

DUNGEONS
& DRAGONS

EBERRON

SECRETS OF SARLONA™



KEITH BAKER SCOTT FITZGERALD GRAY
GLENN MCDONALD CHRIS SIMS

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KEITH BAKER

SCOTT FITZGERALD GRAY

GLENN MCDONALD

CHRIS SIMS







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DESIGN

KEITH BAKER, SCOTT FITZGERALD GRAY,
GLENN McDONALD, CHRIS SIMS

DEVELOPER

ANDY COLLINS

EDITOR

M. ALEXANDER JURKAT

EDITING MANAGER

KIM MOHAN

DESIGN MANAGER

CHRISTOPHER PERKINS

DEVELOPMENT MANAGER

JESSE DECKER

DIRECTOR OF RPG R&D

BILL SLAVICSEK

PRODUCTION MANAGERS

JOSH FISCHER, RANDALL CREWS

ART DIRECTOR

KATE IRWIN

COVER ILLUSTRATION

WAYNE REYNOLDS

INTERIOR ARTISTS

KALMAN ANDRASOFSZKY, DAVID BIRCHAM,
TOMM COKER, FRED HOOPER, RON LEMEN,
HOWARD LYON, WARREN MAHY, LUCIO PARRILLO,
JIM PAVELEC, MARTINA PILCEROVA,
STEVE PRESCOTT, ANNE STOKES, MARK TEDIN,
FRANZ VOHWINKEL, JAMES ZHANG

CARTOGRAPHER

LEE MOYER

GRAPHIC DESIGNER

LISA HANSON

GRAPHIC PRODUCTION SPECIALIST

ERIN DORRIES

IMAGE TECHNICIAN

SVEN BOLEN

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Casswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records



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Lanhareth shivered as he gazed upon the city of his ancient enemies. He feared the quori were aware of his coming.



They were.



INTRODUCTION

On a windswept slope of blasted scree, a lone monk watches the movement of Riedran troops below. With a thought, she alerts her comrades hidden in the caves and tunnels nearby. The force attacks with swiftness and surprise. As it has each day for a thousand years, the siege of Adar begins anew. . . .

On the golden steppes of Syrkarn, a giant skull atop a makeshift cairn marks a milestone on a dangerous road. It is said that the cults of Karrak the Final Guardian pass by here in the dead of night, leaving cryptic messages carved in the stones for those who follow them.

On the southern Tundra, an Akiak strike team waits out the deadly force of a reality storm. Ahead, the icy expanse of a Risian wild zone marks the Riedran frontier, and beyond that, the monolith that is the team's goal gleams in the fading light. By moonrise, the dwarves will speak the names of ancestors lost in the Night of Razor Dreams. By morning, fate willing, this *hanbalan* of the Inspired will fall. . . .

In the war mazes of Ohr Kaluun, dark magic lingers from the time of the Sundering. Riedran forces spend their days sweeping the ruins of skulks and watching the sea lanes for any sign of masts to the east. East lies Khorvaire, and the lure of Sarlona's past pulls strongly on those who hunger for power in that uncivilized land. . . .

Sarlona is a land of ancient secrets and present darkness. Four nations and a dozen races stand as the end result of fifteen hundred years of conflict, intrigue, and repression. Despite its history and its status as the birthplace of humans, Sarlona remains mysterious to Khorvairians.

The rebellious dwarves of the Tundra's Akiak clans, the shifters of Tashana and the Savage Legion, the arcanist Heirs of Ohr Kaluun, the scrutiny of the Thousand Eyes—all these and more underlie the complexities of power that twist across Sarlona. Still, to a Khorvairian, Sarlona means little more than Riedra, home of the Inspired.

The explorers who carve their way through Q'barra, Droaam, or Xen'drik speak almost reverently of the magical ruins and lethal wildernesses they have encountered. The Maruk Ghaash'kala of the Demon Wastes and the Gatekeepers of the Shadow Marches know of the ancient terrors lurking beneath those lands. In taverns and around campfires from Sharn to Stormreach to the Seren shores, the bold loudly declaim heroic deeds that mark some corner of Khorvaire, Xen'drik, or Argonnesen as the most dangerous place on Eberron.

Only those who make the journey to Sarlona will ever know how wrong they are.

USING THIS BOOK

Secrets of Sarlona explores Khorvaire's mysterious neighbor across the seas—the continent from which the culture and history of humanity are drawn. This book provides the first comprehensive look behind the walls of secrecy the Inspired have erected around Riedra. It also details the incredible range of Sarlonan lands and peoples outside Inspired control.

For characters who have connections to Adar or Riedra, *Secrets of Sarlona* offers the opportunity to return to their homelands. Kalashtar and Riedran refugees are scattered throughout Khorvaire, many simply waiting for the opportunity to end their exile and face the Inspired. Shifters of Khorvaire have only recently heard tales of their kin in the Tashana Tundra.

Characters who have Sarlonan backgrounds need never leave Khorvaire in order to take advantage of this book's contents. Such characters can benefit not only from rules material, but also from enhanced understanding of the historical and cultural context of the land of their ancestors. The history of humanity begins in Sarlona, and as the Inspired look to Khorvaire, this land might yet reclaim its importance in the affairs of all humans.


WHAT YOU NEED TO PLAY

Secrets of Sarlona makes use of information in the *Player's Handbook (PH)*, *Dungeon Master's Guide (DMG)*, and *Monster Manual (MM)*, as well as the *EBERRON Campaign Setting (ECS)*.

As befits a book covering a continent so steeped in psionic traditions, *Secrets of Sarlona* frequently references *Expanded Psionics Handbook (EPH)*. In addition, material from several supplements is cited, including *Arms and Equipment Guide*, *Complete Arcane*, *Complete Divine*, *Complete Psionic*, *Complete Warrior*, *Dungeon Master's Guide II (DMG2)*, *Explorer's Handbook*, *Fiend Folio*, *Frostburn*, *Magic of Eberron*, *Miniatures Handbook*, *Monster Manual II (MM2)*, *Monster Manual III (MM3)*, *Monster Manual IV (MM4)*, *Planar Handbook*, *Player's Guide to Eberron*, *Players Handbook II (PH2)*, *Sandstorm*, *Spell Compendium*, *Stormwrack*, and *Tome of Magic*. These supplements can enhance your enjoyment of *Secrets of Sarlona*, but in most cases, the details you need are provided in this book.

REFERENCES

Game mechanics mentioned in other books are often accompanied by a title and page reference. Where doing so would be cumbersome, symbols are used instead. If a noted term or game mechanic is described in this book, a dagger (†) appears after the term. If a noted term appears in the *EBERRON Campaign Setting*, a superscript ^{ECS} is used. Subjects from the *Expanded Psionics Handbook* are marked with a superscript ^{EPH}.



