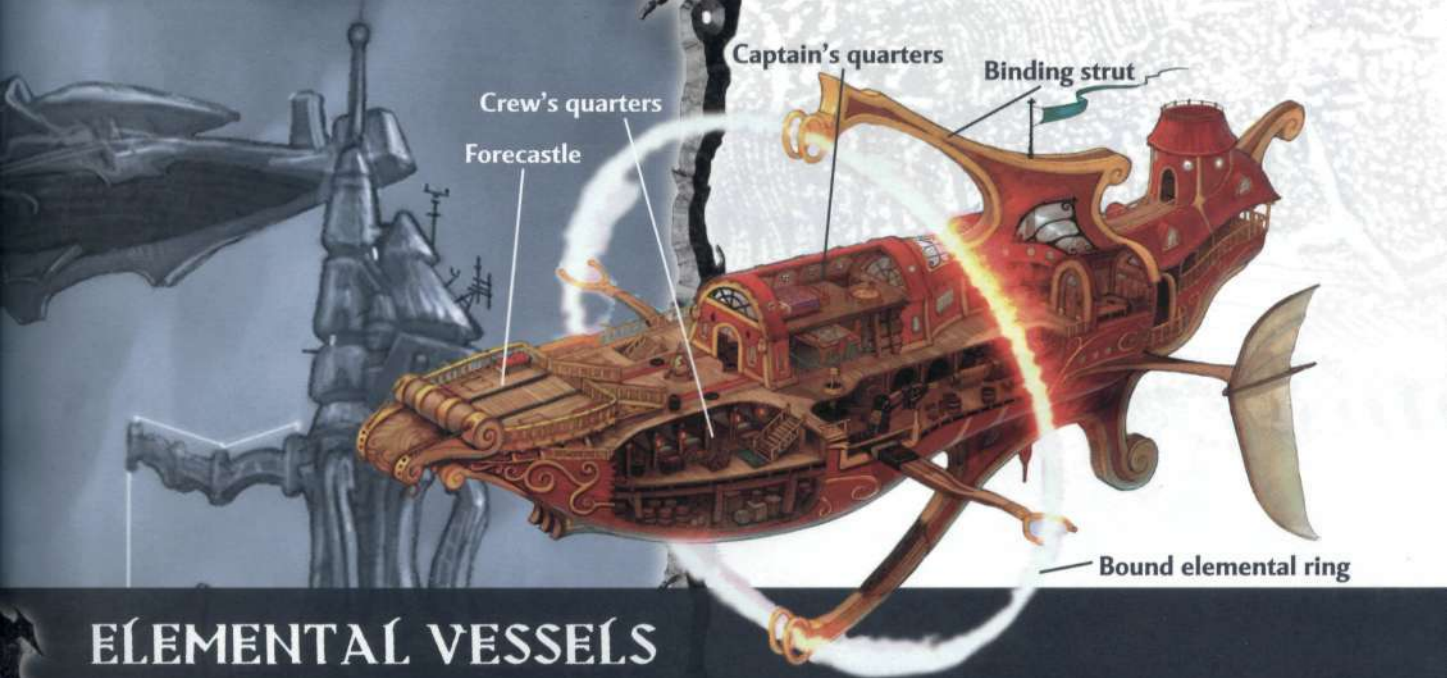


Large cities have huge lightning rail stations, but even some small towns have modest stations. Though it's safer than a caravan, lightning rail travel can still be dangerous. Because coaches carry wealthy citizens, bandits often target them.

The price keeps most people from traveling by lightning rail. However, it is a cheap way for somewhat wealthy people to cross long distances quickly in safety.

Customers who desire extra privacy can lease or purchase custom carts with their own cargo areas. Even the lightning rail operators won't bother people in a custom cart.





ELEMENTAL VESSELS

Flying ships are common sights in the skies over Khorvaire. A flying ship uses magic to imprison an elemental (usually an air elemental or fire elemental) in an elemental ring that provides propulsion.

Flying ships are one of the fastest ways to travel across Khorvaire. Travelers who want to take a flying ship on less-traveled routes must persuade a captain to take them on a risky voyage.

Elemental galleons are seagoing ships made with bound water elementals. Some of these ships can even travel underwater.

A dragonmarked pilot of House Lyrandar steers an elemental vessel. Without a dragonmark, a would-be pilot must overcome the will of the bound elemental.

All elemental vessels, whether they fly or sail, must be built of soarwood, a rare wood with magical buoyancy. This wood keeps an airship afloat even if the elemental ring fails.

Passengers and cargo board airships via docking towers, as the elemental ring prevents the ship from landing on the ground.

Life rings are placed around the deck of an airship as a safety measure in case of airship failure or imminent crash. By breaking a piece of twine that crosses the wooden hoop of a life ring, a passenger can use the ring's magic to let up to four people float safely to the ground.



ELEMENTAL BINDING

Elementals are creatures made of the purest elementals in existence: air, fire, water, and earth. Artificers have mastered the technique of imprisoning elementals into objects. To bind an elemental into an item, a crafter must call the elemental into the world, trap it, and imbue its essence into the item.

This technique is used not only in airships and galleons but also in other magic items. A suit of armor with a bound water elemental could allow its wearer to breathe underwater. A weapon that ripples with flames and burns those it hits might have a fire elemental bound within it.



ADVENTURERS



Eberron is a world of dangerous lands and sneaky villains. Only a few brave souls fight against the dangers. These adventurers (though some seek only fortune and glory) are often all that prevents Eberron from falling into chaos, war, or total ruin.

Adventurers lead high-risk lives. They dig into ancient tombs, fight off agents of evil, and collect vast treasures—if they survive. Warriors, rogues, wizards, and clerics, among others, can all be adventurers. All adventurers can have different personal motivations and goals. Adventurers who defy the odds find great rewards, and even a sort of immortality through story and song.



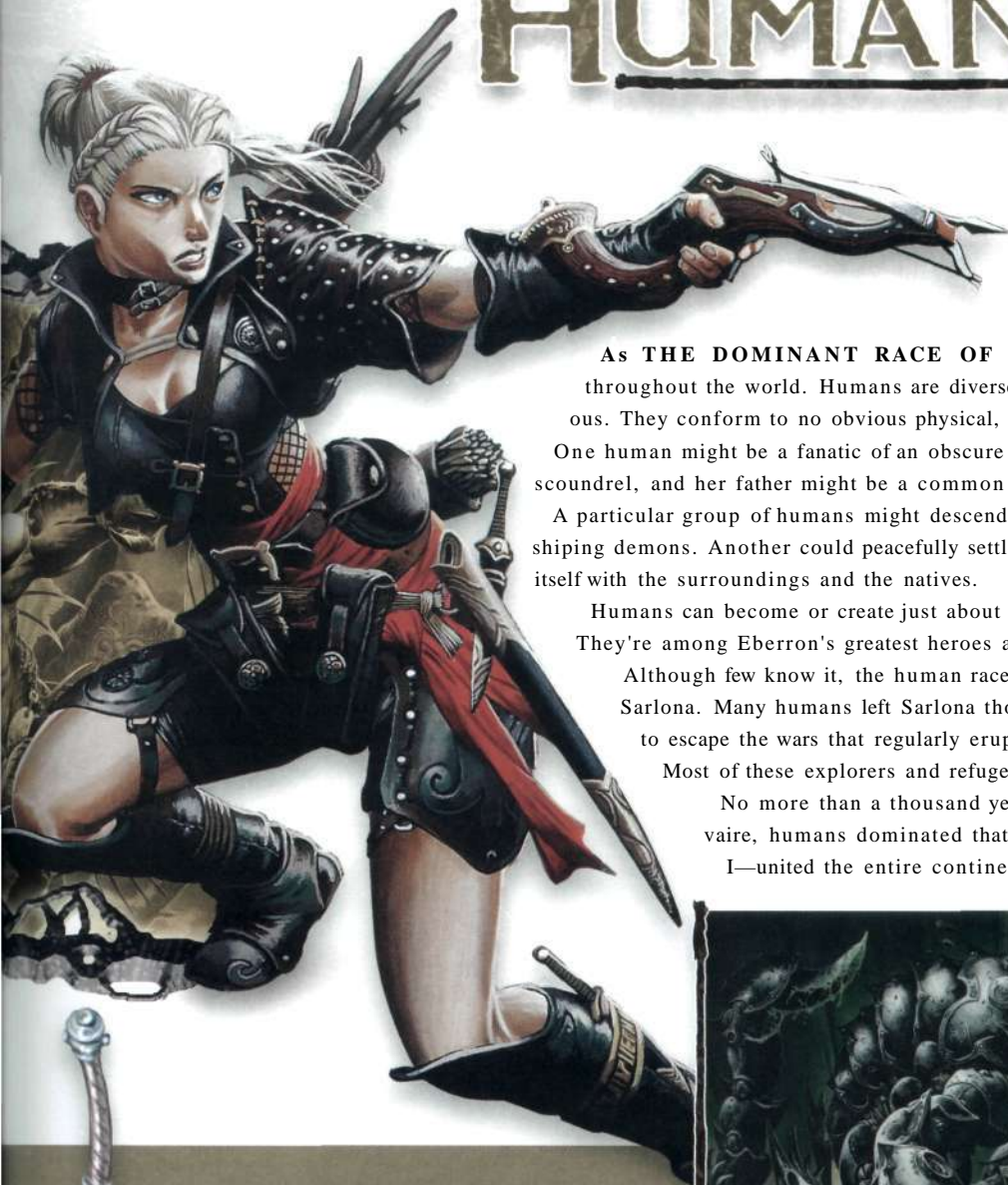
IT TAKES ALL KINDS

Adventurers must cooperate to survive the perils of Eberron. A wily wizard, stuffy cleric, and untrustworthy rogue might form an adventuring party if all of them share a similar goal. Likewise, an urbane half-elf could travel alongside a wild halfling. A battle-scarred warforged and a naive but powerful spellcaster become friends as they fight off horrible monsters.

UNLIKELY HEROES

Not all adventurers band together to delve into buried dungeons. An inquisitive (a detective) investigating a political murder, a chronicler seeking news, or a traveling guild representative could suddenly step into adventure.

HUMANS



As **THE DOMINANT RACE OF EBERRON**, humans live throughout the world. Humans are diverse and adaptable, bold and curious. They conform to no obvious physical, mental, or spiritual stereotype. One human might be a fanatic of an obscure religion, her brother might be a scoundrel, and her father might be a common merchant.

A particular group of humans might descend into barbarism and begin worshipping demons. Another could peacefully settle in a fertile area and integrate itself with the surroundings and the natives.

Humans can become or create just about anything they set their minds to. They're among Eberron's greatest heroes and vilest villains.

Although few know it, the human race originated on the continent of Sarlona. Many humans left Sarlona thousands of years ago to explore or to escape the wars that regularly erupted among Sarlona's kingdoms.

Most of these explorers and refugees arrived in Khorvaire.

No more than a thousand years after their arrival in Khorvaire, humans dominated that land. One human king—Galifar I—united the entire continent a thousand years after that.

ADVENTURING GEAR

Anything can happen on an adventure, and a big part of adventure preparation is selecting the best gear.

Weapons are a must. An adventurer needs options for fighting close up and at range. Suitable armor and shields are essential. Some choose heavy armor for maximum protection. Others wear lighter leather armor for mobility.

Adventurers also need magic items. These can range from simple potions for healing wounds to clothing that makes you faster or tougher.



ELVES

DEFINED BY THEIR GRACE AND POISE, *elves* can be beautiful and fearsome. Most elves are both. Apart from their slender bodies, fine features, and pointed ears, elves look much like humans. Elves from different regions of Eberron have little in common with each other.

KHORVAIRE

The elves of central Khorvaire don't have strong ties to elven culture. Instead, they identify with the nations in which they live. An elf from Aundair is more likely to identify with another Aundairian than another elf.



An elf who has the Mark of Shadow is a member of one of two dragonmarked houses: House Phiarlan or House Thuranni. These houses are powerful rivals.



AERENAL

Elves who live on the island-continent of Aerenal are isolated, caring little for the world outside. Their most striking trait is how they revere their ancestors. This reverence is not just a custom—the ancestors walk among them.

GEOGRAPHY OF AERENAL

The lush forests of Aerenal are home to many family settlements, but several large cities dot the island-continent. The most prominent is Shae Mordai, the City of the Dead.

Though the Aereni don't like outsiders, their magical forests attract those from other nations who want to exploit Aerenal's natural resources. The varieties of magic wood that grow in the forests can be used for airship building or for crafting weapons and armor.



The council of deathless, known as the Undying Court, shapes the destiny of the elf race from the city of Shae Mordai. The streets are full of deathless soldiers and advisors. An eerie quiet always cloaks the city.

THE DEATHLESS

Living Aereni elves worship the honored dead of Aerenal. Aereni who die are reanimated. They are restored by positive energy to become walking dead. Though undead animated by evil magic are plentiful in Eberron, the Aereni deathless are different.

They are not evil, nor are they mindless. The deathless fight alongside their descendants to protect Aerenal and the elf race.

Aereni elves have many ways of showing their devotion to the dead. An elf might wear an elaborate death mask, tattoo his face in the image of a skull, or use magic to make his flesh look decomposed.

VALENAR

The elves of Valenar, a nation on the southeastern coast of Khorvaire, are aggressive warriors. Valenar elves venerate their ancestors by following in the tradition of great warriors. In ancient times, elves enslaved by giants fought for their freedom and won. To emulate these heroes of old, Valenar elves crave the action of battle and glorious victory over a challenging foe.

Valenar elves are masters of horse riding and training. They form fearsome cavalry units. The flashing scimitars of a charging Valenar warband are a scary sight.



The Valenar double scimitar consists of two curving blades attached to a single long handle. The elves of Valenar are adept at using it on foot or on horseback.

GEOGRAPHY OF VALENAR

Between the barren desert on the northern border of Valenar and the lush forest on the southern coast lie vast plains and steppes. These lands are perfect for the Valenar elves, who travel on fast, majestic horses. These elves rarely stay in one place for long.

The city of Taer Valaestas is home to the king of Valenar. The city is built for war. It is fortified with towers and walls built of stone and durable densewood.

HALF-ELVES

HALF-ELVES ARE UNIQUE TO KHORVAIRE.

Khorvaire's human settlers and elves who migrated from Aerenal blended to create the half-elf bloodline. Although humans and elves still form relationships, and even produce half-elf offspring, half-elves have become a distinct race.

Half-elves are naturally friendly with one another, and they form close bonds quickly. They call themselves the Khoravar—the Children of Khorvaire—since their race was born on that continent.

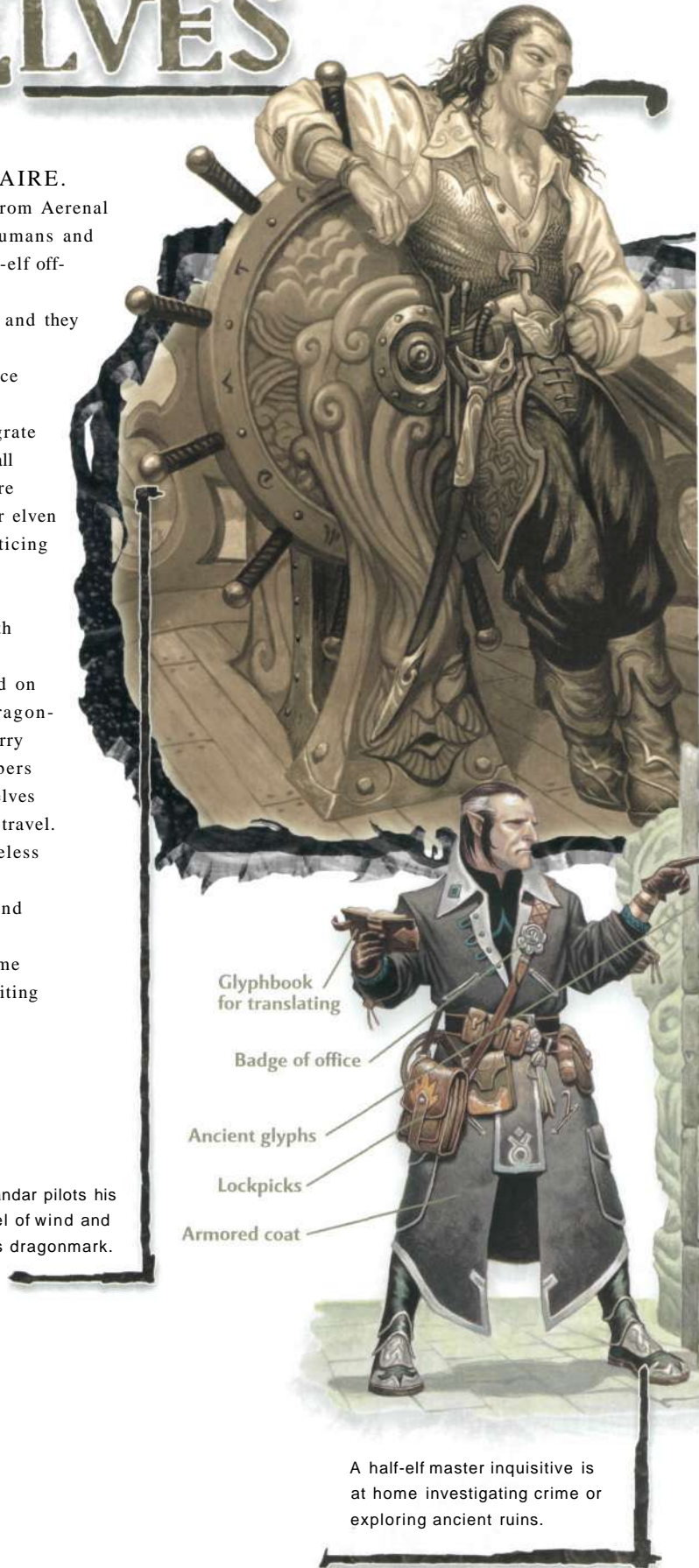
Half-elves have no overarching culture. They integrate easily into human society. They can be found living all across Khorvaire among humans. Other half-elves are raised by an elf parent or become curious about their elven heritage. These half-elves explore that legacy by practicing elven rites or traveling to elven lands.