You dare challenge the might of the Inspired?" the warrior said. "With our dying breaths, monster," Lanhareth responded.

Then you're just the fools I'm looking for. Let's get you off the streets." As he spoke, the changeling's face altered to reveal his true nature.

WELCOME TO SARLONA

The treasures of the lost age of Xen'drik are legendary. The wonders and dangers of Khorvaire are immortalized in story and song. The lore of the mysterious dragons has fixed Argonnessen in the minds of scholars and sages for a thousand years. A world away from the rest of Eberron, Sarlona remains a land of mystery.

WHY COME TO SARLONA?

It is difficult to reach this land, and it offers little shelter for adventurers. Why take the risk? This is a topic explored in more detail in the description of each region, but here are a few basic points.

Powerful Patrons: The dragons of the Chamber shun Sarlona, but they want to know what is transpiring beyond its shores. PCs who have ties to the Chamber, the Undying Court, or even the Lords of Dust could be sent to explore mysteries related to the draconic Prophecy. Agents of the Silver Flame or the Sovereign Host might arrive in Khaled or Pyrine to search for relics tied to the modern religions. An Aurum Concordian might send the PCs to negotiate with the Riedran smugglers known as the Dream Merchants. Whether it's a quest for gold or knowledge, the powerful of Khorvaire have many reasons to cast an eye toward Sarlona.

Cultural Exchange: Adventurers who have ties to academic organizations could be sent to explore the lands of Sarlona or to find another expedition that has disappeared. Thousands of myths concern the mountains of Adar, and the people of Khorvaire are only just discovering the Tashana Tundra and Syrkarn. PCs who have strong ties to a government could be asked to assist an ambassador newly established in Dar Jin. Are the Inspired as friendly as they seem?

Battling the Darkness: One of the primary reasons to come to Sarlona is to fight the Dreaming Dark. Even PCs who have no interest in the dream war could be employed by the King's Dark Lanterns or a similar agency to engage in intelligence operations against the Inspired. Inside Riedra, this service requires subtlety and intrigue, since the Inspired are beloved. Elsewhere in Sarlona, the PCs finally have the opportunity to engage the Inspired and their evil directly.

While the Dreaming Dark is integrally tied to Sarlona, it isn't the only force of evil in this land. The Lords of Dust once ruled all of Eberron, and devious rakshasas haunt Sarlona as well. The Order of the Emerald Claw could take an interest in Sarlona's wild zones of Mabar. And the Heirs of Ohr Kaluun, the Kalaak barbarians,

and the Horned Shadow are potential threats every bit as deadly as the villains of Khorvaire.

Secrets of the Mind: From the duergar traditions of the Akiak dwarves to the quori techniques of the kalashtar and Inspired, psionics are strong in Sarlona. Adventurers might have no recourse but to travel to Sarlona to learn certain psionic arts. The traditions of the psychic warrior could have found their way to Khorvaire, but perhaps the divine mind and other classes of *Complete Psionic* are still hidden in Sarlona.

Untapped Opportunities: Riedra is littered with ancient ruins that have been shunned since the Sundering. The Riedrans have no use for gold and fear the magic hidden in these places. Treasure, mystic knowledge, and more lie waiting to be found.

The Sarlonan Campaign: The nations of Sarlona offer many interesting possibilities for full-scale campaigns. When starting a new campaign, a DM should consider the possibilities presented by the cultures of Sarlona. For an unusual twist, a campaign could cast PCs as loyal servants of the Inspired—agents of the Harmonious Shield or Thousand Eyes who must uncover the deadly schemes of the Heirs of Ohr Kaluun before hundreds of innocents are killed. Or perhaps the PCs would like to try their hands as agents of the Dreaming Dark, engaging in psychic espionage and assassination within Adar or Khorvaire.

ACROSS THE SEAS

Dealing with any of Sarlona's treasures or hazards ultimately means getting there in the first place. For those characters used to the convenience of an Orien caravan or the inevitability of the next ship to Stormreach, arranging transport to the land of the Inspired can be an adventure in itself.

Travelers seeking passage from Khorvaire to Sarlona must decide which coast of Khorvaire they want to depart from. Sarlona is roughly equidistant from Khorvaire from the east or west, and the Sea of Rage and the Barren Sea are equally unforgiving. Only two Riedran ports allow Khorvairian ships to land, however, and the shores of Adar are all but impassable.

From Sharn and western Khorvaire, the islands of Ohr Kaluun are a common destination. The Dream Merchant smugglers have outposts there.

From eastern Khorvaire, travelers to Sarlona find themselves bound for Syrkarn, with such voyages leaving not from central Khorvaire but the Lhazaar Principalities. Lhazaar pirates have been plying the Sea of Rage

since the end of the Last War, avoiding the Riedran outposts on the Aventus Islands with practiced skill. The relatively recent establishment of formal trade between Riedra and Khorvaire has increased the demand for Sarlonan goods in the Five Nations, and though it now faces competition, the trade of Lhazaar smugglers shows no signs of slowing down.

MEANS OF TRAVEL

A sea voyage is the typical method of reaching Sarlona from Khorvaire, but the small number of ships making the journey (at least compared to the constant stream of merchant traffic from Khorvaire to Xen'drik) greatly reduces a party's options.

Travel by Sea: Ships set out for Ardhmen in southern Syrkarn from many of the Lhazaar islands, but Regalport and Port Verge are the primary points of departure. Ships from those ports also run to the Riedran center of Dar Ulatesh on the Rhiavhaar coast, but only vessels authorized by the Inspired are permitted to land there.

Mundane and soarwood sailing ships leave from several ports, but Prince Kolberkon's relationship with House Lyrandar makes Port Verge the only place where one can get passage on a wind galleon or a Lyrandar sailing ship. Though Lyrandar often operates its Sarlona cargo runs at a loss in order to establish itself in the principalities, its prices for passage remain steep.

The distance between Khorvaire's west coast and Sarlona is slightly shorter than the journey from the principalities, but uninviting Riedra occupies most of Sarlona's eastern shore. Ships commonly land at the port city of Dar Jin in Corvagura, but like Dar Ulatesh in the west, Dar Jin accepts no unauthorized vessels. Only in recent decades have the Inspired begun to allow ships that have valid business (most commonly merchant vessels and ambassadors) to dock at Dar Ulatesh and Dar Jin. It is sometimes possible to get working passage on a Riedran merchant vessel, but in all cases non-Riedrans in both these ports are confined to the foreign quarter by the Iron Gate, Riedra's foreign service.

Other than in Dar Jin and Dar Ulatesh, a strict Riedran quarantine against outsiders remains in effect. For westbound ships seeking clandestine entry into Riedra, the islands of Ohr Kaluun are a common port of call. Ships occasionally cross the Barren Sea from Zarash'ak in the Shadow Marches, bound for one of the small ports on the eastern coast of the Tashana Tundra. This journey's travel time and cost are the same as a trip from the Lhazaar isles to Ardhmen, but mundane sailing ships are usually the only passage available.

Passage on a cargo ship means a hammock for those who are lucky, the deck for those who aren't. Although PCs aren't expected to pitch in with everyday shipboard duties, they are expected to help during emergencies or attacks from (other) pirates.

Given the low level of trade and traffic, characters often have to trust to luck when seeking passage to Sarlona. Still, from either the Lhazaar Principalities or Sharn, a wait of more than a week (two weeks in winter) for a ship to set sail for Ardhmen, Dar Ulatesh, or Dar Jin is rare. Booking smuggler's passage from Sharn to Ohr Kaluun is a more hit-and-miss affair.

Travel by Air: House Lyrandar airships make no runs to Sarlona, and few privateers are mad enough to risk their

GETTING TO SARLONA

Regalport to Ardhmen

Transport ¹	Approximate Travel Time	Average Cost ²
Airship	15 days	7,500 gp
Sailing ship	150 days	225 gp
Sailing ship, Lyrandar	50 days	3,750 gp
Sailing ship, soarwood	75 days	375 gp
Wind galleon	15 days	2,250 gp

Regalport to Dar Ulatesh³

Transport ¹	Approximate Travel Time	Average Cost ²
Airship	9 days	4,500 gp
Sailing ship	90 days	150 gp
Sailing ship, Lyrandar	30 days	2,500 gp
Sailing ship, soarwood	45 days	225 gp
Wind galleon	9 days	1,350 gp

Regalport to Whitetooth

Transport ¹	Approximate Travel Time	Average Cost ²
Airship	6 days	3,000 gp
Sailing ship	60 days	100 gp
Sailing ship, Lyrandar	20 days	1,700 gp
Sailing ship, soarwood	30 days	150 gp
Wind galleon	6 days	900 gp

Sharn to Ohr Kaluun

Transport ¹	Approximate Travel Time	Average Cost ²
Airship	9 days	4,500 gp
Sailing ship	90 days	150 gp
Sailing ship, Lyrandar	30 days	2,500 gp
Sailing ship, soarwood	45 days	225 gp
Wind galleon	9 days	1,350 gp

Sharn to Dar Jin³

Transport ¹	Approximate Travel Time	Average Cost ²
Airship	6 days	3,000 gp
Sailing ship	60 days	100 gp
Sailing ship, Lyrandar	20 days	1,700 gp
Sailing ship, soarwood	30 days	150 gp
Wind galleon	6 days	900 gp

1 As available. From the Lhazaar Principalities, airships must be privately chartered or owned by the PCs. From Sharn, all transport except sailing ships must be privately chartered or owned by the PCs.

2 Costs for passage on Sarlonan runs are seldom fixed. PCs can often haggle or exchange services for lower fares, or might pay more depending on circumstances.

3 Authorized vessels only.

ships on a crossing of either sea. Characters who own or command an airship are free to put speed ahead of caution, or to hire themselves out to other explorers.

Teleportation: House Orien's desire to curry favor with the Inspired-brokered trade between Khorvaire and Sarlona means that the house officially conducts no passage between these two lands. Unofficially, the excruciating length of the sea voyage means that heir of Siberys Orien operatives do intermittent yet lucrative business

taking elite explorers and academics from Passage or Sharn to Sarlona using *greater teleport* at a staggering cost of 30,000 gp per one-way trip. A maximum of five Medium or smaller creatures can be transported in this manner, along with whatever equipment they can carry.

PCs have a 10% chance of finding an Orien heir willing to undertake a teleportation to Sarlona from Passage (5% in Sharn) on any given day. For PCs without a clear destination, Ardhmen is the default arrival point. Few (if any) Orien operatives teleport into Riedra itself, and in almost all cases, an heir doesn't stay in Sarlona more than the day required to regain the use of his *greater teleport* ability. A party requiring a return trip must arrange a rendezvous. All trips must be paid for in advance.

Planar Travel: Manifest zones and smaller wild zones of unstable planar activity spread across Sarlona as they do nowhere else on Eberron. The shifters and druids of the Eldeen Reaches have long spoken of strangely unstable planar activity within their land and of hapless wanderers seemingly snatched from manifest zones of Thelanis or Lamannia to some other place, never to be seen again. Perhaps one of these planar gateways leads to a wild zone or wild reserve in Sarlona. This is a highly unpredictable means of travel, and those who use such planar breaches must often find another way to return home.

DANGEROUS WATERS

The Sea of Rage and the Barren Sea are harsh expanses of endless water, raging storms, and lethal hazards. Seas of Eberron (*Player's Guide to Eberron* 132) has more information on the Sea of Rage, the Barren Sea, and the other seas of Eberron. *Stormwrack* offers a wealth of rules for marine hazards and adventuring.

A LAND APART

The cradle of humanity, Sarlona is a land whose history and present are steeped in conflict. Around the bonfires of the nomadic Syrks, lost legends of sorcerer-kings and devastating magewars are passed from one generation to the next. Myths of the yuan-ti and the Age of Fiends are whispered among the Keepers of the Word and the Heirs of Ohr Kaluun alike.

Homeland of the Inspired and a half-dozen independent cultures, Sarlona is a land where majestic cities rise alongside empty desert wastes; where massive planar breaches are hidden behind walls of stone and thought. Sarlona is yuan-ti and couatl ruins standing in the empty steppes. Sarlona is the birthplace of humanity and of the worship of the Sovereign Host. Sarlona is home to a nation of ogre mages and to the Storm Guardians—legendary draconic sentinels.

All these truths are unknown except to the few Khorvairian explorers who have journeyed to the mysterious continent. Accordingly, the DCs in Lore and What Do You Know? sections are applicable only to Sarlonans. Those from Khorvaire add 5 to all such DCs.

LANDS AND ENVIRONMENT

Sarlona is slightly larger than Khorvaire, and its geography covers a wide range. The open steppes and savannah of the Tundra and Syrkarn give way to mountains along the Riedran frontier of both lands. To the south, the peaks of Adar thrust up like spikes from the Sea of Lost

Souls. Midcontinent, the great desert of Andnemun straddles the border of Syrkarn and Borunan. The huge inland seas of Kelneluun and Rhialuun are the centerpieces of life in Riedra's northern provinces, while dense forest spreads along the eastern coast.

Much of Sarlona is agrarian, from the thousands of similar farming villages of Riedra to the open grasslands of the Tundra and Syrkarn. In its own way, Adar has an agrarian society to rival Syrkarn's, but the Syrks enjoy bounty that the hardscrabble folk of Adar can only envy. Clinging to the ridges and valleys of the nearly impassable mountains, Adar is less a single region than countless bands of climate and geography rising from valley floor to high peak.