Half-elves are rarely welcome among their more traditional elf kin. Few half-elves form lasting ties with communities in Aerenal or Valenar.

Half-elves tend to naturally group themselves based on shared traits. The two most prominent groups are dragon-marked houses: House Lyrandar, whose members carry the Mark of Storm, and House Medani, whose members bear the Mark of Detection. House Lyrandar's half-elves tend to be free spirits who love nature, weather, and travel. Those of House Medani are more sober, but nonetheless bold and curious.

True to their human half, half-elves are adaptive and daring. They are an unpredictable people, and many half-elves take to the road as explorers. Others become inquisitives in large cities, such as Sharn, or take exciting and risky jobs as airship pilots or bodyguards. Half-elves have unique styles and outgoing attitudes. Life as a half-elf—or with a half-elf—is rarely boring.

A captain from House Lyrandar pilots his airship using a magic wheel of wind and water and the power of his dragonmark.



A half-elf master inquisitive is at home investigating crime or exploring ancient ruins.

GNOMES



GNOMES ARE VERY SHORT AND SMALL.

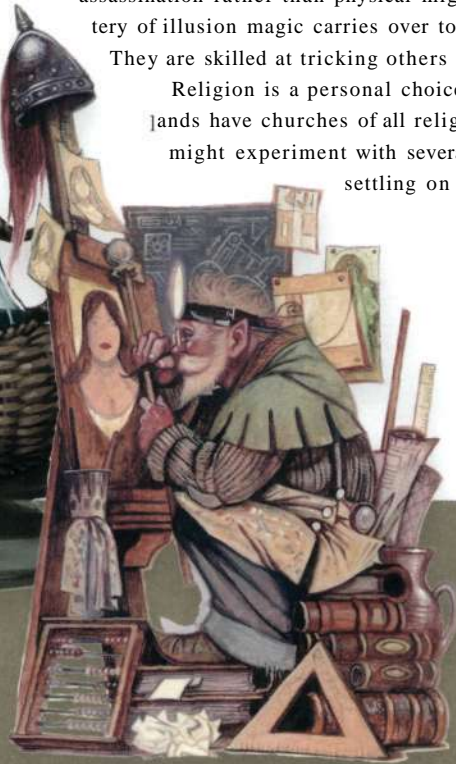
Their (lack of) height is not their defining trait, though. Gnomes think every bit of information is worthwhile. They use knowledge as a tool and a weapon. Although many people think that gnomes are all librarians, bards, or accountants, some are skilled spies or adventurers.

A gnome's outgoing demeanor serves him or her well in jobs that require social grace. Many become diplomats, translators, and advocates, as well as poets and bards. In fact, gnomes are careful to make sure everyone else thinks they are harmless.

Few outsiders realize the importance and power of information in gnome society. Relationships are built on favors and secrets. Gnomes rely on blackmail, espionage, and assassination rather than physical might. Their natural mastery of illusion magic carries over to the art of deception.

They are skilled at tricking others to get what they want.

Religion is a personal choice for gnomes. Gnome lands have churches of all religions, and a gnome might experiment with several religions before settling on one.



ZILARGO

The nation of Zilargo is the gnomes' home. It is famous for its vast stores of knowledge and prestigious schools. Its architecture is beautiful. Its streets are full of color and cheer.

Zilargo accepts outsiders. The people are friendly and helpful. In fact, gnomes make time to talk to strangers because they think that even what seems to be trivial information will someday have value.

Zil gnomes make money from exporting many goods and services. The jewel mines of Zalanberg provide mineral wealth for the economy.

The gnomes of Zilargo have mastered magical artisanship. They specialize in elemental binding and alchemy. They build the airships and elemental galleons used by House Lyrandar. Seafarers from across the continent commission ships from Zil shipwrights.

The most famous news source on Khorvaire, the *Korranberg Chronicle*, comes from Zilargo. People across the continent read the *Korranberg Chronicle*, cementing the gnomes' status as information experts.

DWARVES

DWARVES ARE STOUTER THAN HUMANS.

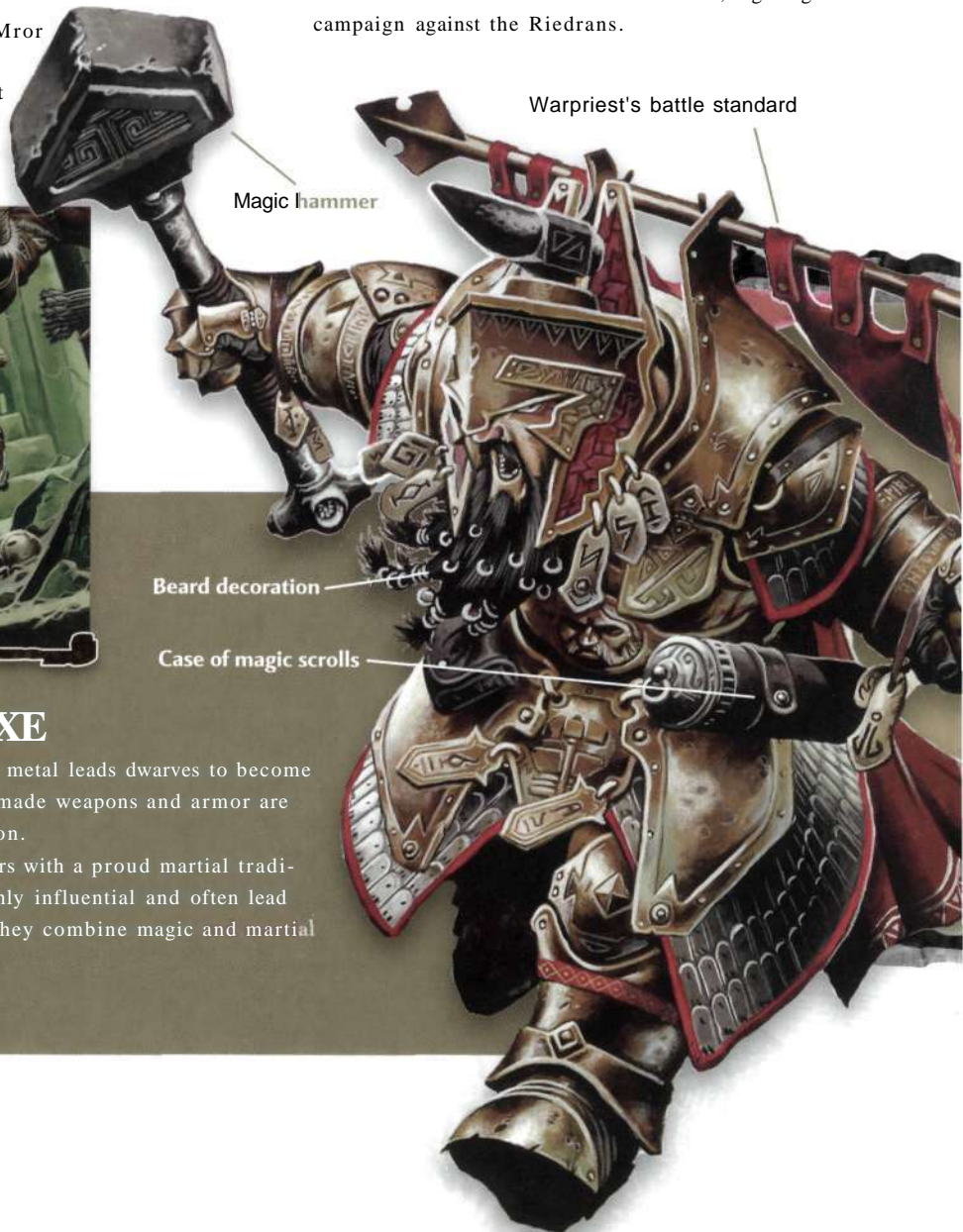
They average around 4-1/2 feet tall, but they are as heavy as some human adults. A male dwarf values his beard, grooming and styling it carefully. A female dwarf prizes the hair that grows on her head as much as a male dwarf prides himself on his beard. All dwarves value gold and other precious metals, gems, and mineral wealth.

The first dwarves came from Frostfell, a frozen continent at the top of the world. Over time, dwarves moved south to the northern sections of Khorvaire and Sarlona. Although small tribes of dwarves still live in Frostfell, most dwarves now reside somewhere else.

In Khorvaire, dwarves inhabit a mountainous nation they call the Mror Holds. The Mror Holds were once part of the kingdom of Galifar, but the area seized its independence during the Last War.

Twelve major Khorvairian dwarf clans compete for supremacy in the Ironroot and Hoarfrost Mountains. They feud using money and influence rather than the axes and shields of their forebears. Clan Kundarak, now the dragon-marked House Kundarak, claims neutrality in this complex game, but it holds the greatest amount of power.

In Sarlona, in the highlands of the Tashana Tundra, the dwarves are isolated. Dorann dwarves live in the northern tundra, warring among their own clans as the Mror dwarves of Khorvaire did long ago. Akiak dwarves lived in the Paqaa Mountains in the southern tundra until Riedra, a human nation controlled by the wicked Inspired, destroyed their holds. The Akiak now wander as nomads, fighting a rebel campaign against the Riedrans.



ANVIL AND AXE

Their love of the earth and metal leads dwarves to become master artisans. Dwarven-made weapons and armor are among the finest in Eberron.

Dwarves are fierce soldiers with a proud martial tradition. Dwarf priests are highly influential and often lead in battle in times of war. They combine magic and martial might to ensure victory.

HALFLINGS

HALFLINGS, SHORT FOLK native to Khorvaire, have three distinct lifestyles: nomadic hunting on the Talenta Plains, urban living in the cities of Khorvaire, and the hybrid culture of the dragonmarked house halflings.

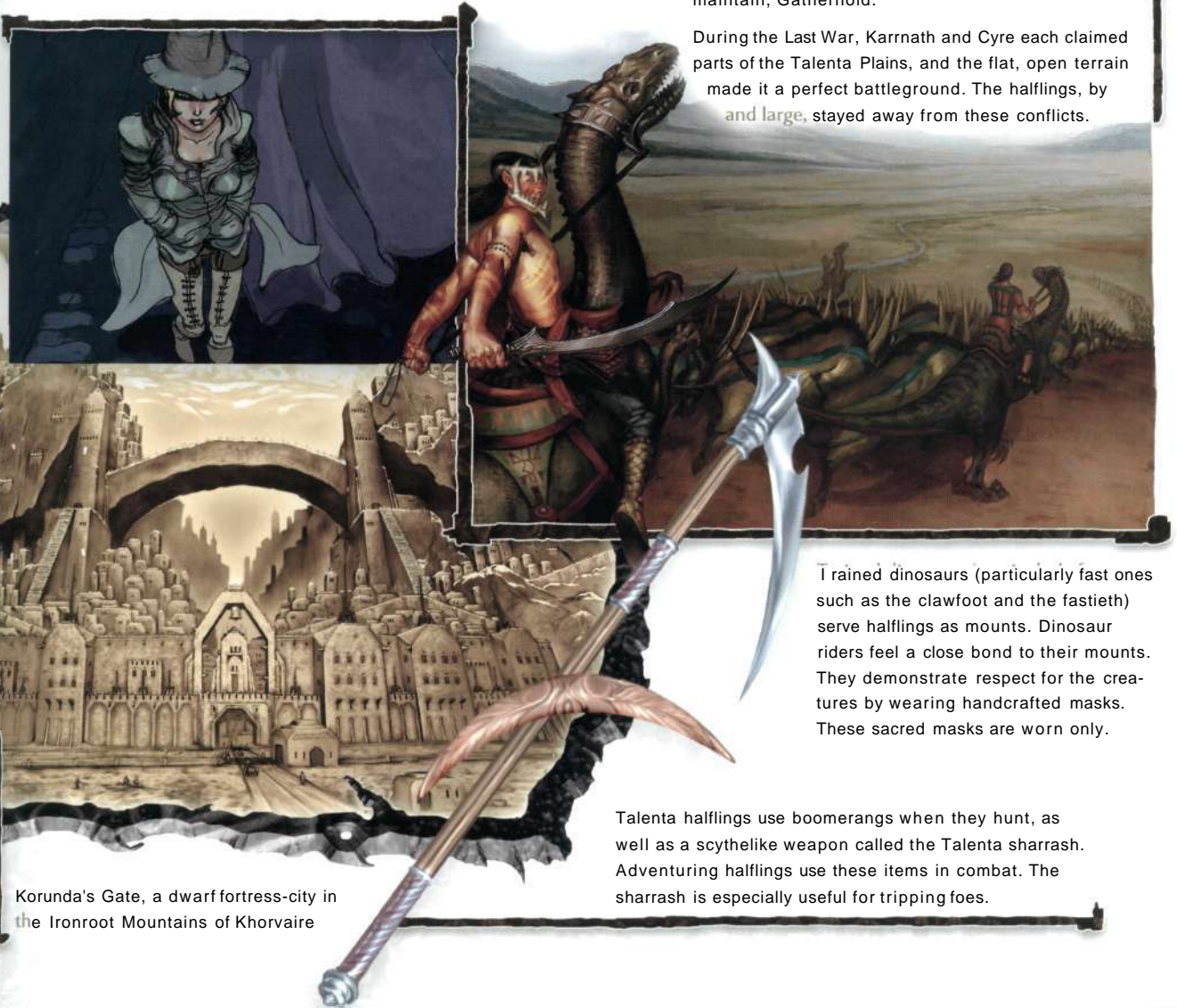
Talenta halflings are imposing despite their size. Their nomadic culture based around the hunt makes them tough and deadly. They cross the vast plains on dinosaur mounts, following the herds they rely on for food. Tradition is **vital** to Talenta halflings. Civilization intrudes into tradition with its politics and its technological comforts. To outsiders, Talenta halflings appear fierce and barbaric. Talenta halflings make no excuses for the brutality of their lifestyles, but they accept others' ways of life.

Urban halflings are cultured and adaptable. Most are friendly by nature and tend to form close friendships. They believe in being prepared for any challenge.

The halfling dragonmarked houses are House Jorasco (healers) and House Ghallanda (hospitality providers). Members of these houses move freely between many societies. They get along both in cities and on the plains.

The vast grasslands of the Talenta Plains are home to herds of dinosaurs, tribex, cattle, and the many halfling tribes. The halflings live in tent cities. Any tribe can use the only permanent city they maintain, Gatherhold.

During the Last War, Karrnath and Cyre each claimed parts of the Talenta Plains, and the flat, open terrain made it a perfect battleground. The halflings, by **and large**, stayed away from these conflicts.



Korunda's Gate, a dwarf fortress-city in the Ironroot Mountains of Khorvaire

Tamed dinosaurs (particularly fast ones such as the clawfoot and the fastieth) serve halflings as mounts. Dinosaur riders feel a close bond to their mounts. They demonstrate respect for the creatures by wearing handcrafted masks. These sacred masks are worn only.

Talenta halflings use boomerangs when they hunt, as well as a scythelike weapon called the Talenta sharrash. Adventuring halflings use these items in combat. The sharrash is especially useful for tripping foes.



ORCS


IN WESTERN KHORVAIRE, the land declines in elevation rapidly, creating a lowland region known as the Shadow Marches. For more than thirty thousand years, its swamps and moors have been home to ores, burly and strong humanoids with gray skin and short tusks. Ores saw little of the history of Khorvaire. They were unaware even of the rise of the Kingdom of Galifar.

Nine thousand years ago, Xoriat, the Realm of Madness, came close to the world. The rulers of Xoriat staged a huge invasion of Eberron. War divided the ore tribes. Some served the forces of madness, while others worked to force Xoriat away from Eberron.

Divisions created by the war against Xoriat still exist. Some ores worship the forces of madness, practicing dark rites and savagely warring on their neighbors. Others are

ORCS BEYOND THE MARCHES

Ores of western Khorvaire, especially in the Shadow Marches, are the most peaceful and civilized of their kind. Barbaric ores, varying in temperament, inhabit other places on the continent. The ores of the hazardous Demon Wastes make war on the evil in that land, although some succumb to it. Among the ores in the monster nation of Droaam, the strong rule the weak and take what they want—similar to how all other creatures of Droaam behave. In the southern reaches of the Mror Holds, the Jhorash'ter ores, little more than rapacious monsters, prey on the dwarves, receiving war and hatred in return.



part of a druidic tradition, or some other deeply spiritual and more benign tradition. Tribal ores remain pure-blooded. They deny humans entry to their society and lands because they believe that only ores have a true connection to the land. Clannish ores have mixed with human society, leading to the creation of half-ores.

Whatever their beliefs or ways, ores maintain a strong tie to the Shadow Marches. They thrive in places where others could barely survive.