Weather in Sarlona would likely be harsh enough, but uncontrolled planar magic also rips across this land, often with deadly effect. Planar breaches and manifest zones are common across the continent. The worst of these wild zones are sealed off by edict of the Inspired, who have created an entire branch of the Riedran military—the Edgewalkers—to contain such disturbances. Even outside these permanent wild zones, smaller breaches flare and fade at random, churning the land to chaos or leaving freakish weather in their wake. In the Tundra, the *aukuraks* (reality storms) cut across the plains, and those who travel there learn to avoid them.

FAITH AND INSPIRATION

The Path of Inspiration is the prescribed faith of the Riedran people, and the Inspired form the pinnacle of that faith's mortal hierarchy. However, in contrast to the half-whispered rumors that circulate around Riedran outposts in Khorvaire, the Inspired are only the emissaries of this faith, not its focus. Instead, the lords of Riedra are seen as vessels of the great spirits, known as *il-altas* in the Quori tongue. These are mortals ascended to a higher state of being—a state to which all who follow the Path of Inspiration aspire.

To Khorvairian worshipers of the Sovereign Host, the Path of Inspiration and its tight control of social order might bear more than a passing resemblance to the Church of the Silver Flame, though followers of that latter religion find little cause for comparison. For followers of the Path of Inspiration, the Silver Flame and the Sovereign Host are nearly the same. Riedrans believe the faiths of other cultures all worship dark spirits, or *altavars*—fiends that corrupt all about them for the sake of power, be it material, arcane, or divine.

The massive monoliths (*hanbalani altas*, or "sanctuaries for the soul") that dot the Sarlonan landscape are the most overt symbols of the Path of Inspiration. To the Riedrans who build the monoliths, they are temporary resting places for the souls of the dead—tombs that prepare the dead for movement into the next life. Those who know the Inspired understand a much darker truth.

The Path of Light in Adar is familiar to any folk of Khorvaire who have spent time in the company of the kalashtar. However, Adar traditions predating the arrival of the kalashtar incorporate worship of what appear to be aspects of Balinor and Arawai of the Sovereign Host. Like all features of human culture on Khorvaire, the Sovereign Host was carried over from Sarlona, and its legacy can be found among the Syrks and in the Riedran province of Pyrine where it was born.

PEOPLE AND CULTURE

Like Khorvaire, Sarlona is a mosaic of races and cultures. Even after twelve centuries of Inspired rule (and the three hundred years of conflict that preceded it), Riedra is far from a unified society. Still, under the precepts of the Path of Inspiration, the races of Sarlona are each seen to occupy a specific niche. At the top of the social order are the Inspired—beings blessed by grace and as close to enlightenment as mortals can be. Beneath them are the Chosen, with Riedran humans below them. The Path of Inspiration marks all nonhuman races by their degree of spiritual evolution, and Riedrans accept this. Thus, ogres and shifters are subhuman, while changelings are acknowledged as superior and singularly blessed.

Human society on Sarlona is as widely varied as on Khorvaire, but war and rebellion define three major human groups across the breadth of the continent. Riedran humans make up the majority of that nation, and even established provincial cultures cannot overcome the monolithic nature of Inspired rule. The humans of Adar have stood alongside the kalashtar against Riedran siege for a thousand years, and this struggle now defines their very essence. Though Syrkar's human population is largely descended from Riedran refugees, and though new refugees expand that population each year, no open conflict exists between Riedra and that land. Many Syrks support the Adaran cause, some more openly than others. However, some Adarans have come to resent the way in which the Syrks have accepted—some might say acquiesced to—Inspired rule across their borders.

LANGUAGE

Sarlonans do not speak Common unless their trade involves foreigners, and even then they do so with reluctance. Centuries of Inspired unity and domination have made Riedran the common parlance, even for those who oppose the powers that be. Substitute Riedran for Common in the languages of all intelligent inhabitants of Sarlona, and eliminate languages for races that aren't native to the continent. Add Common to the list of available bonus languages. For example, an Akiak duergar automatically speaks Riedran, Dwarven, and Undercommon; he can choose Common, Draconic, Giant, or Terran as bonus languages. You might add languages such as Xeph and Maenad to the list of bonus languages, replacing the eliminated Goblin and Orc languages.

The Quori language is considered to be the language of the *il-altas* and the Inspired. All Chosen (empty vessels) are taught the language and generally conduct important business in Quori, but few others learn the language.

If a Riedran does not need to know how to read to perform his job, he is likely to be illiterate. However, this rule only applies to NPCs. A PC Riedran might have picked up the skill on her own or been chosen for special training. Adarans are generally literate; Syrks and the peoples of the Tundra are not.

CALENDARS

The most important date in Sarlonan history, at least according to the Inspired, is the Unification of Riedra. All before that was darkness, war, and arcane depravity; all after, peace and munificent guidance. Although the Inspired began their conquest of Sarlona 1,500 years ago, they did not openly declare their rule for another

200 years. Although more anticipation that reality at the time, the Inspired set the first year of the Unification of Riedra as 1 Unity, a date 1,300 years ago (−302 YK).

Inspired and high-ranking Chosen are the lorekeepers of Riedra, but these records and the dates used in them are not widely disseminated. Dates are unnecessary among common Riedrans, and their use is discouraged. The majority of Sarlonans need not concern themselves with history—they are satisfied to know that the Inspired arrived sometime in the distant past, brought blessing and peace with them, and since that time, dates are unimportant.

Adaran monks, of course, believe differently. In ages past, each monastery devised its own dating conventions around events important to that sect. Since the coming of the kalashtar, however, the Speaker of the Word has encouraged a common calendar, which has slowly spread to all parts of Adar. Honoring the leader of the quori rebels, 1 Age of Taratai (1 AT) was established 1800 years ago (−802 YK).

The Syrks either follow the Riedran custom of not using dates, or they secretly keep records using the Adaran calendar. The dwarves of the Tundra maintain their own ancient dating system, while the few shifters who count years in that land do so according to a hodgepodge of clannish oral traditions.

HISTORY

The history of Sarlona is a patchwork of legends and truth, with as many pieces missing as are present. Years of war saw a great deal of Sarlonan lore lost for all time—histories of the conquered erased by the conquerors, who were themselves conquered in time. In the end, however, nearly fifteen hundred years of Inspired rule in Riedra have reshaped Sarlona's sense of itself. For Riedrans of today, the past is not a point of pride but a warning, and one does not seek the darkness that preceded the light of Sarlona's modern age.

THE ANCIENT PAST

The ancient prehistory of Sarlona remains as much an unknown as it does in any part of Eberron. The Age of Fiends, the giant explorers of Xen'drik said to have visited this land, the interest of the dragons of Argonessen in Sarlona and their relationship to the Storm Lords—every piece of critical research has a dozen legends that contradict it, and every legend investigated uncovers a dozen more.

Sarlona does have one unique claim to the history of this lost age. It is thought to be the birthplace of the couatl. Certainly, this continent was a stronghold for that race during the Age of Fiends; couatl and shulassakar (feathered yuan-ti) ruins can still be found here today. Such structures are common in the province of Khalesh, but the Inspired go out of their way to prevent their exploration. In Syrkar, the ruins were taken over by the feathered yuan-ti on a grand scale, and it remains uncertain how much of the original race's lore and history might have been corrupted or rewritten before the yuan-ti were put down.

Scholars sifting the legends of the Age of Fiends believe that three rakshasa rajahs are bound in Sarlona—one within the heart of Korrandar in Adar, one beneath the yuan-ti ruins of Syrkar, and a third in the K'rertok Peninsula of the Tundra.

Of the nonhuman races, four appear to have an extended history: the kalashtar, the shifters, and the Dorann dwarves of the present day, and the yuan-ti of the Twelve Kingdoms age. The Dorann dwarves in turn gave rise to a progressive coalition of dwarf and duergar, the Akiak, who split from their kin to migrate south across the Tundra.

MYSTERIES

Precariously balanced among the planes, Sarlona has many wild zones and reality storms. These phenomena produce creatures and effects unseen elsewhere in the world.

A few veins of Khyber shards exist on the continent, largely in the hands of the dromites. Defying any logic, however, Eberron dragonshards simply do not form on Sarlona. Similarly, Siberys shards aren't found in equatorial Sarlona at all.

Tied to this phenomenon is the utter absence of dragonmarks. Sarlona was the birthplace of humanity, and today humans make up the vast majority of the dragonmarked population, but no dragonmarks have ever appeared on the people of Sarlona. Early signs indicate that the children of dragonmarked parents don't develop dragonmarks if they are conceived in Sarlona. The Twelve has no explanation for this phenomenon, but many believe that it is one of the keys to the ultimate mystery of the dragonmarks and their purpose in the world.

The lack of dragonmarks mirrors Sarlona's absence from the draconic Prophecy. The few human scholars and cataclysm mages (*Explorer's Handbook* 58) who have been able to discuss the Prophecy with the scaled lords of Argonnesen have found the dragons to be utterly unwilling to speak of Sarlona. Some believe that this is because the dragons know of an inescapable catastrophe destined to originate from the continent. But others have a more disturbing theory. They claim that the dragons don't speak of Sarlona because the continent and the events that transpire there are completely invisible to the Prophecy, and this terrifies the dragons. Whatever the cause, the dragons clearly shun this land. Beyond the fabled Storm Guardians of Adar, the only dragons encountered in Sarlona are rogues. The Chamber has its agents in the land of the Inspired, but something—whether it is fear of the Inspired or fear of the Prophecy—keeps the dragons from coming to Sarlona.

HUMAN HISTORY

Of Sarlona's early human history, almost nothing is conclusively known. Several legendary human kingdoms and empires are said to have risen and fallen here, but only two of those—Aventus and Uoraala—have any scholarly acceptance.

Aventus is the common name for a land thought to be called "Aventuu'siana," though debate ensues as to whether this name refers to the nation or its legendary sorcerer-kings. Aventus is known today primarily through an aquatic race of the Sea of Rage called the aventi. Thought to be the descendants of Aventus, aventi have an oral history that tells the story of a kingdom brought down by unnatural devastation, then swallowed by the sea. The Aventus Islands now carry the name of the kingdom that reportedly once stood there. Those isles belonged to Khunan prior to that land's destruction and rebirth as Syrkarn; now, they are counted as part of the Riedran province of Rhiavhaar.

The Empire of Uoraala presents a tale at odds with much of Sarlona's endless history of increasingly advanced

kingdoms razing each other and their neighbors. A race of barbarian nomads having no capital city and no fixed borders, the Uoraala are nonetheless thought to have forged an alliance of northern city-states that in time came to dominate Sarlona down to the Andnemun Desert.

The Uoraala were mercenary tribes of the steppes, their archers and cavalry in high demand among the northern city-states around what is now Rhialuun. But when those powers' insatiable demand for troops to throw against each other's walls ultimately resulted in each having more Uoraala mercenaries in their ranks than native soldiers, the war chief Uor (possibly so named after the fact) called on his people to turn against their lords. In a brutally short campaign, a simultaneous three-part military coup saw the creation of the new kingdom that bore its founders' name. The Empire of Uoraala is said to have stood for nearly four hundred years before dissolving in violent political infighting.

Of all the human history of Sarlona, one critical piece is known not because the Sarlonans kept a record of it, but because of its lasting repercussions beyond that land. Some three thousand years before the present age, a flotilla of ships left the land even then called Rhiavhaar, bound west across the Sea of Rage. The leader of this exodus was an explorer named Lhazaar. Though many Khorvairian humans are unaware that Lhazaar's expedition was the beginning of human society on Khorvaire, all know her name.

Recently, a controversial theory has been gaining favor in academic circles, seeking to explain why the tale of Lhazaar's expedition has always been an obscure part of Khorvairian history. Ellias Onsten, a little-known Korranberg Library researcher whose reputation faded even further after his death in 980 YK, was responsible for a revisionist look at Lhazaar's expedition.

Even prior to the end of the Last War, Onsten had studied the fragmentary histories of the sorcerer-kings of ancient Sarlona. To him, it had always seemed odd that the first waves of humans to reach Khorvaire had brought precious little in the way of magical knowledge with them.

Onsten observed that migrant populations typically hold to their former cultures at any cost—building new culture on a rigid foundation of the customs and traditions of their ancestors. However, almost from the first, the early humans of Khorvaire seemed intent on turning their back on the traditions and history of their former homeland. This led Onsten to conjecture that the first humans to settle Khorvaire might well have been a population that Sarlona did not want.

Today, those Khorvairians who know Lhazaar's story think of themselves as the descendants of brave explorers and seekers after glory. Onsten's less attractive notion is that the descendants of untouchables, criminals, deserters, and slaves instead people Khorvaire. The notion of slave culture was of particular interest to the scholar (and of particular abhorrence to his critics), suggesting as it did a reason why the early Khorvairians were so quick to enslave the goblins of fallen Dhakaan. In Onsten's view, the strong controlling the weak was the only world these human immigrants knew.

Onsten's hypothesis has recently gained ground among scholars. To them, a culture built entirely by people who have a vested interest in forgetting who they had once been might look very much like Khorvaire's—people turning

their backs on the traditions that glorified those who had oppressed them. Many of the learned in Khorvaire sympathize with the idea of a people who turned away from the sorcerous traditions of their lords because those traditions ultimately turned their lands to ash.