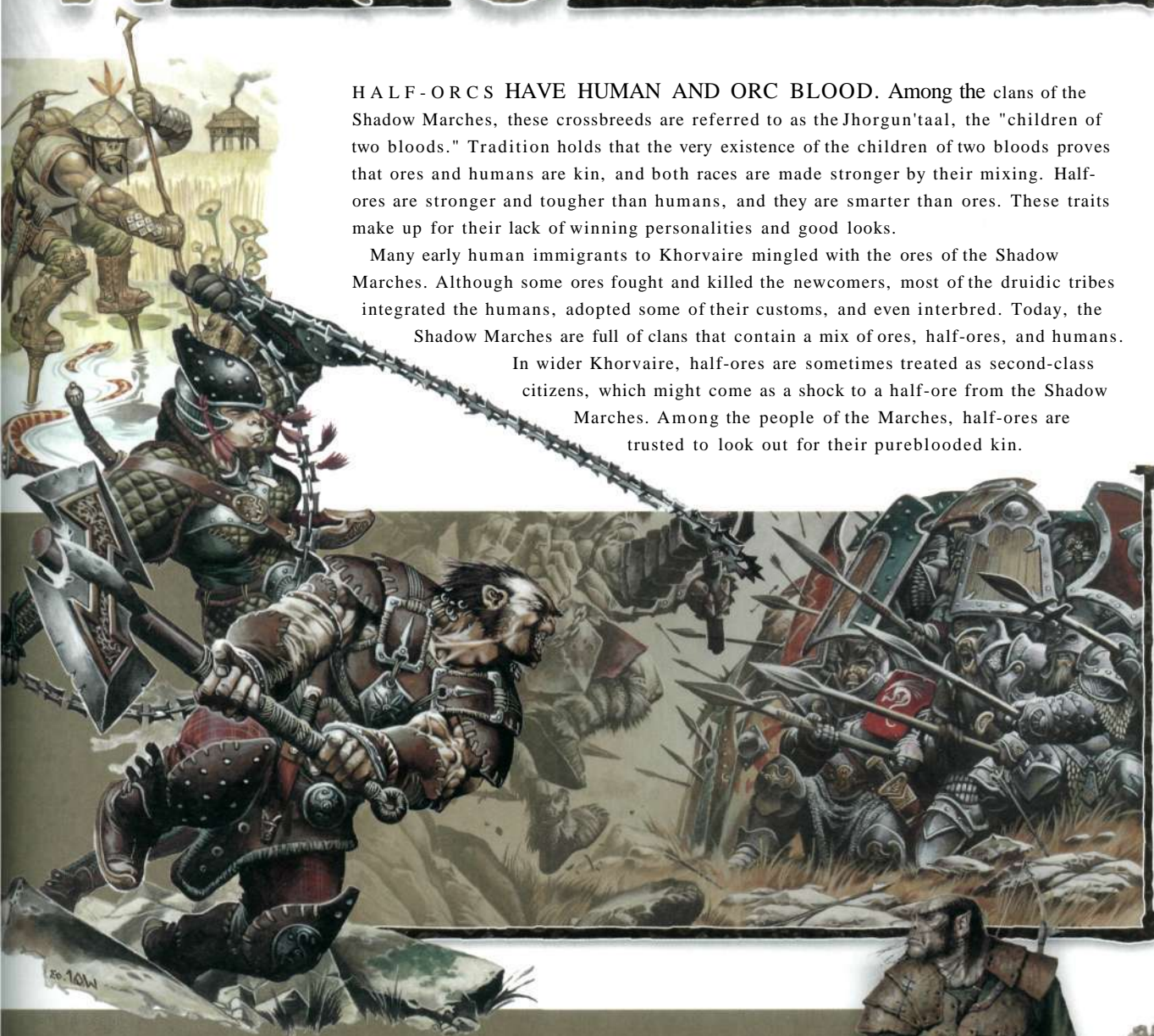
Zarash'ak, the City of Stilts, is the heart of trade in the Shadow Marches.

HALF-ORCS

HALF-ORCS HAVE HUMAN AND ORC BLOOD. Among the clans of the Shadow Marches, these crossbreeds are referred to as the Jhorgun'taal, the "children of two bloods." Tradition holds that the very existence of the children of two bloods proves that ores and humans are kin, and both races are made stronger by their mixing. Half-ores are stronger and tougher than humans, and they are smarter than ores. These traits make up for their lack of winning personalities and good looks.

Many early human immigrants to Khorvaire mingled with the ores of the Shadow Marches. Although some ores fought and killed the newcomers, most of the druidic tribes integrated the humans, adopted some of their customs, and even interbred. Today, the Shadow Marches are full of clans that contain a mix of ores, half-ores, and humans.

In wider Khorvaire, half-ores are sometimes treated as second-class citizens, which might come as a shock to a half-ore from the Shadow Marches. Among the people of the Marches, half-ores are trusted to look out for their pureblooded kin.



HOUSE THARASHK

Although ores don't have magical dragonmarks, some half-ores and humans do manifest the Mark of Finding. The original bearers of that mark became legendary hunters. When gnomes came to the Marches, they discovered the dragonmarked humans and half-ores and taught them the significance of their abilities, and those who bore the Mark of Finding joined forces to form House Tharashk, adopting the orc word for "united."

This young dragonmarked house is determined and ambitious. House Tharashk came to thrive by using the Mark of Finding to aid in prospecting dragonshards, growing rapidly in power and influence. Its members now rove the world, uncovering that which was lost . . . or those who wish to remain unfound.



WARFORGED

THE LIVING MECHANICAL CONSTRUCTS

Known as warforged arguably represent the greatest achievement of the Last War—the first sentient race created through magical crafting. They were invented before the Last War, but a breakthrough during the war gave them true intelligence. They were created to be perfect soldiers, with size, strength, and a single-minded focus on battle.

Unlike mindless constructs, warforged can think tactically and fight intelligently. Although this mindset served them well in battle, they find it hard to adapt to a world without war. Some attempt to join society, others wander, and many seek battle as mercenaries, thugs, or adventurers.

Warforged were initially property, and were sold to people who could afford them. The treaty that ended the Last War also freed the warforged. In some lands, however, a system of indentured servitude still keeps warforged under strict control.

Some people resent the warforged, seeing them as a symbol of the horrors of the Last War. Those who come to know warforged personally discover that they have much to offer the nations of Khorvaire in times of peace.

PERSONALITY

Since they were built for battle, the warforged weren't encouraged to develop their emotions. They have the capacity for all human emotions, but many are still learning to express these feelings. Others often see them as rude or cold.

For most warforged, freedom meant losing their sense of purpose. They were built to fight using teamwork and develop camaraderie with their fellow soldiers. Warforged now find it difficult to fit in and find friends.

Though warforged don't have gender-specific shapes, each seems to have a masculine or feminine personality.



OTHER PEOPLE

The warforged mindset was conditioned for combat, so warforged use familiar categories to assess others. Commanders are people whom a warforged is willing to take orders from. Comrades are people the warforged fights alongside on a regular basis. Allies are those who share a goal with the warforged, though warforged are well aware that alliances can be short-lived. Civilians are neither enemies nor allies, and warforged were trained to ignore civilians. Foes are those whose goals contradict those of the warforged, but warforged rarely feel hatred toward foes.

Magic items called warforged components function only when attached to warforged. They might be weapons or protective items. The most curious are those recovered from Xen'drik, which were crafted long before House Cannith made the first warforged.

ART

Since they are tireless, warforged have more "free time" than other races. Many busy themselves with hobbies, including art. They have plenty of time to practice and hone their skills to make detailed work. Warforged art is either representational or entirely abstract.

Loot

Adamantine plating

Armblade

Warforged are created from stone, metal, wood, and organic materials. Their flexible plates are connected with fibrous bundles that give warforged surprising flexibility. They can modify their bodies using magic and training. They might replace their armor plates with stronger ones or add built-in weaponry to their bodies. Since they don't need to eat, sleep, or even breathe, warforged can be active all day and night.

WHAT'S IN A NAME?

Warforged don't really understand other races' need to name everything. Most accept whatever names others choose for them. These names are usually simple, such as Azm, Book, Sever, Saber, Pierce, Chase, Hammer, or Cart.

Warforged emerged from the creation forges of House Cannith. After the Last War ended, it became illegal to create new warforged. However, some secret creation forges still operate.

Other varieties of warforged can be shaped differently, such as the gorilla-shaped warforged charger or the smaller warforged scout.

SHIFTERS

SHIFTERS ARE THE DESCENDANTS OF HUMANS AND LYCANTHROPES. They have evolved into a true-breeding race that shows signs of its shapeshifting heritage.

All shifters are lithe, and most are tough. Through shifting, they become able to move faster, become more durable, or even grow claws and fangs. The different varieties of shifter have many names: longtooth, cliffwalk, longstride, wildhunt, dreamsight, beasthide, and razorclaw, to name a few.

Shifter personalities reflect their animal natures. A cliffwalk shifter will likely be quiet, a beasthide crude, and a longtooth almost feral. All shifters have strong instincts, and their emotions can fluctuate to extremes. This aspect of their personality makes many shifters unpredictable, but causes others to carefully keep their emotions in check.

Adaptability and self-reliance are highly valued among shifters. They refer to these traits as "preparing for the journey yet to come," and an ideal shifter would be ready for any challenge at any time. Along with self-reliance comes freedom, and there is nothing shifters value more.

Shifters prefer simple, portable gear they can carry with them at all times. Likewise, shifter spellcasters pass up ostentatious magic for more personal, natural magic. Consequently, shifter spellcasters tend to be druids calling on the power of nature instead of wizards who use bulky spellbooks.

Lycanthropes can change shape between a humanoid form, an animal form, and a hybrid form. Werewolves, wererats, and werebears are all lycanthropes. Lycanthropy can be spread like a disease, or a creature can be born a lycanthrope.

The Church of the Silver Flame long ago carried out a purge of lycanthropes, and the creatures are now rare across Khorvaire. Although the Church of the Silver Flame acknowledges the similarity between shifters and lycanthropes, it has never openly condoned attacks against shifters or their settlements. Nevertheless, shifters remain cautious when visiting the nation of Thrane, where the Silver Flame holds sway.



Shifters don't have a nation of their own. Most shifters either live in the wildernesses of Khorvaire (such as the forests of the Eldeen Reaches) or dwell in rural human settlements.

Longtooth shifter

Longstride shifter

Dreamsight shifter

CHANGELINGS

CHANGELINGS ARE MASTERS OF DISGUISE, capable of changing their appearance at will. They evolved from the offspring of humans and shapechanging doppelgangers.

Changelings have gray skin, fair hair, and long limbs. Their faces (in natural form) look indistinct, with just a hint of a nose and lips. Their eyes are blank and white. When a changeling shapeshifts, he can change skin tone, facial features, and even height and weight. This ability doesn't allow a changeling to change into a monster, but it can disguise him as any human-shaped being of roughly the same size as his own.

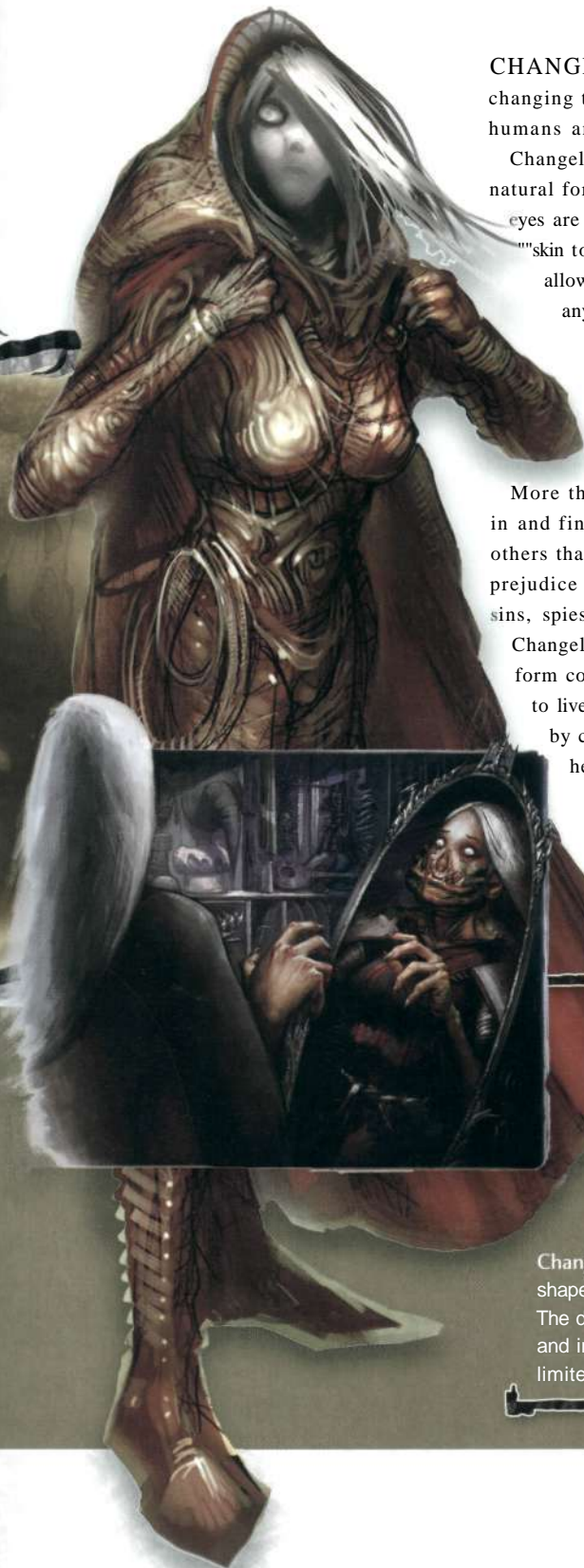
Changelings make excellent spies and criminals, and those who live in urban areas can easily find such work. Beyond their shapechanging ability, they are also adept at learning languages and mannerisms. This trait makes them effective diplomats and entertainers.

More than members of most other races, changelings have trouble fitting in and finding a place in the world. Their changing forms make it seem to others that nothing is certain about them. Their greatest challenge is the prejudice they face from other races, who assume changelings are all assassins, spies, or untrustworthy at best.

Changelings follow three distinct philosophies. Passers stay in one disguised form constantly to avoid the mistrust others feel toward changelings, and to live comfortably in society. Becomers change often; they believe that by convincingly portraying many different individuals, they follow their heritage. Reality seekers believe it's possible to perfect their true forms and create a flawless changeling society.

Changelings often try new looks.

Changelings' ancestors were doppelgangers, a race of shapechangers that can assume any humanoid form. The doppelganger and changeling races share gray skin and indistinct features, but changelings have a more limited shapechanging ability than doppelgangers.



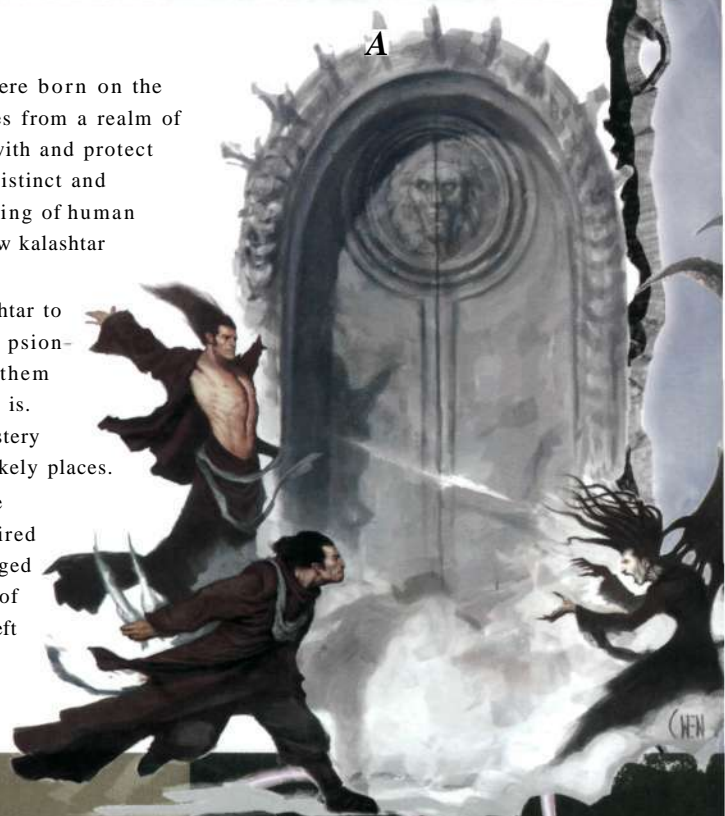
KALASHTAR

A

KALASHTAR ARE A MYSTERIOUS RACE. They were born on the continent of Sarlona as a fusion of quori (incorporeal entities from a realm of dreams) and ascetic human monks who were willing to join with and protect the quori. The union of dream spirit and human created a distinct and beautiful species known for its powers of the mind. The joining of human and quori in this way was a one-time event, and presently new kalashtar are born, not created.

The blending of quori spirit and human host led the kalashtar to their mastery of amazing mental powers. Such powers, called psionics, are not unique to the kalashtar, but the kalashtar take to them naturally. Psionic discipline is more rare than magical ability is. As the kalashtar spread to different regions of the world, mastery of psionics becomes more common in Eberron, even in unlikely places.

Enemies of these quori became the Inspired, who now rule the Sarlonan empire of Riedra. On Eberron today, the Inspired hunt the kalashtar relentlessly. Kalashtar abide in their besieged and mountainous homeland of Adar, under constant threat of invasion by the forces of the Inspired. Some kalashtar have left Adar to learn more of the world so they can better resist and protect other peoples from the Inspired.



LOVE AND MADNESS

Elite kalashtar seek perfection in mind, body, and spirit. Strong empathy and powerful insight make them compassionate and receptive, but their thought patterns are not human. They believe that other races are incapable of understanding the war against the Inspired, but they also see it as their duty to protect others from any force of corruption. Kalashtar genuinely care for the welfare of living creatures, and they use their powers to guard and defend those in need.

The alien nature of the kalashtar is a double-edged sword. Cut off from the Region of Dreams, which is home to part of their minds, kalashtar teeter on the edge of insanity. They don't rely on logic, and their perceptions of the world can be affected by their otherworldly point of view. Scholars speculate that kalashtar devote themselves to discipline and create complex forms of art and expression in order to remain grounded in the world—to keep themselves sane.



PATH OF LIGHT

Kalashtar believe, as their quori ancestors did, that the Quor Tarai (or "Dream of the Age") defines reality. The current Quor Tarai is a nightmare, but the kalashtar trust that the darkness will eventually give way to light. Inspired and the dominant quori of Dal Quor wish to delay the coming of the light, keeping Dal Quor locked forever in nightmare.



PSIONICS

ON THE STREETS OF SHARN, a crystal-laced warforged blasts a pair of robbers with a wave of pure psychic force, battering them into submission. An Inspired overlord dominates hapless Riedran citizens, turning them into slaves. Two apparently unarmed kalashtar telepathically communicate their plan of assault, then spring into action using blades created instantly from their minds.

Psionic ability (also called psionics) represents the power of mind over matter, matter created by mind, and even one mind over another. A person who can manifest psionic powers can potentially accomplish anything he can imagine. Some creatures can use psionics as well, whether through innate ability or development of a monstrous mind.

In many ways, psionic abilities are like magic. Both create paranormal effects beyond the power of muscle or machine. Manifesting a power is like casting a spell, and magic and psionics interact readily with each other.

Magic and psionics differ in a subtle way. Magic is an energy that pervades the world of Eberon, and many creatures tap this force for mystical and mundane ends.

Psionics is, instead, the raw power of the mind freed from the need for outside energy or religious devotion.

A psiforged—a new breed of
• psionic warforged



GOBLINOIDS

POSSESSED OF CUNNING, surprising agility, and endurance, goblinoids are capable creatures. Their races include goblins, bugbears, and hobgoblins. These different breeds share feral features, including sharp teeth, large pointed ears, dark and coarse hair, and yellow-green to orange skin that sometimes darkens on the nose. Hobgoblins are humanlike in stature, though a head taller than an average human. Bugbears are taller still, and more heavily built than even ores. Goblins, on the other hand, are short—about the same size as gnomes—with bowed legs that belie their speed and grace.

Goblinoids once ruled Khorvaire before the coming of humans. With few aside from scattered tribes of ores to oppose them, they built great nations on Khorvaire. The greatest among these was the unified Empire of Dhakaan.

Hobgoblins ruled the Empire of Dhakaan, and in that dominion, it's said, they bred goblins as workers and bugbears as warriors. The Dhakaani nation lasted eleven thousand years, until the coming of the cruel daelkyr from the Realm of Madness spelled the end of their age. Although the daelkyr were eventually banished, the Empire of Dhakaan was left in shambles. By the time humans arrived on Khorvaire, all that remained were isolated goblinoid clans surviving on the few useful remains of their fallen realm.

With no one to unite them, the goblinoids stood no chance against human expansion. They fell to human swords, went into hiding, or integrated with humans—often as slaves.

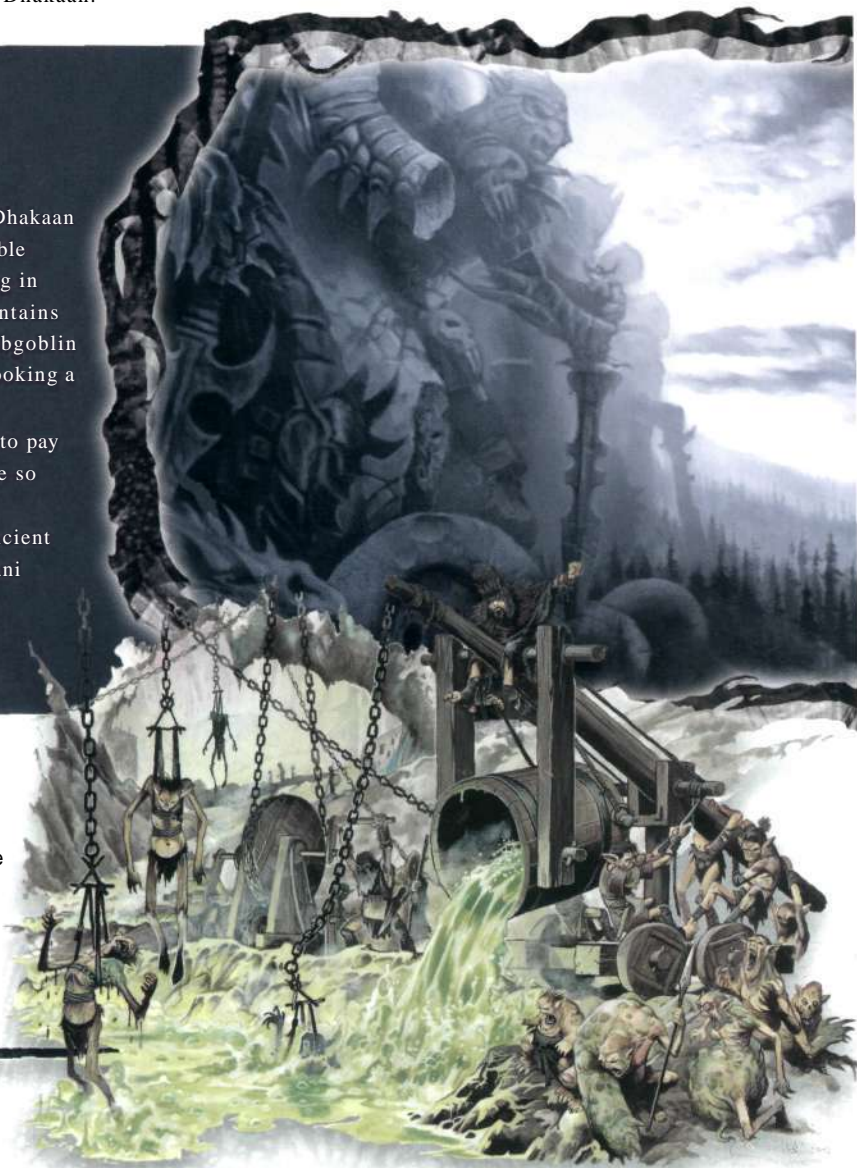
ANCIENT GLORY

Across Khorvaire, the bones of the Empire of Dhakaan stand as a reminder of what goblinoids are capable of. One of the greatest monuments still standing in Khorvaire is the Six Kings in the Graywall Mountains of Breland. There, carved from the rock, six hobgoblin warlords stand over a thousand feet high, overlooking a narrow valley.

Modern goblinoid warlords trek to the valley to pay homage to their ancestors. Those who have done so have had great successes.

Caves under the kings are said to be full of ancient Dhakaani artifacts, guarded by ghosts of Dhakaani champions.

Goblinoids have always worshiped the dark forces of the world, such as the deities of the Dark Six or the Dragon Below. Missionaries brought the goblinoids the worship of the Sovereign Host. Haruuc reinforced this new religion by personally following the Host's god of war, Dol Dorn.



DARGUUN

Just before the Last War, House Deneith established a relationship with goblinoids, whose warlike ways made them excellent mercenaries. It quickly became popular for the wealthy to employ hobgoblin bodyguards. Soon afterward, the Last War began, and it was only a small step for House Deneith to provide goblinoid troops where it had before provided exotic security forces. Goblinoid mercenaries eventually supplemented several nations' armies, which relied heavily on such soldiers as the war dragged on. Lhat dependence proved catastrophic.

Seventy-five years into the war, a shrewd hobgoblin warlord named Haruuc secretly united goblinoid warlords and chieftains to his cause, and then turned on his employers. Haruuc's forces carved a massive chunk of land from the

borderlands, killing many of the people they had been contracted to protect. Dubbing the territory Darguun, Haruuc became the Lhesh Haruuc Shaarat'kor—High Warlord Haruuc of the Scarlet Blade.

As Haruuc calculated, none of the kingdoms from which he carved Darguun could commit military forces to reclaim the land. Breland's king quickly made terms with Lhesh Haruuc, recognizing the land of Darguun in exchange for an alliance.

When the treaty to end the war was crafted, most nations recognized Darguun as a state unto itself. For his part, Lhesh Haruuc vowed to be at peace with the nations that recognized Darguun—a promise he has thus far kept.



Goblinoids are warlike. They often fight with themselves as well as with others.

The warlord Haruuc and his followers created Darguun during the Last War. He became the ruler of a new goblinoid nation.

DRAGONMARKS

THE MAGICAL SYMBOLS known as dragonmarks look vaguely like tattoos, but they appear in colors so vibrant that they seem to glow. Each kind of dragonmark grants a particular magical power, anything from speaking with animals to teleportation.

Each dragonmark is tied to a single bloodline. The extended families linked to each bloodline formed the dragonmarked houses, each of which controls one or more trades on Khorvaire. Not all members of dragonmarked families manifest dragonmarks.



The Mark of Making helps repair and create goods. The humans of House Cannith create war machines and wondrous magical constructs, including the warforged.



The Mark of Sentinel has protective powers. The humans of House Deneith offer highly trained bodyguards and mercenaries.



The Mark of Warding creates magical barriers and alarms—and even phantom watchdogs. The dwarves of House Kundarak are bankers and moneylenders, using the power of dragonmarks to make their vaults secure.



The Mark of Hospitality can create comfort and luxury. The halflings of House Ghallanda operate cozy inns.



The Mark of Storm can control weather. The half-elves of House Lyrandar help agriculture and control transport across the seas and skies with their elemental galleons and airships.



The Mark of Healing cures wounds and diseases. The halflings of House Jorasco provide health care—for anyone who can afford their fees.



The Mark of Detection discerns danger. The half-elves of House Medani serve as scouts, detectives, and counterspies.



Marks come in many sizes. The most powerful marks-Siberys marks-can cover the bearer's entire torso. They are very rare and incredibly powerful.

An underground House Kundarak vault is secured with powerful magic that detects intruders.



GUILDS

Each dragonmarked house has one or more guilds. Most guild members are not bound to the house by blood, but get more business because the house's banner is seen as a sign of quality and reliability.



The Mark of Passage has movement powers, including teleportation. The humans of House Orien control transport of packages and passengers, and they operate the lightning rail.



The Mark of Scribing aids writing and communication. The gnomes of House Sivis run a vast communication network and serve as translators, notaries, and mediators.



The Mark of Shadow can both deceive and see through deception. The elves of House Phiarlan have used the mark for espionage in secret, but in public they act as artisans and entertainers.



The Mark of Finding discovers hidden objects and creatures. The humans and half-ores of House Tharashk are prospectors, inquisitives, and bounty hunters.



After a faction within House Phiarlan split off, House Thuranni was created. This house competes directly with Phiarlan, both in public with entertainment and artisan work and in secret with its Shadow Network.



The Mark of Handling calms and controls animals. The humans of House Vadalis breed and train magnificent beasts.

POLITICS

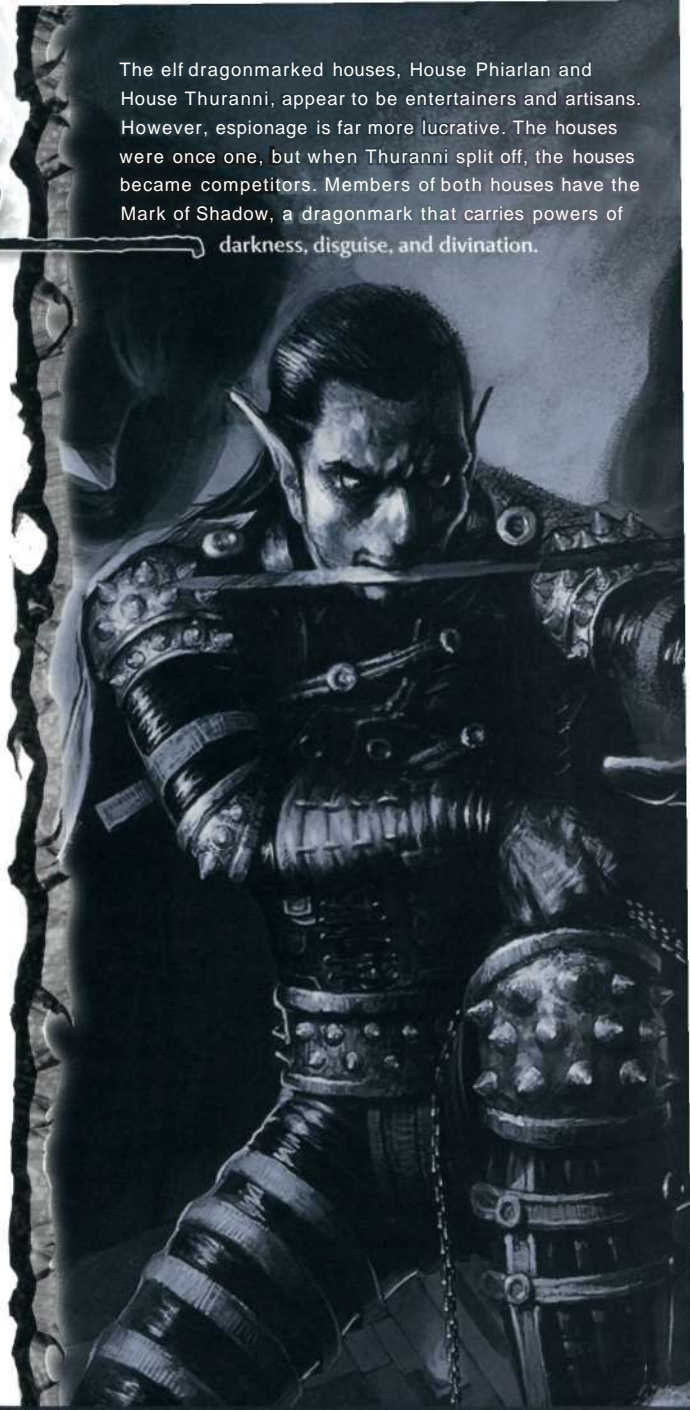
The elf dragonmarked houses, House Phiarlan and House Thuranni, appear to be entertainers and artisans. However, espionage is far more lucrative. The houses were once one, but when Thuranni split off, the houses became competitors. Members of both houses have the Mark of Shadow, a dragonmark that carries powers of darkness, disguise, and divination.

WITHIN THE BORDERS OF KHORVAIRE, the nations that started the Last War exist as sovereign states, and the injuries of the war aren't forgotten. As the war ground on and the strength of the Five Nations waned, separatist regions arose that formed new nations. Dragonmarked houses and their guilds, even with their supposed neutrality, further confuse the tangled web of relations between countries. Tossed into the mix were the might of realms on other continents, secret deals, and the aims of factions—secret and public—across Khorvaire and the world.

Five major nations made up the Kingdom of Galifar, which stretched from coast to coast on Khorvaire. These nations coexisted in peace until the Last War began. At that point, the Five Nations divided, each of its rulers laying claim to the throne of Galifar.

Three rulers of the four nations that survived the Last War are Galifar's descendants. Aundair's Queen Aurala still seeks the throne of Galifar, though she would rather acquire it through skill with words than skill at arms. The war-weary King Boranel of Breland desires peace more than he seeks a united Galifar, and he supports Breland's strong parliament. Karnath's king is Kaius III, who rules his nation as a military dictator. Karnath, however, was one of the most vocal supporters of peace, and Kaius seems more focused on rebuilding his nation than on rekindling war.

A royal named Thalín ruled Thrane at the beginning of the Last War, but after Thalín's death the people of Thrane rejected his heir. Faith in the religion of the Silver Flame caused them to instead turn to that church for rulership. Now, Thrane is a theocracy, and although the nation's leader, Jaela Daran, the Speaker of the Flame, doesn't want war, the majority of her followers want all nations to bow to the sovereignty of their religion.

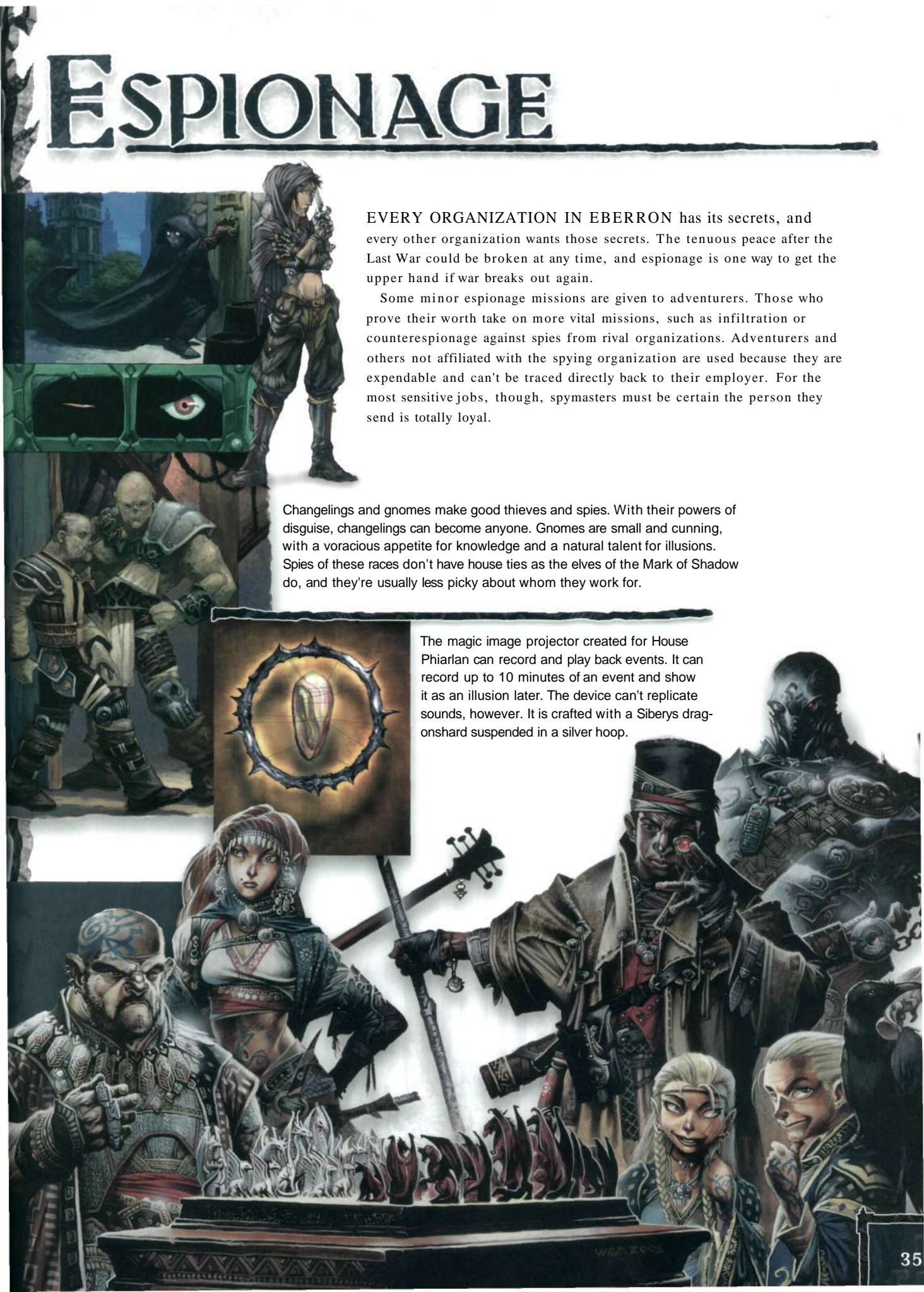


DRAGONMARKED INFLUENCE

Dragonmarked houses are supposedly neutral in the affairs of nations. As mercantile enterprises, the houses need to remain welcome wherever they go. Of course, this appearance of neutrality is sometimes secondary to the private agendas of those who rule a particular house. The needs of business also dictate that representatives of the houses seek influence in royal courts all over Khorvaire. Law is often shaped by such needs, and by the power of money.