Whatever the origins of Lhazaar's expedition, the second wave of human migrants to hit Khorvaire sailed west under better-known circumstances. Refugees fleeing the rising power of Riedra pushed east into the forests of Nulakesh, then beyond. These humans landed on Khorvaire's western shores, spreading into the Shadow Marches where they remain today.

TWELVE KINGDOMS

By the time Sarlona's history was finally codified, the continent's dozens of city-states had become a land of twelve kingdoms, remaining so through long years of conflict. Riedran provinces now bear the names of eight of those kingdoms—Dor Maleer, Rhiavhaar, Khalesh, Nulakesh, Borunan, Ohr Kaluun, Pyrine, and Corvagura. Where the steppes of Syrkarn spread, the four kingdoms that once stood there exist now only as names—Mae Khree, Sunyagir, Khunan, and Lamecha.

In northern and eastern Sarlona, the largest powers were Nulakesh and Corvagura, each the conqueror of a dozen smaller states and city-states whose names are lost to history. For much of the twelve kingdoms' early history, Nulakesh was the dominant military force in central Sarlona, building its rule on a fanatical and disciplined military caste. Though the sorcerer-kings of Corvagura were renowned, it was secretive Ohr Kaluun and majestic Khunan where Sarlona's sorcerous might truly rose and ultimately fell. Rhiavhaar on the west coast cemented its rule using a different kind of power, controlling the Sea of Rage largely by means of piracy and slaving.

Having stitched itself together from smaller territories, the inland state of Khalesh continued to practice conquest of a different sort. As a nation dedicated to the worship of the couatl, Khalesh had a long history of crusades and attempts at conversion (some benevolent, others less so) among its neighbor states. Likewise, Pyrine sought to spread its faith—a pantheon of nine deities known as the Sovereign Host—throughout Sarlona.

In the steppes and savannah of what is now Syrkarn, Mae Khree, Sunyagir, and Lamecha effectively orbited the more powerful Khunan, carving out specific niches for themselves (agriculture for Lamecha, horses for Mae Khree, mining for Sunyagir). At the same time, each nation made a point of maintaining armies and magical might just powerful enough to keep Khunan and the northern nations from getting any ideas.

The most unusual kingdom of Sarlona's past remains the oddest of modern Riedra. Borunan was and remains the homeland of "civilized" ogres.

Beyond the twelve kingdoms of old lay the Tashana wastes and the mountainous land of Adar. As the wars of the old Sarlonan city-states evolved into the wars of Sarlonan nations, these areas remained largely unaffected.

As for the mountain realm of Adar, it had long been known as a place of refuge, a sanctuary for individuals or entire villages of refugees fleeing from the wars. Eight-hundred years ago, on a date immortalized as 1 Age of Taratai, Adar received its strangest visitors—spirits fleeing from the plane of dreams, seeking human hosts. A group

of monks agreed to provide shelter for these spirits, and the kalashtar race was born from this union.

THE SUNDERING

The arrival of the kalashtar was the beginning of the end for the twelve kingdoms of Sarlona. War raged in Dal Quor, and the enemies of the kalashtar were determined to bring the struggle to Eberron. The quori that served *il-Lashtavar* (The Dreaming Dark) were not prepared to sacrifice their power and individuality as the kalashtar spirits had, and this prevented them from directly taking hosts. But they could still manipulate mortals through dreams. They could give a paranoid king nightmares of a conspiracy, leading him to persecute his own people. They could send a charismatic general visions of justice, urging him to rise up against a tyrannical king. They could send two people dreams of love, ultimately forming a relationship and a child more suited to quori manipulation.

Starting 1,500 years ago, they did all this and more. Using fear, prejudice, and greed, the quori threw the kingdoms into chaos. For two hundred years, Sarlona was shaken by war. As one nation became stable, another would attack it, driven by racial prejudice or religious zealotry, or a new rebel group would arise within its borders. Terrible magic was unleashed. No human nation had the power to rival the giants of Xen'drik, but the wizards of Khunan and the sorcerers of Corvagura were mighty in their own right, and the lords of Ohr Kaluun were masters of divine and arcane magic. This period was known as the Sundering, and nations were shattered in its wake.

The quori used their power to set the Sundering in motion, and so they used their power to end it. After two hundred years of careful manipulation, they managed to establish bloodlines across Sarlona whose members were especially vulnerable to quori manipulation and possession—the predecessors of what are today known as the Chosen. They began a campaign of dreams, promising salvation to those who would follow their newly forged "Path of Inspiration." Soon, the first Inspired appeared. These beings had great charisma and impressive psychic powers, and to the people of the war-torn lands they were literally the answer to their dreams. The Inspired brought an end to many feuds, frequently by uniting former enemies against carefully selected scapegoats. The yuan-ti of Syrkarn, the shulassakar of Khalesh, the ogre mages of Borunan, and the mystics of Ohr Kaluun were all targeted in this way. Many were destroyed or enslaved; others fled to Adar, Xen'drik, or Khorvaire. Throughout these struggles, the Inspired extolled the virtues of unity. Within two centuries, the old traditions of the twelve kingdoms had been abolished. Where once twelve proud nations stood, now only one remained: Riedra.

THE AGE OF UNITY

Over the course of the next thousand years, the Inspired tightened their grip on the people of Riedra, slowly expunging the remaining traces of the old cultures. The Inspired moved slowly, making changes with each generation until no one alive remembered a time when life was any different. Through psychology, indoctrination, and control of dreams, the quori shaped a nation of slaves whose people were grateful for their chains, believing that the Inspired were their only shield against the horrors of

the past and the outside world. During this time, several major events helped shape modern Sarlona.

The Syrkarn Migration: In one of the opening strokes of the Sundering, the nation of Khunan attempted to annex Lamecha, ostensibly for the southern ports that stayed largely free of Rhiavhaar piracy. Mae Khree, Sun-yagir, and Lamecha allied against Khunan. As a result, a devastating period of arcane conflict known as the mage-wars ensued.

When it was done, great Khunan lay broken. In the aftermath, its survivors fled for the three victorious states or the nations beyond. Over the course of decades, tribes of ogres, half-giants, and worse crossed the Andnemun Desert, eager to occupy the ruins of this once-great land. In their midst, however, new creatures arose that had never before been seen on Sarlonan soil—the yuan-ti. More cunning than the ogres and half-giants, they quickly established dominance over the remnants of Khunan.

THE STRUGGLE OF DAL QUOR

The Path of Light. The Dreaming Dark. The struggle between the kalashtar and the Inspired. What is at the root of it?

The war between the kalashtar and the Inspired has little to do with Eberron. It is a struggle to determine the fate of Dal Quor, the region of dreams. Dal Quor is a mutable plane. When mortals dream, they mold their own pockets of reality along the fringes. The heart of the plane is shaped by a force greater than any mortal soul, a force that can be seen only in the reality that it creates. This is the *Quor Tarai*, the spirit of the age, and the age it has created is a nightmare. The quori are the children of the *Quor Tarai*, and they call their creator *il-Lashtavar* (the Darkness that Dreams, or the Dreaming Dark). The organization known as the Dreaming Dark is composed of the personal agents of *il-Lashtavar*.

Quori are immortal, yet they don't know their entire history. They have no recollection of events that occurred before the Age of Monsters on Eberron. Studying this, quori sages concluded that Dal Quor itself undergoes cataclysmic cycles. When the cycle turns, the plane implodes and explodes. The *Quor Tarai* is transformed and reborn, as are all the spirits tied to the realm. Dal Quor and the quori will always exist in some form, but the quori of the future might have nothing in common with the quori of the present. In fact, evidence suggested that the next age could be radically different. One of the wisest of the quori was a kalaraq named Taratai, and she claimed that *il-Lashtavar* would be replaced by *il-Yannah*—a great light that would banish the nightmare at the heart of the realm.

The raw energy of the quori might survive the turn of the age, but personality and memory—everything that defined them—would be destroyed. For a race of immortals, this was truly terrifying, and it galvanized the quori to action. They were determined to find a way to stop the turn of the cycle, to preserve the darkness forever. A few quori disagreed, saying that the cycle must be allowed to run its course; chief among these was Taratai. Those loyal to *il-Lashtavar* hunted these heretics until the spirits were finally forced to flee Dal Quor, in time becoming the kalashtar.

Even after hounding the heretics from their plane, the quori continued to study the problem, finally coming to the conclusion that the answer must lie in Eberron itself. One of the few things the quori know about the previous age of Dal Quor is that as it came to a close, the quori entered Eberron and came into conflict with the giants of Xen'drik. The lords of the Dreaming Dark believe that control of Eberron might allow them to control the

destiny of Dal Quor. Opinions differ as to how this can be accomplished. The dominant belief is that two steps are required. The first is to realign Dal Quor with Eberron, repairing the damage done at the end of the Age of Giants. The second is to gain control of mortal society and, more important, mortal dreams. Every night, the dreams of sentient beings shape Dal Quor. The lords of the Dreaming Dark believe that if all mortals can be forced to dream one dream, Dal Quor will never change.

It is this philosophy that shapes the nation of Riedra. The Inspired do not conquer for the sake of riches or even power; most quori prefer the nightmare realm of Dal Quor to Eberron. Serving as one of the Inspired is a chore most would just as soon avoid. They do so to preserve the *Quor Tarai* and thus themselves. Inspired provide their subjects with food, shelter, and security. The price for that is freedom. If the Lords of Dust or the daelkyr achieve their goals, they will tear the world apart. By comparison, a world under Inspired rule would be safe and stable, but without freedom.

The kalashtar are the spiritual descendants of Taratai and her allies. They believe that the *Quor Tarai* must turn. Furthermore, they feel that the nature of the *Quor Tarai* reflects on Eberron, and that if they can transform darkness into light, they can bring a new age of enlightenment to Eberron. They have believed that they don't need to defeat the Inspired to attain victory. For most kalashtar, prayer, meditation, and simple survival keeps the world moving on the Path of Light. Recently, however, doubt has begun to rise. Many young kalashtar think that their people must be more active in the world, taking the battle to the Inspired.

When dealing with the kalashtar and the Dreaming Dark, a few important points should be kept in mind. First is the arrogance of these races. Both believe that their struggle transcends Eberron. Most kalashtar are noble persons who seek to battle corruption and evil, but they still feel that humans have no place in their war. The Dreaming Dark, on the other hand, sees humans as tools and playthings. Second is that even the potent quori don't have all the answers. They don't know exactly why their predecessors invaded Xen'drik. They don't know what caused the end of the last age, and this is one reason the Inspired are acting carefully and cautiously. Many feel that the dramatic action of the quori in Xen'drik might have hastened their downfall. So the quori are seeking knowledge in the ruins of Xen'drik, and plenty of mysteries exist that only the DM can answer.

Fragments of lost lore collected by Adar's Keepers of the Word suggest that sages of the day believed the yuan-ti to be magical mutants, descendants of the Khunani transformed into serpentlike aberrations that quickly rechristened their new kingdom "Syrkarn."

When the Inspired arrived on Sarlona, the whispered alliances they forged among the warring human nations were quickly turned against the yuan-ti. Syrkarn was invaded, and the yuan-ti were hunted to the point of extinction. However, even in the aftermath of victory, the human populations of Lamecha, Sunyagir, and Mae Khree were suddenly ordered out of their ancestral lands. In 90 Unity (-212 YK), thousands of people were moved and resettled in Khalesh, Dor Maleer, and Corvapura.

To this day, no official rationale for the exodus has been given. However, those who have attempted to piece together and connect the oral histories of the yuan-ti with the vague lore of the Age of Demons have suggested that in the course of eliminating the threat of the intelligent and powerfully psionic yuan-ti, the Inspired discovered a dark power behind their creation. A rakshasa rajah is trapped beneath the yuan-ti ruins of that land.

Abel Varmanc, patron and leader of the Korranberg expedition that bore his name, has gained recent notice for his attempts to collect the fragmentary lore of old Sarlona from Riedran merchants engaging in trade with Khorvaire. In academic papers and private debate, he has suggested that some lingering power from the Age of Demons was not only involved in the creation of the yuan-ti, but also in the destruction of Khunan that preceded that genesis. In his view, oral traditions describing the legendary devastation of Khunan bear an eerie similarity to the events in Thrane of 299 YK, when the rising of a terrible force bound since the Age of Demons gave birth to the Silver Flame through the sacrifice of a couatl and the paladin Tira Miron. Whether the destruction of Khunan was the result of a bound fiend's stirrings or of potent magic wielded by the Khunani in their attempts to confine it once more, "Syrkarn" is the name the legends give to that dark presence.

The Madness of Yaruun: By 177 Unity (-125 YK), Riedra was firmly established, but memories of the old kingdoms remained, giving rise to lingering tensions. Then a series of devastating psionic attacks took place along the borders of Adar. The worst of these occurred in the city of Yaruun, where every inhabitant was left insane. The Inspired revealed that these attacks were the work of an unexpected enemy: the kalashtar, mortals who had given their bodies to *altavars* (evil spirits). Now the Riedrans had a focus for their anger, and thus was set in motion the long struggle between Riedra and Adar that continues to this day. After a few costly battles, the Inspired chose to place Adar under siege instead of trying to invade and conquer it. The Madness of Yaruun was the defining moment of the relationship between Riedra and the kalashtar, and it indelibly etched the image of the monstrous kalashtar into the Riedran psyche. Of course, the reason behind the attacks remains a mystery. The kalashtar have no records of them. It is possible that the Madness was staged by the Dreaming Dark to turn the people against the kalashtar. After a thousand years, the truth might never be known.