Identification papers are common in the civilized regions of Khorvaire. They allow for ease of travel, and they aid in law enforcement. Magic even allows for sophisticated picture IDs.


ESPIONAGE



EVERY ORGANIZATION IN EBERRON has its secrets, and every other organization wants those secrets. The tenuous peace after the Last War could be broken at any time, and espionage is one way to get the upper hand if war breaks out again.

Some minor espionage missions are given to adventurers. Those who prove their worth take on more vital missions, such as infiltration or counterespionage against spies from rival organizations. Adventurers and others not affiliated with the spying organization are used because they are expendable and can't be traced directly back to their employer. For the most sensitive jobs, though, spymasters must be certain the person they send is totally loyal.

Changelings and gnomes make good thieves and spies. With their powers of disguise, changelings can become anyone. Gnomes are small and cunning, with a voracious appetite for knowledge and a natural talent for illusions. Spies of these races don't have house ties as the elves of the Mark of Shadow do, and they're usually less picky about whom they work for.



The magic image projector created for House Phiarlan can record and play back events. It can record up to 10 minutes of an event and show it as an illusion later. The device can't replicate sounds, however. It is crafted with a Siberys dragonshard suspended in a silver hoop.

RELIGION

THE FAITHS OF EBERRON range from popular pantheons to strange minor cults. Deities don't walk the earth in Eberron, nor do they produce ostentatious displays of power. No one can provide evidence that the gods exist, but the faithful are certain in their belief.

CORRUPTION

Many religions on Eberron could be considered evil, but all churches have some number of unscrupulous members. A priest could be an agent of a sinister group, a shapeshifter in disguise, or simply motivated by self-interest or greed. In Eberron, nothing is certain—not even in the arena of faith.





THE SOVEREIGN HOST

The most common religion on Khorvaire is the Sovereign Host. Vassals can worship either a single deity or the entire pantheon, and they make offerings to different deities depending on the situation.

- Arawai:** Goddess of agriculture
- Aureon:** God of law and knowledge
- Balinor:** God of beasts and the hunt
- Boldrei:** Goddess of community and hearth
- Dol Arrah:** Goddess of honor and sacrifice
- Dol Dorn:** God of strength at arms
- Kol Korran:** God of trade and travel
- Olladra:** Goddess of feast and good fortune
- Onatar:** God of artifice and the forge

THE SILVER FLAME

The disembodied force called the Silver Flame is abstract, but the spirit of the human Tira Miron speaks for it. The Purified of the Silver Flame, as followers call themselves, believe that evil is an active, supernatural force and are devoted to purging it from the world.



THE PATH OF LIGHT

The kalashtar follow a universal force of purity instead of a deity. They call this force *il-Yannah* ("the Great Light"). They meditate to perfect themselves in body and mind and prepare to fight the forces of darkness.



THE UNDYING COURT

This bizarre form of ancestor worship practiced by the elves of Aerenal reveres the deathless—dead elves animated by positive energy. Since the elves believe the dead to be incarnate deities, they seek advice and favor from them.



DARK SIX

The evil deities cast out of the Sovereign Host are called the Dark Six. They can be considered part of the Sovereign Host or a separate pantheon. Devious schemers, they are worshiped by villains and monsters alike.

- The Devourer:** God of maelstroms and deep waters
- The Fury:** Goddess of rage and ruin
- The Keeper:** God of death and decay
- The Mockery:** God of betrayal and bloodshed
- The Shadow:** God of magic and mayhem
- The Traveler:** God of chaos and change

BLOOD OF VOL

Seekers of the Blood of Vol are obsessed with blood, death, and the undead. To Seekers, there is no higher power—just the divinity of the blood within their veins. Their greatest champions are often reanimated after death to continue to fight for the cult. Vol is an ancient lich (an intelligent undead spellcaster) and a master of necromancy.



THE MARK OF DEATH

The House of Vol was once a dragonmarked house carrying the Mark of Death. The matriarch of the house crossed the bloodlines of elves and dragons. This act angered both races, which banded together to destroy the House of Vol. Lady Erandis d'Vol, an undead wizard, survived the destruction of her house, and she alone carries the Mark of Death.

CULTS OF THE DRAGON BELOW

The Cults of the Dragon Below are a multitude of minor fanatical sects that seek the power within subterranean realms. Some wish to free Khyber, the Dragon Below. Others traffic with demons or seek a lost paradise deep belowground.

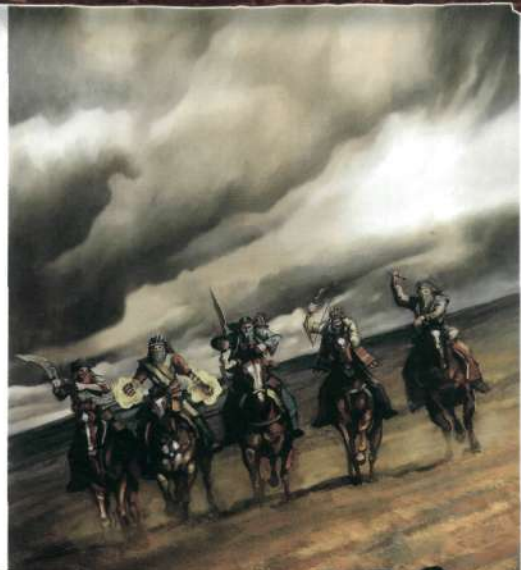


KHORVAIRE

THE MOST PROMINENT CONTINENT on Eberon is Khorvaire. It is a land that has a rich variety of people and environments.

Territories vary widely. The blasted landscape of the Demon Wastes borders the lush forests of the Eldeen Reaches. The vast expanse of the Talenta Plains rises into the mountainous Mror Holds, which border the peninsulas and islands of the Lhazaar Principalities.

To the north of Khorvaire is the frozen Frostfell. To the south are Aerenal (the elf nation) and the wild, monster-infested jungles of Xen'drik. The dragon-inhabited continent Argonnessen lies to the east, as does Sarlona, the home of the psionic Inspired.



THE FIVE NATIONS

In the middle of the continent of Khorvaire lie the Five Nations: Aundair, Breland, Cyre, Karrnath, and Thrane. These were once united as the kingdom of Galifar, but they broke apart during the Last War. In fact, Cyre was destroyed near the end of the war and became known as the Mournland. These nations are so populous and powerful that they drive the direction of the entire continent.



Trade across Khorvaire falls under the control of the dragonmarked houses. Their enclaves appear in most large cities and in many small ones as well.

Long-distance travel-by land, sea, air, and even teleportation-depends mostly on House Oriin and House Lyrandar. The gnomes of House Sivis control magical communication. These services are vital to the way Khorvaire's people and nations operate.



HISTORY

The face of Khorvaire saw many rulers rise and fall before the current age. Long after the demons had been defeated and the goblins' empire had fallen, human settlers arrived on Khorvaire from the continent of Sarlona. Many races, including dwarves and halflings, already had homelands on Khorvaire. Humans began to trade with these races and establish ties.

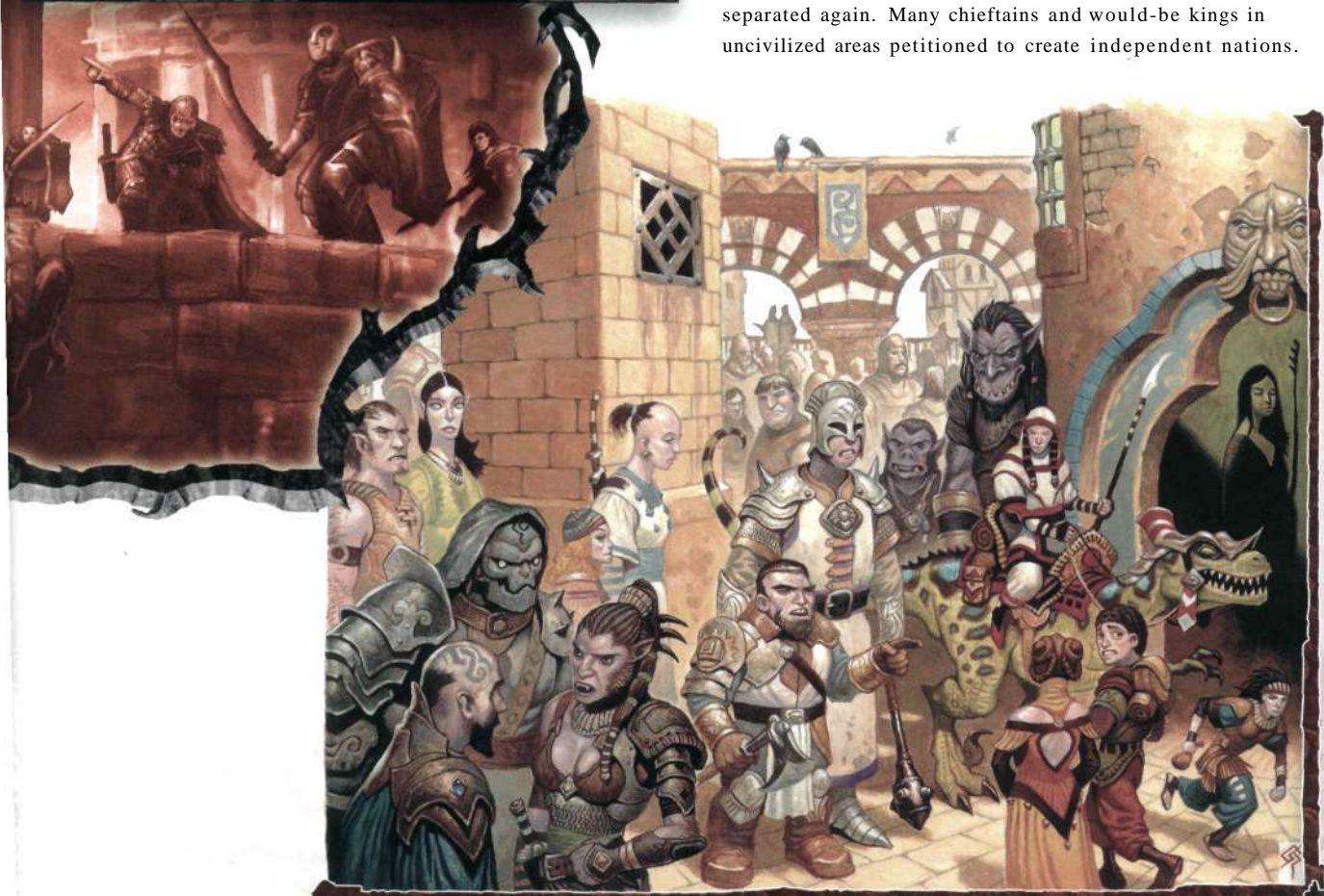
Elves seeking a new way of life migrated from their home in Aerenal. They created the nation of Valenar and settled in many other nations as well.

In time, the humans and their allies controlled the entire central region of the continent.

Dragonmarks first appeared on Khorvaire, leading to the rise of the dragonmarked houses as mercantile powers.

When Galifar was established, uniting the Five Nations, an age of prosperity and advancement followed. Magic was mastered, leading to the sparkling towers of Sharn, agricultural abundance, and conveniences such as the lightning rail.

Galifar encompassed the entire continent for a time, but the Last War splintered the kingdom. The Five Nations separated again. Many chieftains and would-be kings in uncivilized areas petitioned to create independent nations.



KHOR



Eldeen Bay

DEMON WASTES

ELDEEN REACHES

AUNDAIR

SHADOW MARCHES

THRAN

DROAAM

BRELAND

ZILARGO

0 MILES

250

LAIRE



THRANE

THE GOVERNMENT OF THRANE is different from those of the other Five Nations. The Church of the Silver Flame rules the nation as a theocracy.

Religion plays a major role in everyday life. The first day of the week is entirely devoted to prayer, fasting, and ritual. Three times a day, priests and devout followers celebrate the Mass of Silver Fire. Art and architecture are made to honor the Flame. Buildings use light and soaring spaces to symbolize the glory of the Flame, giving the nation a distinct, religious look.

The nation is devoted to good, and the destruction of supernatural forces of evil is its stated goal. However, many see contradictions in the way Thrane operates. Its laws are repressive, many of the church's leaders are corrupt, and fanatics have carried out inquisitions and crusades in the Silver Flame's name in the past. Still, most citizens and church leaders are honest and tolerant.

Its relatively new government has caused Thrane to become somewhat isolated from other nations. Thrane has attempted to develop an economy that doesn't depend on imports, but hasn't been totally successful. Many nations other than Thrane worry that Thrane's religious government will interfere with their plans.

The most prominent envoys of Thrane in other nations are missionaries of the Silver Flame. Most preach a tolerant version of the faith, but some believe that any religion other than the Silver Flame is evil.

The Voice of the Silver Flame is the spirit of Tira Miron, a paladin who joined with the Silver Flame, becoming a part of it. She is quite literally the Flame's voice—the only way it can communicate with people.

The Keeper of the Flame is an intermediary between the Flame and the clergy. Eleven-year-old Jaela Daran was called by the Flame and became the current Keeper.

The White Arch Bridge once connected Thrane and Karrnath. Destroyed by the Karmathi monarch during the Last War, it has come to symbolize the sundering of Califar.



KARRNATH



After famine and disease almost ruined Karrnath, the nation turned to necromancy to provide new troops. The Karrnathi raised the dead from the battlefields, creating zombies and skeletons to fill their armies. Since most people consider undead to be pure evil, other nations are concerned about Karrnath's use of them.

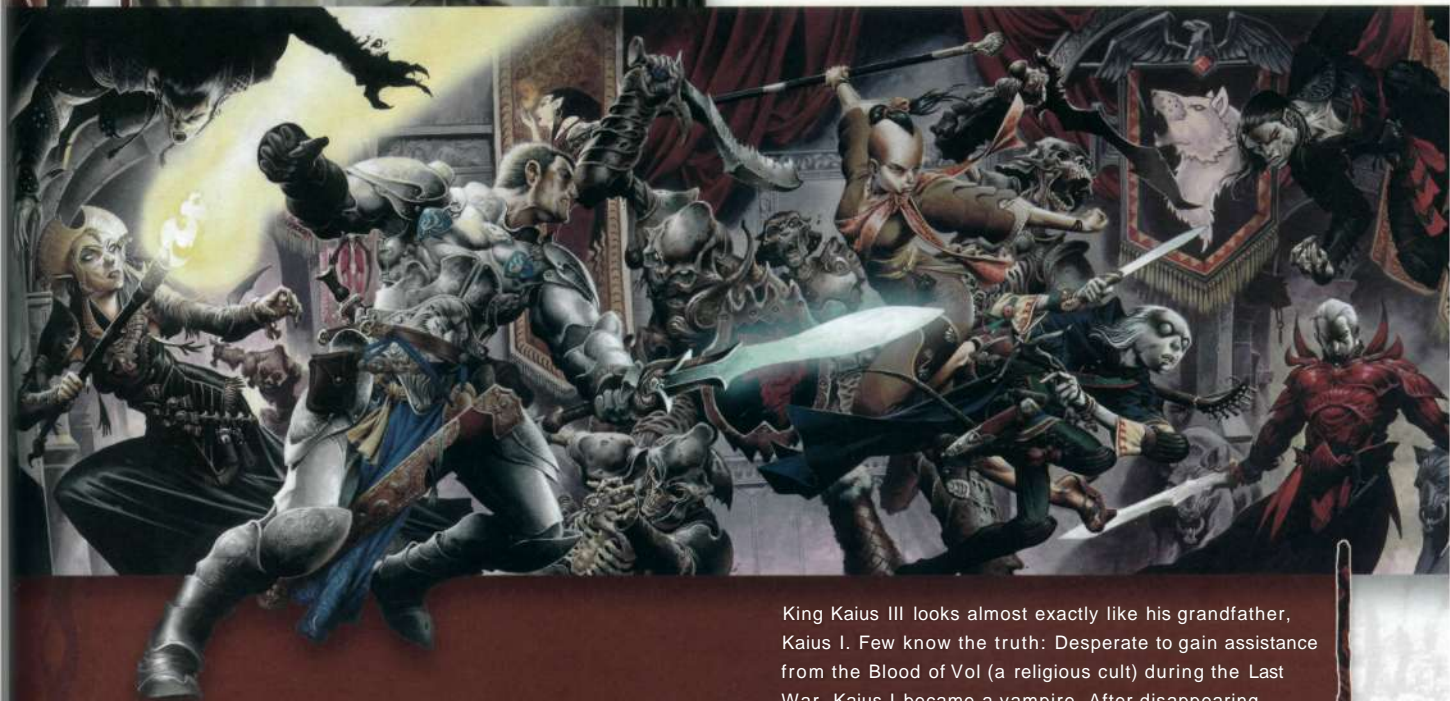
The Twelve, an institute for arcane magic, has its headquarters in the city of Korth. The dragonmarked houses fund this organization.



IT WAS NO SURPRISE that Karrnath, a nation with a long military tradition, was a fierce adversary during the Last War. Today, though, Karrnath works to preserve the peace, both with the rest of the Five Nations and with other countries on Khorvaire. Possessing strong ties with Breland, the dwarves of the Mror Holds, and the halflings of the Talenta Plains, Karrnath also seeks a better relationship with Aundair and Thrane, its two main adversaries during the Last War.

Every Karrnathi citizen must serve in the military, and many make careers of military service. For centuries, officers have attended the Rekkenmark Academy. Before the Last War, nobles from across Galifar came to the academy for part of their training.

King Kaius III's extended family rules Karrnath, along with nobles who have become generals and admirals. The entire nation is under martial law, despite the progressive attitudes Kaius sometimes



King Kaius III looks almost exactly like his grandfather, Kaius I. Few know the truth: Desperate to gain assistance from the Blood of Vol (a religious cult) during the Last War, Kaius I became a vampire. After disappearing for a time, he returned, posing as his own grandson. He has broken ties with the Blood of Vol and now works to restore his shattered kingdom.

AUNDAIR



THE LUSH FARMLANDS OF AUNDAIR coexist with the advanced magic studied there. The nation is best known for its agricultural exports and its centers of arcane study.

The prominent centers for learning in Aundair are Arcanix (home to the study of magic) and the University of Wynarn—the first institution of higher learning established on the continent. Even the common folk who till the land appreciate knowledge and respect scholars and spellcasters.

Along with intellect, the ability to form strong opinions and debate well is prized. What Aundairians consider pride and a willingness to stand their ground, others see as arrogance and stubbornness.

Aundairians mix elegance and beauty with practical function. Although Aundair's lush vineyards, golden fields, and fashionable garments are beautiful, most Aundairians prefer simple clothing and architecture.

Aundair is the nation most anxious to start up the conflicts of the Last War anew. It is especially bitter about the Thaliost region it lost to Thrane. Queen Aurala is headstrong, and she wants to rule Khorvaire herself. In battle, Aundair draws not only on civilian militias, but also on the Power of war wizards.

The dragonhawk—an enormous bird—is the national symbol of Aundair. During the Sky Battle of Daskaran, Aundairians riding dragonhawks fought Thranes on dragonlike wyverns.



Floating towers surrounding the city of Arcanix serve as places of arcane learning. The Arcane Congress (a council of wizards) that is housed there advises Queen Aurala and trains a select few spellcaster.

BRELAND



THE LARGEST OF THE FIVE NATIONS, Breland is also the most advanced industrially—and arguably the most powerful.

Half of Breland's population is rural, and the other half is urban. The land is fertile, and farmers have relatively easy lives. Few rural dwellers experienced the horrors of the Last War.

Breland has more cities than other nations. The cities of Breland have more people in them than most cities do, too.

Sharn is the most famous city of Breland and the largest metropolis on the continent. Breland's cosmopolitan, tolerant cities attract people from all over, giving the nation an incredibly diverse population.

King Boranel was a potent leader during the Last War, but he longed for peace. He wanted an end to the war that had been raging since before he was born. He was a major proponent of the Treaty of Thronehold, which ended the Last War.

Breland's military now patrols the nation's borders. Frequently, Brelish forces skirmish with Droaam's warbands. The navy patrols the seaways to keep them safe from pirates.

The mounts of the Brelish Ninth Brigade are bears bred by House Vadalis.



The island of Stormhome is both a House Lyrandar enclave and an Aundairian fort. Magic has turned it into a paradise, though storms rage all around it.

House Cannith created the flying fortress of Argonth for Breland. Its mobility and self-sufficiency made it an effective troop transport. It was built for the Last War, but now patrols Breland's borders.

SHARN



IN THE LARGEST CITY on Khorvaire, towers stretch thousands of feet into the air. Sharn, the City of Towers, teems with diverse residents and exhibits the breadth of Eberron's magical technology.

Day or night, the streets of Sharn are never empty. Visitors come from around the world to experience all the city has to offer. Entertainment of all kinds can be found, from opera houses to seedy taverns. The common phrase "If it can be bought, it can be bought here" speaks to the quantity and quality of Sharn's shops. The trading stalls clustered into specialized areas are just a part of the picture. The black market in Sharn can provide anything from rare food to stolen artifacts.

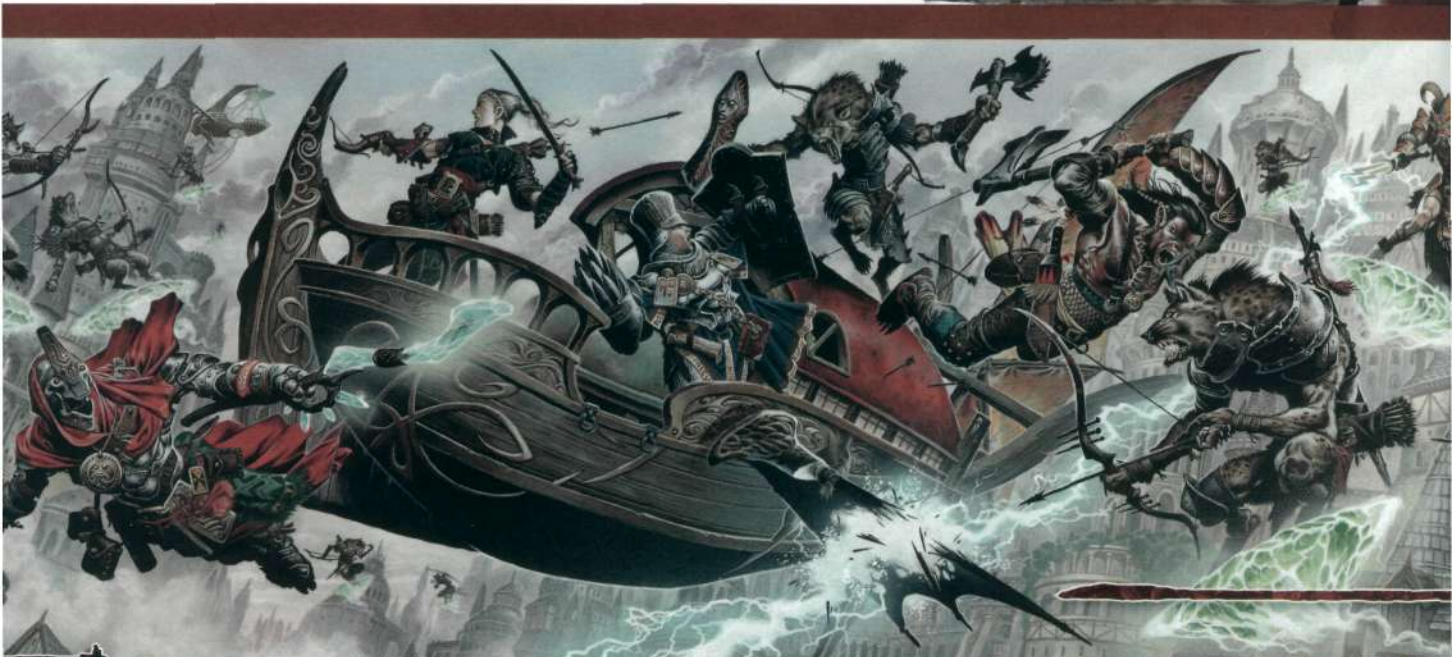
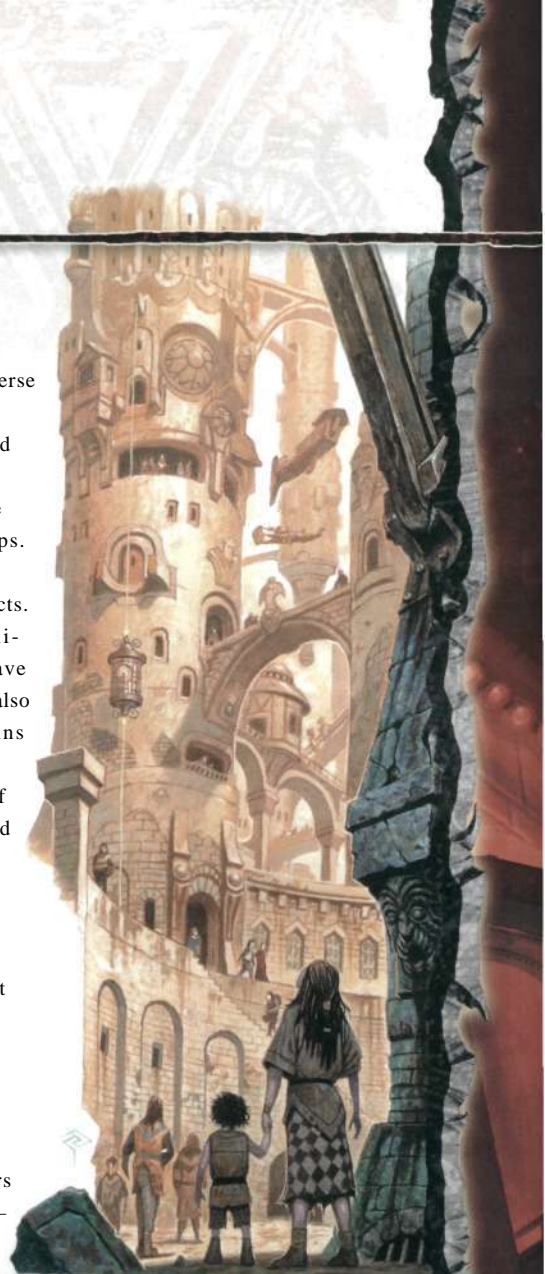
Adventurers are drawn to Sharn because of the huge number of job opportunities. There's always someone looking to fund an exploratory delve, from Morgrave University to a dragonmarked heir seeking to recover a family relic. The city is also the "Gateway to Xen'drik." The mysterious jungle continent, full of colossal ruins and lost magic, is but a short sea voyage to the south.

Sharn has a more diverse population than any other city in the entire world of Eberron. Humans, elves, dwarves, halflings, warforged, shifters, goblinoids, and even monstrous mercenaries from Droaam can be seen walking the streets.

Sharn is built atop the ruins of ancient cities. The lowest regions were made during the reign of goblinoids, and the styles of human civilizations rise up from there.

Poor citizens live on lower levels of the towers of Sharn, and the wealthy live at the higher levels. Balconies, bridges, and platforms form walking paths between towers. Flying transports—such as sky coaches, magical elevators, and trained animals—are popular.

Parts of Sharn reach into the depths below the earth. In the Cogs, heat and magic are used to process raw materials. The workers say the heat comes from a lake of molten lava below the city. Ruins, sewers, and other forgotten chambers are layered in labyrinthine patterns in the depths. These areas are uninhabited—mostly—and hold strange treasure and relics.





Morgrave University is, according to its rivals, an institute for "learning, relic hunting, and grave robbing." It's easy for even novice adventurers to get the university's support to explore ancient ruins.



The towers of Sharn were made using both mundane and magical architectural methods. Still, even magical construction couldn't normally create such tall buildings. Sharn lies in a supernatural "manifest zone" that improves levitation and flight magic, allowing for soaring towers and flying transports.

CRIME

Sharn has an incredibly high crime rate. Lucrative illegal goods, political secrets, assassinations, and sabotage all bring criminals to Sharn to do business. Criminals and officers of the law have to be cunning and adaptable to last long in Sharn. They might face a complex investigation through a web of favors and deceit, or they might need to fight a running battle high up amid the city's towers.

Battles above the city are highly dangerous, but surprisingly common. Adventurers wary of trouble make sure to have at the ready spells that can grant them flight and magic items that can save them from long falls.



THE MOURNLAND

ONCE CONSIDERED THE MOST BEAUTIFUL of the Five Nations, Cyre was wiped off the map—destroyed by a blast of arcane power—on the Day of Mourning. Now it is a barren land haunted by the ghosts of war.

No one knows what caused the great cataclysm that destroyed an entire nation, but there is no shortage of theories. Some say it was an enemy nation. Others believe it was a Cyran doomsday device detonated by accident. No convincing evidence has been found, so speculation runs rampant.

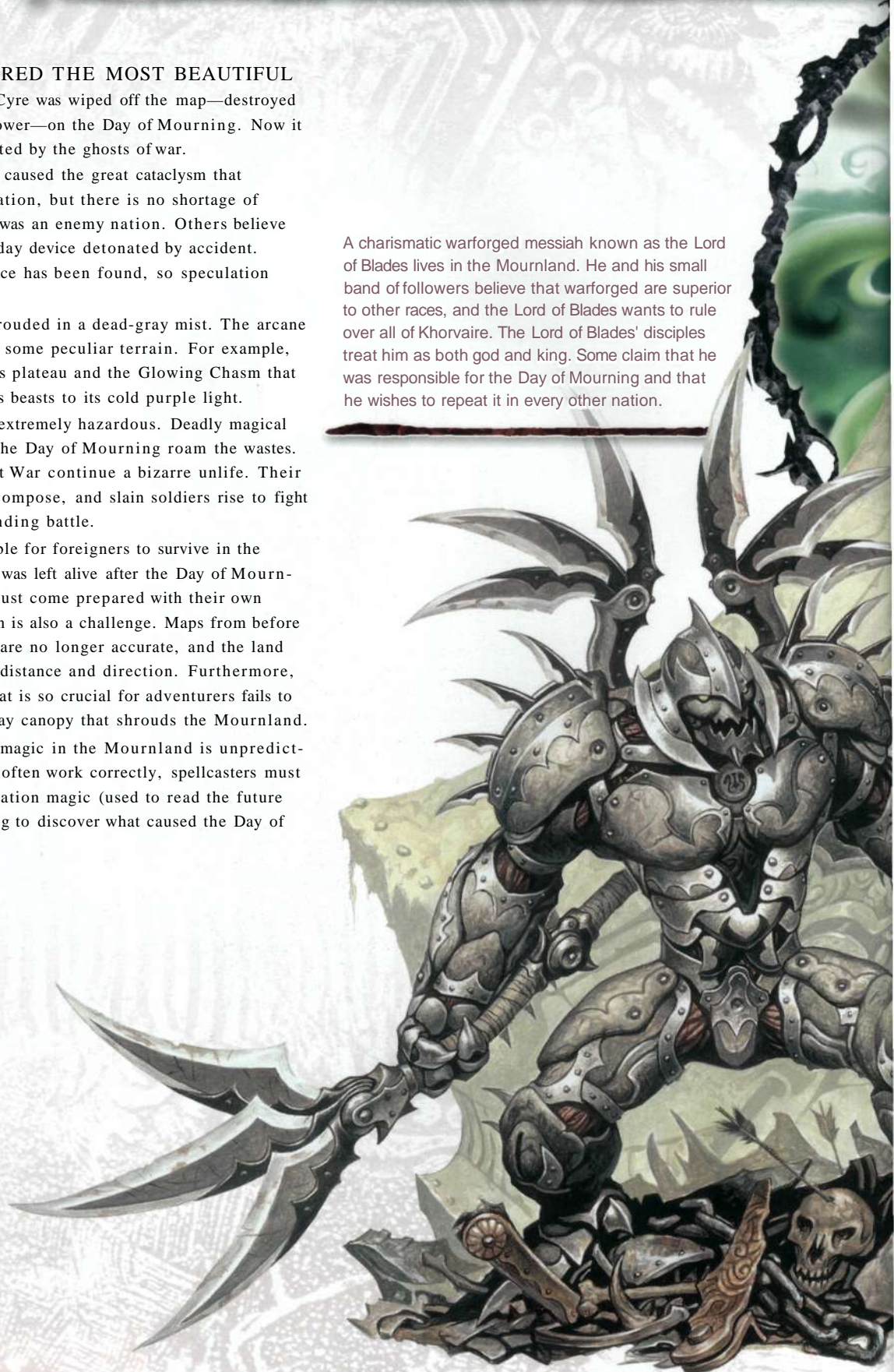
The land is now shrouded in a dead-gray mist. The arcane catastrophe produced some peculiar terrain. For example, it created the vast glass plateau and the Glowing Chasm that lures the Mournland's beasts to its cold purple light.

The Mournland is extremely hazardous. Deadly magical creatures created on the Day of Mourning roam the wastes. Soldiers from the Last War continue a bizarre unlife. Their dead bodies don't decompose, and slain soldiers rise to fight each other in an unending battle.

It is nearly impossible for foreigners to survive in the Mournland. Nothing was left alive after the Day of Mourning, so adventurers must come prepared with their own provisions. Navigation is also a challenge. Maps from before the Day of Mourning are no longer accurate, and the land itself seems to distort distance and direction. Furthermore, the magical healing that is so crucial for adventurers fails to function under the gray canopy that shrouds the Mournland.

The result of using magic in the Mournland is unpredictable. Although spells often work correctly, spellcasters must be cautious. All divination magic (used to read the future or the past) attempting to discover what caused the Day of Mourning has failed.

A charismatic warforged messiah known as the Lord of Blades lives in the Mournland. He and his small band of followers believe that warforged are superior to other races, and the Lord of Blades wants to rule over all of Khorvaire. The Lord of Blades' disciples treat him as both god and king. Some claim that he was responsible for the Day of Mourning and that he wishes to repeat it in every other nation.





Spell energy was warped and became sentient in the aftermath of the Day of Mourning. This turn of events created living spells, which move through the Mournland. Living spells feed on magical energy and kill anyone they come across.

CYRE

Before the Last War, Cyre was the jewel of Galifar—the artistic and cultural center of the kingdom. The Cyrans valued beautiful art, magic, and the avant-garde expression of the two.

During the Last War, Cyre seemed on the verge of defeat several times. Its beautiful culture and nation had slowly deteriorated throughout the war as it struggled against Aundair, Breland, and Thrane. An alliance with the Valenar elves and, later, the creation of the warforged were all that kept Cyre in the fight.

Cyre was embroiled in battle on the Day of Mourning, and troops from all nations died when the nation was destroyed. Today, Cyre lives on in the hearts of refugees who were stationed outside Cyre on the Day of Mourning. Many of them live in New Cyre, a settlement in eastern Breland.



OTHER REGIONS OF KHORVAIRE

DARGUUN

Darguun is a nation of goblinoids. It frequently skirmishes with nearby kingdoms, especially Breland. The Lhesh Haruuc leads Darguun from his court in the sprawling, filth-ridden city of Rhukaan Draal.

DEMON WASTES

The canyons of the Demon Wastes form a natural labyrinth that houses the darkest forces still active in Khorvaire. Amid the remnants of an ancient rakshasa civilization and the blasted landscape, the Lords of Dust and sinister night hags work to destroy the civilized lands of Khorvaire. Clans of barbarians patrol this maze of gorges, keeping the ancient demons bound within the earth from escaping.

DROAAM

Run by monsters, Droaam can be savage and dangerous. It is a young nation, and largely unorganized. The Daughters of Sora Kell (three hags with great magical powers) rule Droaam, but there are many small groups with some measure of power. The capital, called The Great Crag, rests at the base of a mountain.

ELDEEN REACHES

Within the dense forests of the Eldeen Reaches, druid sects live in reverence of nature. One sect, the Wardens of the Wood, guards the Eldeen Reaches and maintains order. Aberrant monsters also roam the wood, and the Gatekeepers (a druid sect made up mostly of ores) are dedicated to keeping them from becoming too powerful.

LHAZAAR PRINCIPALITIES

Pirate lords and merchant princes control the Lhazaar Principalities. Seafaring trade and piracy have long been the major professions in the Principalities, but illegal activities are less common now that the land is a recognized confederacy.

MROR HOLDS

The mountain home of the dwarves, the Mror Holds encompass the Hoarfrost and Ironroot Mountains and the land between. The vast mineral deposits within contribute to the dwarves' great wealth.

Q'BARRA

QJbarra was settled by Galifar loyalists appalled at the fighting between the Five Nations. The loyalists, refugees from the Last War, and refugees from Cyre all have separate communities within the frontier nation of QJbarra. The Inspired lords of Sarlona have strong diplomatic ties with QJbarra and view it as their foothold in Khorvaire.

SHADOW MARCHES

Humans and ores live in the swamps of the Shadow Marches. The isolated region is of little interest to outsiders, except for its vast fields of Eberron dragonshards.

TALENTA PLAINS

Vast grasslands and the narrow Blade Desert make up the Talenta Plains. Home to dinosaur-riding halflings, the land is mostly wild and untamed.

VALENAR


The fierce, militant Valenar elves migrated from Aerenal and seized this land during the Last War. The unpredictable warclans frequently clash with neighboring nations.

ZILARGO

Home of the gnomes, Zilargo is known for its diplomats, translators, and magically crafted goods.

Some children in the Demon Wastes are born with horns, sharp teeth, claws, or red eyes. These are signs of the ancient rakshasa rajahs (powerful, evil sorcerers). These children, called sakah, often become influential among the barbarian tribes.





Nobles or dragonmarked heirs often hire Droamish monsters to serve as bodyguards or mercenaries. Ogres, bugbears, gnolls, and minotaurs are often hired for use in the major cities of Khorvaire.

In the Lhazaar Principalities, Prince Lorrister's Heavenly Fleet is dedicated to establishing law and order. Other Lhazaar princes don't care for Lorrister's ideals.

Druids of the Eldeen Reaches use observatories to watch for astrological signs. This knowledge helps them defend against the dangerous monsters that might be freed when such signs appear.

XEN'DRIK

DURING EBERRON'S AGE OF GIANTS, Xen'drik was home to an empire built and ruled by giants. Although the facts about that empire are disputed, it's certain that it was destroyed when the giants came into conflict with dragons. Remains of the crushed kingdom dot Xen'drik's landscape, and the continent itself bears scars of a great magical inferno. Hidden within Xen'drik are ancient edifices, strange magic, and bizarre creatures. Giants roam the land still, and drow elves gather in tribes in the wild places.

Known as the continent of mysteries, or the shattered land, Xen'drik draws explorers from all over the world. Ages-old relics and magical secrets aren't the only things that drive the bold to Xen'drik's shores. Plain greed pulls just as strongly. Xen'drik is the one place on Eberron where

valuable dragonshards of all varieties are common enough to merit expeditions even from distant Sarlona.

Besides that, the animals, plants, and even peoples that live in Xen'drik have value, academic or otherwise. Exotic pets, medicinal herbs, and even new magical customs can all make a trip to Xen'drik profitable. The fact that so much remains to be discovered makes fame and glory a possibility for explorers.

STORMREACH

Ruin. Pirate haven. Gateway to Xen'drik. City of Dungeons. Stormreach has many names. It is the only port of Xen'drik open for explorers from Khorvaire. Its neighborhoods are built among the ruins of a settlement constructed by giants. Pirates used the cove and ruins for shelter during the early days of Xen'drik's exploration. Eventually, at the request of the dragonmarked houses, the Kingdom of Galifar waged a major naval campaign against the pirates. The houses and educational institutions then established bases in the city, and expansion continued from there. Modern Stormreach is a magical and dangerous place, alive with intrigue and opportunity.



Not all dangers in Xen'drik take the form of monsters haunting its unknown reaches. Deadly traps guard the secrets of the past.

GEOGRAPHY

Xen'drik is often thought of as tropical, but this is a misconception based on its most famous city, Stormreach. Stormreach, on the northern coast of the continent, has a tropical climate because it is almost directly on Eberron's equator. But Xen'drik is larger than KJiorvaire, and it contains many environments—its geography is as varied as its mysteries.

Xen'drik is tropical in its northern reaches and largely forested elsewhere. Forests often descend into swamps, and rivers form marshlands, the largest of which is the Marsh of Desolation. Vast mountain ranges, several of them volcanic,

cut across the continent. Menecharun, an enormous desert, covers the landmass's entire western arm. Xen'drik also extends to the southernmost points of the world, where its frozen lands meet the Everice.

Mapping Xen'drik is troublesome at best, though. The mighty magical forces brought to bear by or against the giants have twisted time and space in places, making any journey's outcome even more unpredictable. Those familiar with the phenomenon call it the Traveler's Curse, after the Traveler—Eberron's dark deity of things that are not what they appear to be.

Giants of Xen'drik come in many varieties. This fire giant is at home in volcanic regions and can't be harmed by heat or flame.



DROW

ELVES WERE ONCE SLAVES TO GIANTS.

During the upheavals that eventually shattered the giants' empire and Xen'drik, some elves escaped to Aerenal. Others finally gained their freedom as the civilization tumbled into utter ruin. The drow were those left behind. Having been left to face their oppressors and witness the fall of the giants, drow believe that they are the only elves worthy of the name.

Drow are slight of build and have pointed ears like other elves, but there the similarities end. Ebony skin and white hair mark all drow as different from the elves of Aerenal and Valenar. Their culture further divides them from their kin.

The drow still hold to traditions that the elves learned long ago from dragons. Moreover, Xen'drik's wilderness is a harsh master, and the drow have learned to survive while keeping their ways alive. Most drow live a nomadic life among a small tribe, camping in the wilds, the ruins, or even underground. The largest and most permanent drow settlements are belowground in Khyber.



THE SCORPION GOD

Scorpions abound in Xen'drik, and many drow venerate these arachnids as earthly manifestations of the drow deity Vulkoor. These drow envision their god as a giant drow with the lower body of a massive scorpion. In worship, these drow ritually scar their coal-black flesh using scorpion venom to raise permanent white scars.

Legend holds that one tribe of drow had such skill as hunters and slayers of giants that Vulkoor visited them in the form of a colossal scorpion. Stinging every drow in the tribe, he transformed them into his image—and thus the scorrowwere born.



GIANTS

THE GIANTS HAD A CIVILIZATION in Xen'drik eighty thousand years ago. That culture's feats of mundane and magical construction have no equal in modern Eberron. In fact, secrets gleaned from the ruins of the giants' ancient empire have changed the course of history—some claim that the techniques used to create the warforged and elemental binding came from Xen'drik's ruins.

If all this is true, giants have fallen far. Today, they wander the wilderness of Xen'drik a broken and barbaric people. Few giants have any mastery of the remnants of their glorious past, objects, or techniques. Those few who manage to tap into their heritage are mighty among their kind.

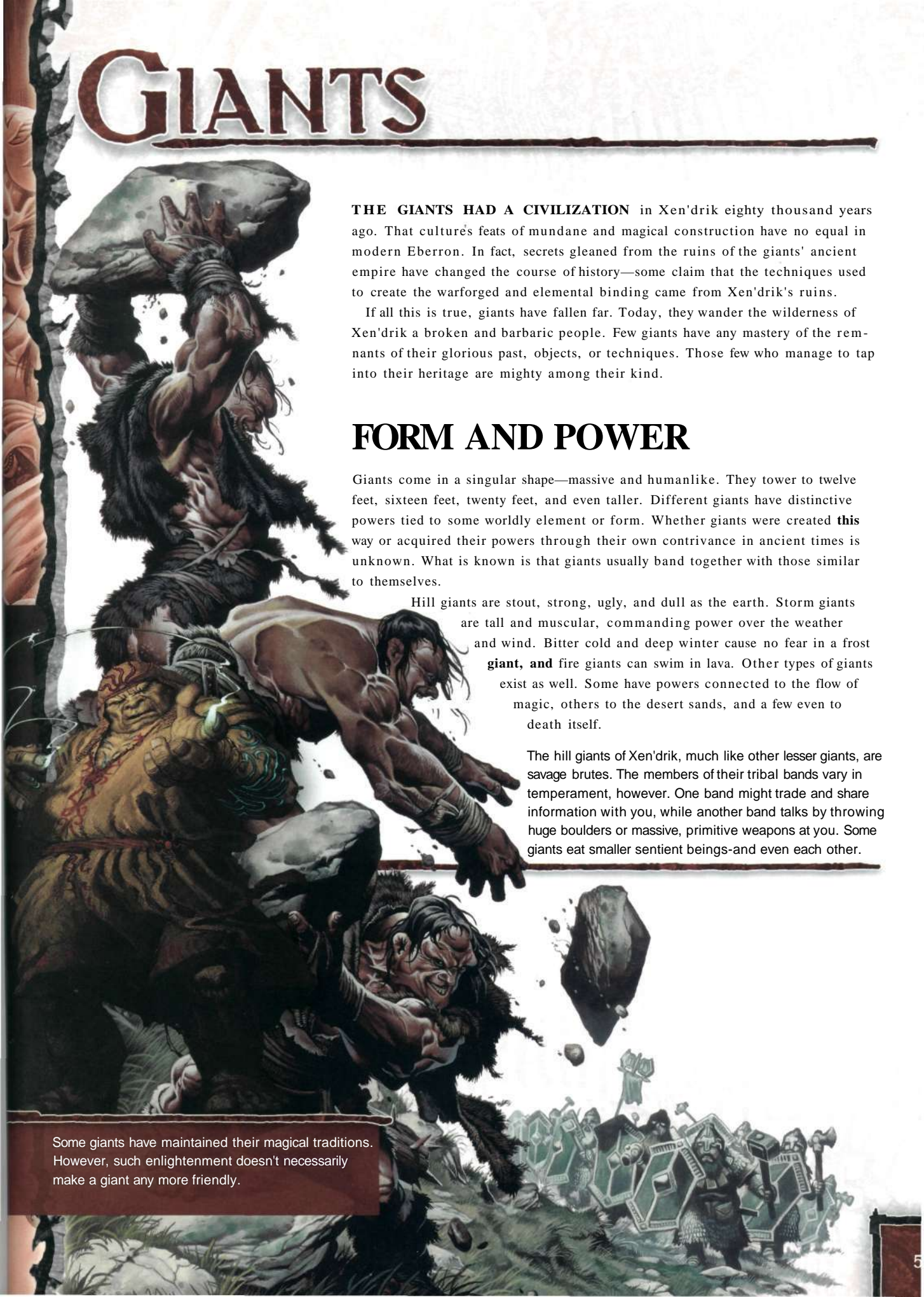
FORM AND POWER

Giants come in a singular shape—massive and humanlike. They tower to twelve feet, sixteen feet, twenty feet, and even taller. Different giants have distinctive powers tied to some worldly element or form. Whether giants were created **this** way or acquired their powers through their own contrivance in ancient times is unknown. What is known is that giants usually band together with those similar to themselves.

Hill giants are stout, strong, ugly, and dull as the earth. Storm giants are tall and muscular, commanding power over the weather and wind. Bitter cold and deep winter cause no fear in a frost **giant**, and fire giants can swim in lava. Other types of giants exist as well. Some have powers connected to the flow of magic, others to the desert sands, and a few even to death itself.

The hill giants of Xen'drik, much like other lesser giants, are savage brutes. The members of their tribal bands vary in temperament, however. One band might trade and share information with you, while another band talks by throwing huge boulders or massive, primitive weapons at you. Some giants eat smaller sentient beings—and even each other.

Some giants have maintained their magical traditions. However, such enlightenment doesn't necessarily make a giant any more friendly.



ARGONNESSEN

ARGONNESSEN IS A CONTINENT south and east of Khorvaire, across a body of water called the Dragonreach. The ocean's name is appropriate, because ArgonnesSEN is the land of dragons. Jagged cliffs and steep mountains shield the continent's interior, and few explorers who make it past this natural barricade return to share their discoveries.

In the past, unified forces of dragons fought against the elves of Aerenal and the giants of Xen'drik. Some have witnessed rogue dragons being hunted and punished by other dragons seemingly sent afield for just such a task. Whether these examples of organization prove that dragons have a structured society within ArgonnesSEN's borders is debatable.

SEREN

Those who sail the Dragonreach toward ArgonnesSEN first have to deal with the people of Seren—barbarians who worship the dragons. Thirty different tribes live on the island of Seren, its neighboring islands, and even the rugged coast of ArgonnesSEN. Each tribe of Serens pays tribute to a different dragon founder. Far from a unified people, the Serens fight among themselves more often than they fend off foreign explorers.

A visitor might be allowed onto Seren itself. If a tribe that's encountered isn't one of the bloodthirsty ones, an explorer might even make it as far as Totem Beach, a long stretch of coastline from which enormous totemic stone heads representing dragons rise from the waters. However, the Serens see it as their sacred duty to prevent anyone from passing across the Great Barrier, a chain of forbidding peaks along ArgonnesSEN's northwestern coast. Among Serens, Totem Beach is neutral territory. Totem Guardians, warriors selected from among the tribes, patrol the strand and willingly kill unwelcome interlopers.



THE CHAMBER

The Chamber is composed of dragons with an agenda. The Chamber includes draconic scholars, who wish to observe the unfolding of the Prophecy, and activists, who want to ensure that the Prophecy unfolds soon and in a way that benefits them. Chamber activists operate all over the world, and even the most reserved dragon academics have agents in important places. Although Chamber members share information, all dragons are fiercely independent. As a result, the organization is hardly unified in purpose.

The Totem Guardians suffer no trespassers to travel beyond ArgonnesSEN's Totem Beach.



DRAGONS

DRAGONS ARE THE OLDEST CREATURES on Eberron. Intelligent and adaptable, they can be found anywhere in the world, flying upon their powerful wings or using their mysterious sorcery to make their way.

Dragons come in several varieties. The most notable types are the chromatic and metallic dragons. The chromatics include the fire-breathing red dragons and lightning-blasting blue dragons. The metallic dragons include the gold and silver dragons, among others.

According to myth, the dragons Siberys, Eberron, and Khyber were the progenitors of the world. These three discovered or created the draconic Prophecy. Khyber then turned on Siberys, and the two fought over possession of the Prophecy, breaking the world. Eberron smashed the Prophecy and used the energy released to heal the dying planet and seal Khyber within. The blood of Siberys rained down to earth, and Eberron made dragons of all kinds spring from the drops.

Over time, dragons rediscovered the Prophecy in response to terrible fiends that were warring on them. With the knowledge imparted by the Prophecy, and the help of potent serpents called couatls, the dragons imprisoned the greatest fiends. After their overlords were driven into slumber, the lesser fiends scattered to the far corners of Eberron.

Some dragons have duties beyond Argonne;sen and the draconic Prophecy. A few guard dangerous sites, as the black dragon Rhashaak does in the evil citadel of Haka'torvhak—"the throne of the holy dragons"—on the continent of Khorvaire.



THE PROPHECY

The Prophecy is a mystery to most creatures. The dragons study the world, the stars, and the sky, the Ring of Siberys, and even rumbles from the depths of Khyber for omens. Dragonmarks appear on the world for the dragons to read, and recently in dragon reckoning, even living beings have begun to manifest these signs.

The dragons disagree on the meaning of their readings. Most scholars believe, however, that the Prophecy points toward great and terrible events. It is the song of creation, foretelling the transformation of the future and clarifying the meaning of the past.

Among the Serens, a warlord leads the tribe in military matters. Overall rulership, however, falls to dragonspeakers-masked mystics invested with the power of the Seren's dragon patrons.



SARLONA

SARLONA, THE BIRTHPLACE OF HUMANITY on Eberron, is today an isolated land, enigmatic to most who aren't native to its shores. Humans built many kingdoms on Sarlona, and those realms rarely knew peace. Harmony eventually crept into the greater part of Sarlona due to influence from the realm of dreams, and it was later enforced by psychic overlords.

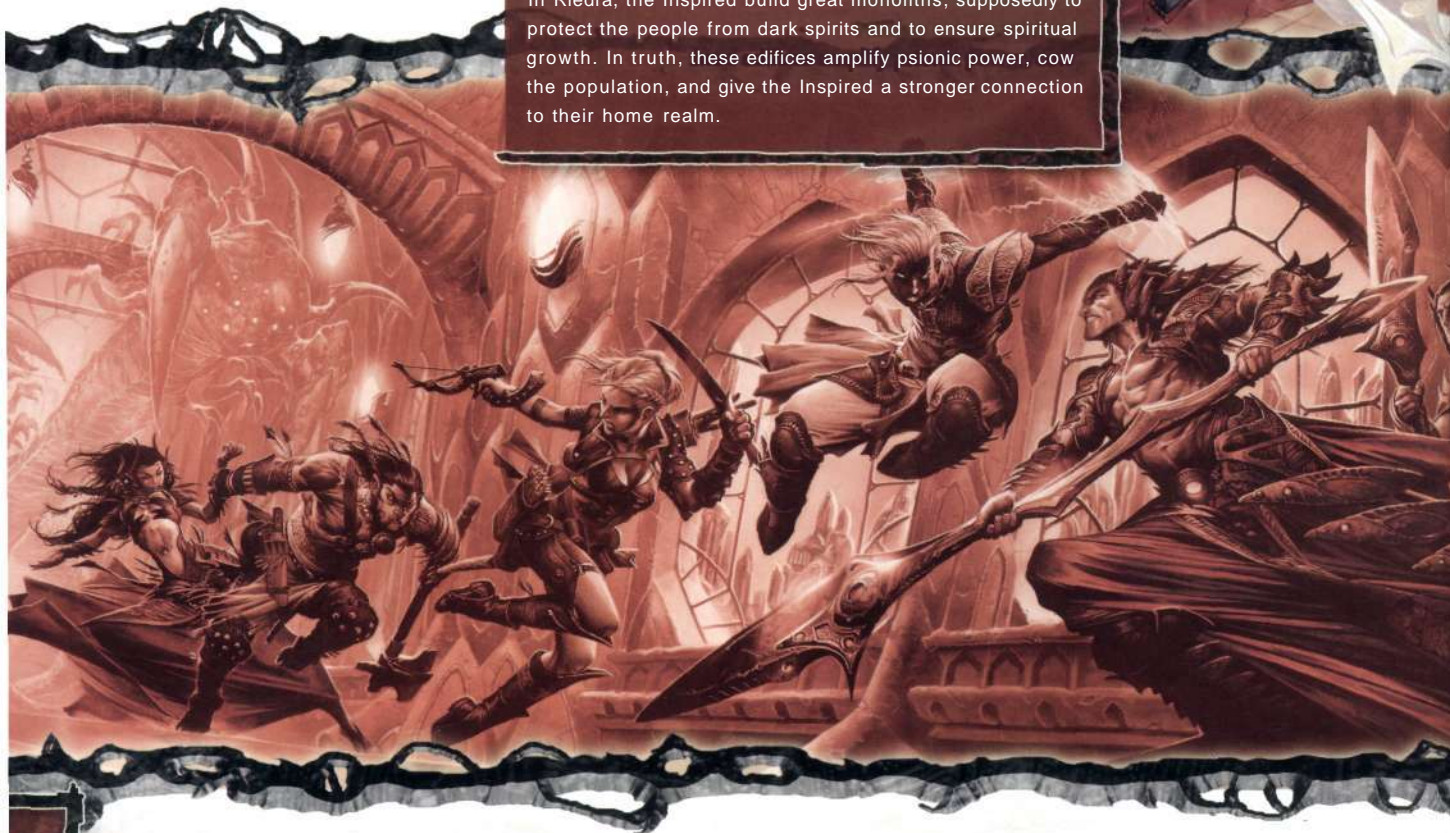
The first humans left Sarlona three thousand years ago, led by the famous explorer Lhazaar. Modern scholars have many theories, including those that depict Lhazaar and her people as brave explorers, those fleeing from a troubled land, or even exiles. Whatever the case, Lhazaar and other Sarlonans like her made their way to eastern Khorvaire.

Fifteen hundred years later, as war and strife tore Sarlona apart, a new breed of visionary beings arose with claims to the secret of lasting peace. These were the Inspired. Their price for bringing harmony was the eradication of ancient traditions, dissenting views, and dangerous powers. Within two centuries, the Inspired abolished the original kingdoms of Sarlona, replacing them with the empire of Riedra.

To control a large population, however, the Inspired required the citizens of Riedra to live in just a few areas. Most people of the country are confined to cities, leaving vast areas unpopulated. The Inspired sequestered their thralls from the larger world, leaving the less ideal parts of Sarlona outside their focused influence.

These outsider realms include arid Syrkarn, the frozen Tashana Tundra, and mountainous Adar. Syrkarn is home to rugged peoples, ogres, and worse—and rumor holds that something sinister sleeps beneath it, keeping even the Inspired at bay. Hardy folk, including shifters and dwarves, inhabit the Tashana Tundra. Adar supports a sparse population of tough mountain folk and spiritual ascetics. The region is also home to the kalashtar.

In Riedra, the Inspired build great monoliths, supposedly to protect the people from dark spirits and to ensure spiritual growth. In truth, these edifices amplify psionic power, cow the population, and give the Inspired a stronger connection to their home realm.

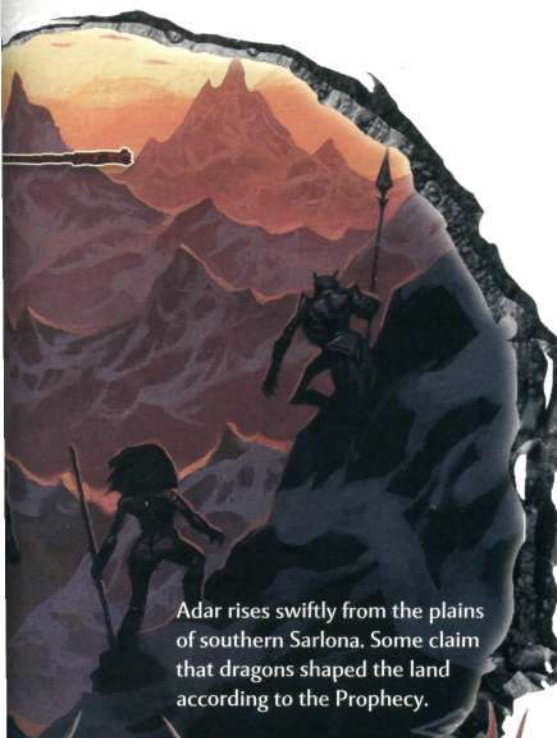


THE INSPIRED

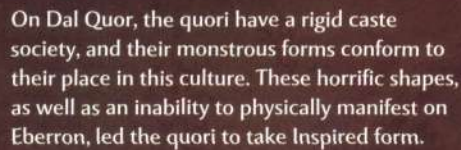
The Inspired are specially bred humans who have willingly surrendered their bodies to nightmarish spirits called quori. When a quori spirit inhabits a human vessel, it submerges the human spirit and takes complete control. When the human vessel dies, the quori spirit, unharmed, returns to its home plane of Dal Quor until it can inhabit another suitable vessel.

The physical body of an Inspired is one of a caste known as the Chosen. The Chosen are fine physical specimens with sharp minds, worthy as a residence to an ancient and wise spirit. Riedrans know that a spirit possesses the Chosen, but none suspect the truth—that the Inspired are creatures of nightmare.

Outside the borders of Sarlona, few know the true nature of the Inspired. Sarlona has been a place forbidden to outsiders until recently, and those few Inspired that travel to other lands as emissaries always appear generous, friendly, and beautiful. The kalashtar, hunted and persecuted by the Inspired for their religious beliefs, know the truth but rarely share this knowledge due to a sense of racial responsibility and a need to remain inconspicuous in foreign countries. Even if the kalashtar were to spread the facts of the matter, few would believe them.

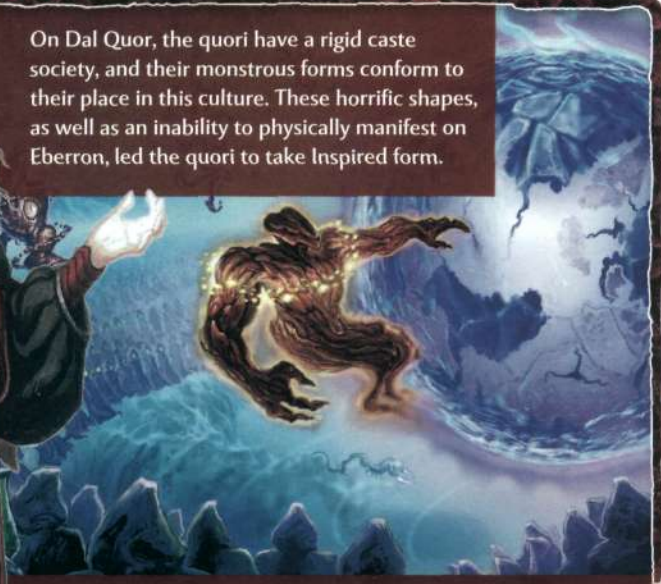


Adar rises swiftly from the plains of southern Sarlona. Some claim that dragons shaped the land according to the Prophecy.



On Dal Quor, the quori have a rigid caste society, and their monstrous forms conform to their place in this culture. These horrific shapes, as well as an inability to physically manifest on Eberon, led the quori to take Inspired form.

QUORI



Utterly alien, quori are natives of Dal Quor, the otherworldly Region of Dreams. Dal Quor is the place where all dreaming creatures' minds go when they dream, and quori can use this fact to their advantage if they wish to. Dreamers dream on the outskirts of Dal Quor, and quori live deeper inside the realm.

The quori often use the power of Dal Quor for nightmarish ends. They are opposed by kalashtar who follow il-Yannah, the Path of Light. The quori use the Dreaming Dark—a secret network of psionic spies and assassins—to hunt down and exterminate the kalashtar wherever they might be hiding.

KHYBER

BELOW THE GROUND lie vast, dark caverns lined with dragonshards and inhabited by bizarre creatures. This unimaginably deep complex is called Khyber, also the name of one of the three dragons that created the world of Eberron in the mythic past.

The Cults of the Dragon Below worship Khyber, and they seek various goals they believe will please the Dragon Below. This effort might involve releasing evil creatures trapped underground or performing blood sacrifices to reach a rumored "promised land" far below the surface.

Adventurers and explorers travel to Khyber seeking dragonshards—valuable crystals that can be used for binding. Khyber dragonshards are useful for elemental binding, but they also serve a more important purpose: Veins of the living crystal that stretches throughout Khyber keep the demons of below trapped within the earth.

All sorts of creatures live below the surface of the world: aberrations, humanoids, undead, and even some renegade dragons. Anything could rise up from the dark, twisting caves of Khyber.

A beholder is roughly spherical, with a huge central eye, ten smaller eyes on stalks, and a wide mouth. It can float through the air and fire rays from its smaller eyes. Rays can turn a creature to stone, disintegrate a target, or fling creatures and objects through the air, among other things. The beholder's central eye disables all magic in sight—which means a beholder has to close its central eye, or else it stops its own eye rays.

Dolgaunts were once hobgoblins, but the daelkyr transformed them. They have no eyes, but sense their surroundings with cilia on their skin. They use their tentacles to drain the vital fluids from their adversaries.



Mind flayers, also called illithids, are highly intelligent psionic creatures capable of attacking with the power of their minds. They communicate telepathically, unleash deadly mind blasts, and turn people into mindless slaves. When a mind flayer defeats a foe, it uses its face tentacles to extract the creature's brain and eat it.



The daelkyr are powerful immortal creatures born from a mystical dimension of madness. They are beautiful by human standards, but their touch causes disease, and their presence breeds insanity.

The daelkyr have a thought process incomprehensible to other creatures. World destruction is a form of art to these creatures, and they have the patience to slowly bring Eberon to ruin. To destroy Eberon, they created aberrations-nightmarish monsters that appeal to their alien sense of beauty.



THE EMERALD CLAW



ONCE HIGHLY HONORED as a knightly order in Karrnath, the Order of the Emerald Claw served that country with distinction during the Last War. The Claw, as it is often called, was never the patriotic organization it claims to be. Although it still panders to Karrnathi patriotism, its true loyalties lie with the Blood of Vol cult. Its highest-ranking members know that Vol, the Lich Queen, created the Claw. She alone commands the order.

Long ago, King Kaius I of Karrnath made an alliance with the Blood of Vol cult. The Order of the Emerald Claw formed during this time, apparently dedicated to serving king and country as elite agents. In truth, the Claw bowed to the king's will only as long as those wishes met with Vol's

approval. When Kaius I uncovered this truth, he began dismantling the order and broke ties with the Blood of Vol. Kaius I didn't finish this work, but the order was outlawed altogether just before Kaius III ascended to the throne.

The Order of the Emerald Claw holds as public doctrine that Kaius III's overtures of peace are weakness, and that Karrnath should have and could have won the Last War. The members of the order claim they want to restore Karrnath to its former greatness. If the definition of "greatness" is "secret vassal of Vol, the Lich Queen," then maybe the order's members are correct. Vol uses the Claw as her personal army, her spies, her relic hunters, and even as terrorists. Its symbol is a reference to Vol's heritage as a half-dragon.



TWO FACES

Knights of the Order of the Emerald Claw often wear their colors proudly and openly. Self-assured in their own moral code, they willingly do battle with any who dare oppose them. These armed fanatics are just the public face of the Claw. Their apparent devotion to Karrnath and even the Blood of Vol can win them the hearts of ignorant folk. An even greater number of hidden Claw operatives operate throughout Khorvaire and the world.

The Emerald Claw is allied with the Blood of Vol. The Emerald Claw associates with undead, and some of its members are undead. Where a knight might do well, a vampire knight can do better.

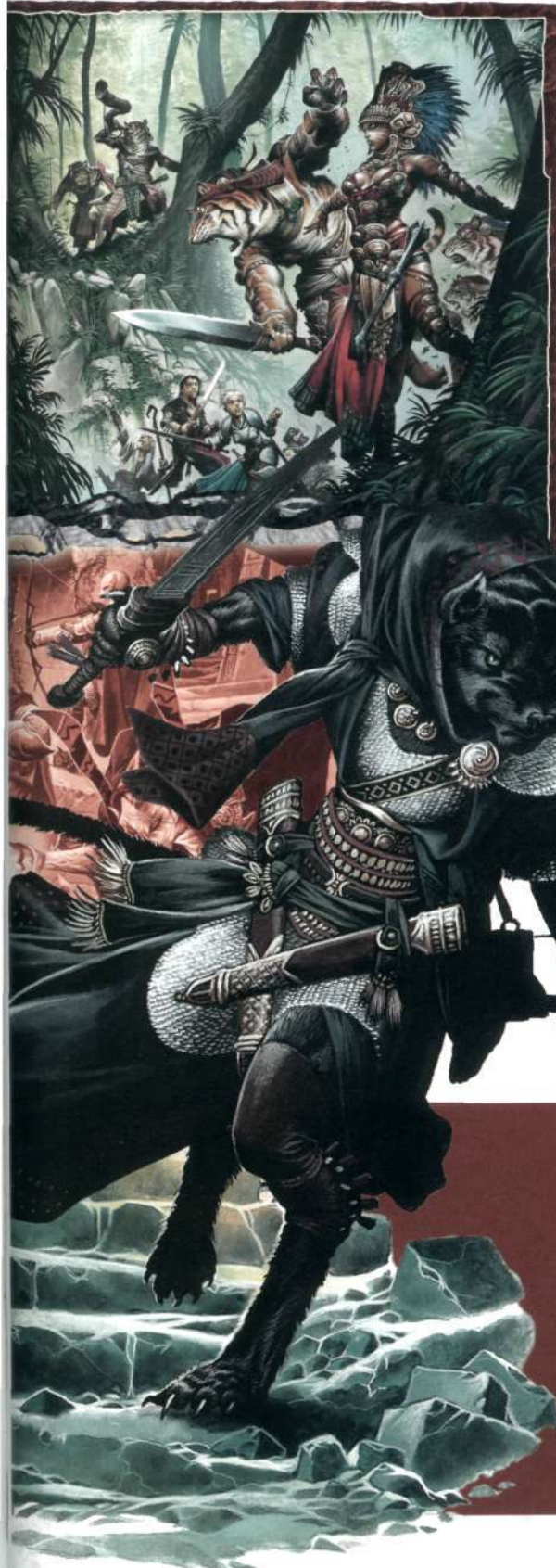
LORDS OF DUST



IN THE ANCIENT PAST, Khyber spat forth fiends. Rakshasas, cat-headed creatures that have a variety of supernatural powers, were the lowest form of these monsters. Greater fiends too horrific to imagine also burst from Khyber—the terrible and mighty archfiends called rakshasa rajahs. During the Age of Demons, when the fiends' dominion over Eberron was at its peak, dragons fought against the rakshasas and their dreadful masters, eventually binding the rajahs back in the depths of Khyber. Though the rakshasas were defeated, many of them escaped.

From hiding, some rakshasas spend their time plotting to free their overlords or destroy the civilizations of other creatures. Some rakshasas simply lash out, trying to cause as much suffering as possible without revealing themselves as the cause. A few even scheme to seize the power of a rajah without freeing it, perhaps becoming a rajah in the process. With an arsenal of magical abilities, the ability to create illusions and alter their appearance, and an utter disregard for lives other than their own, the rakshasas are daunting foes.

Taken as a group, these fiends are referred to as the Lords of Dust. This "organization" is organized in only the loosest sense of the term. Rakshasas are reluctant to share their power. Furthermore, being immortal, they have an eternity to plan and can afford to create complex webs of deceit and wait for perfect timing. Finally, their powers make it so they never need to reveal themselves. They have many evil agents, but only a handful of these minions realize that their true masters are the Lords of Dust.



FIENDS AND MORTALS

A mortal must possess great power to ever be considered important by rakshasas. These fiends take pleasure in fooling good people into doing harm. Mortals are pawns to be tricked, enslaved, or worse.

Few thinking beings decide to serve rakshasas. Of those who do, most are members of the corrupted barbarian tribes in the Demon Wastes of northwestern Khorvaire. These demented people are known as the Carrion Tribes. They avoid the fiendish ruins that still stand in the Demon Wastes, and they are forbidden from entering Ashtakala, the last citadel of the Lords of Dust.

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KHORVAIRE



MASTER KEY

Thorp	Orien trade road
Hamlet	Grassland
Village	Hills/Lowland
Small town	Mountains
Large town	Volcano
Small city	Cliffs
Large city	Canyon/Rift
Metropolis	Glass field
Capital	Dead-gray mist
Castle/Fort	Desert
Site	Swamp/Marsh
Ruin	River
Broken bridge	Lightning rail
National border	

0 500 1000
miles
Scale: 1:10,796,000 or 170.4 miles to the inch (valid at 150 dpi)

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