The Night of Razor Dreams: After Riedra was firmly established as a nation, the Inspired entered into a trading relationship with the Akiak dwarves of northern Sarlona. Duergar engineers helped the Inspired develop the first

of the *hanbalani* (monoliths), which are an integral part of the quori's plan for Riedra and Eberon. In time, however, the Inspired no longer needed the dwarves. In 536 Unity (1 Lharvion, 234 YK), Riedra launched a surprise attack on the Akiak. Dwarf leaders were assassinated, and critical strategic points were seized. Within two years, the Akiak had been almost exterminated; only a few refugees escaped into the depths of the Tashana Tundra. Over the next centuries, the dwarves rebuilt their culture around a central precept—vengeance for the terrible crimes the Inspired committed.

The Xen'drik Trade: Starting around 876 Unity (574 YK), the Inspired became interested in acquiring dragonshards, crysteel-grade crystal, and other resources that were plentiful in shattered Xen'drik. A century later, the Inspired established the fortress-city of Dar Qat on the western coast of that land, sparking regular contact between the people of Khorvaire and the Riedrans. The Inspired had long spurned the overtures of Galifar, but now the two nations' ships met on the open seas. Initially, the Riedrans were prey for the pirates of Khorvaire. But as Galifar established its presence on Xen'drik, Stormreach became a neutral ground for the two nations, and open trade began.

SARLONA TODAY

The people of Khorvaire know very little about Sarlona. For the last thousand years, the Inspired have kept the continent behind a veil of secrecy, turning ships away and even shielding it from scrying eyes. Today, that situation has begun to change.

Following the outbreak of the Last War, the Inspired sent emissaries directly to the courts of Khorvaire. They offered many forms of aid, from food to medicine; one of the more tragic results of this trade has been the spread of the addictive narcotic dreamlily through the underworld of Khorvaire. Meanwhile, smugglers made contact with the Dream Merchant black market and found havens on the islands of Ohr Kaluun and the coast of the Tashana Tundra. Riedran textiles, Tashanan art, and many other exports are slowly finding their way into the great cities of Khorvaire, and charming Inspired ambassadors are fast becoming fixtures among the upper classes of the Five Nations. In 998 YK, the Inspired took the unprecedented step of unveiling a foreign quarter in their great port of Dar Jin, and allowing ambassadors and others who have legitimate business to come to this city.

Far more exists to attract the venturesome to Sarlona. The Akiak are planning acts of sabotage. The kalashtar and the people of Adar fear that they might need to take greater action against the Inspired, and soon. Dissident groups seethe beneath the stable facade of Riedra, from rebellious ogre mages to the Heirs of Ohr Kaluun. And in the deepest shadows, the Dreaming Dark continues to play its great game with the world.

WILD ZONES

Planar energy bathes Sarlona like no other place on Eberon. This energy results in roaming reality storms in the Tashana Tundra. In other areas, the manifest zones do not move, but they are far larger and stronger. A wild zone represents a true blending of the planes involved. The results are never uniform, but they are always dramatic and often deadly.



TASHYVAR ISLANDS

THE TASHANA TUNDRA

WHITE SEA

OHR KALLUUN

KORALANDALUUN

NULAKESH

DOR MALEER

SEA OF RAGE

RIEDRA

KELNELUUN

RHIALUUN

RHIAVAAR

KHALESH

PYRINE

BORUNAN

MAE-KHREE

SUNYAGIR

CORVAGURA

SYRKARN

KHUNAN

ADAR

LAMECHA

HAILANA ISLANDS

AVENTUS ISLANDS

BARREN SEA



SARLONA

0 1500

MILES

A number of rules apply to all wild zones. The plane linked to the wild zone is always considered to be coterminous within the region, and it is considered to be a manifest zone for the purpose of feats or effects linked to manifest zones. Furthermore, the region is considered to be an extension of the intruding plane and adopts the traits of that plane, with the exception of morphic and time-altering traits. Outsiders from the linked plane do not have the extraplanar subtype while in a wild zone, and they can't be affected by spells such as *dismissal*. Any spell that involves summoning a creature from the linked plane is extended.

Wild zones often include breaches between the worlds, cracks through which creatures can pass without the use of magic. These breaches take many forms and are rarely obvious; a tranquil pond could be a portal to Lamannia. To recognize a wild zone or a breach, a character must have at least 5 ranks in both Survival and Knowledge (the planes) and make a successful DC 20 Survival check. Of course, a character can pass through a breach without being aware of its nature. Although many intelligent outsiders have little interest in visiting the Sarlonan wilderness, less intelligent creatures (fiendish or celestial animals, for example) are often found in these regions. Denizens of these planes that come to Eberron through a breach cannot leave the wild zone, either physically, by teleportation, or through any other method. The zone is an extension of the intruding plane, but natives of that plane cannot enter Eberron itself.

The energy of a wild zone has a powerful transforming effect on plants and animals. This effect can result in the appearance of creatures using any sort of appropriate template, or it can be the source of entirely new monsters—beings born from the fusion of the worlds. It's possible that lycanthropy began when a group of humans settled in a wild zone linked to Lamannia, and the forces of primal nature infected them. Effects can be psychological as well as physical; a creature that spends an extended period of time in a Shavarath wild zone could be overcome by a savage thirst for battle, potentially falling into a permanent state of frenzy.

No two wild zones are alike, either in appearance or effect. Although two zones linked to Mabar share the same foundation, one might cause the dead to rise, while the other could be filled with hungry trees seeking the blood of the living. In general, a wild zone appears as a fusion of the plane and the natural surroundings. A zone linked to Fernia is not a sheet of fire and lava, but it might include pools of lava welling up from the ground, balls of fire floating through the air, or trees that are eternally burning yet never consumed (unless removed from the zone). DMs seeking ideas can consider the suggestions made for reality storms on page 144.

When possible, the Edgewalkers create buffer regions a mile wide marking the edge of wild zones—slashing and burning any vegetation to provide a clear view. Depending on the danger presented by the zone, watchtowers or fortresses might be erected. In a few cases, entire zones have been surrounded with high walls. Edgewalkers have also been experimenting with fields duplicating the effects of the psionic power *aversion*; this work is still in development, and the power requirements would necessitate the presence of a *hanbalani* to maintain the field.

An example of a wild zone linked to Mabar can be found on page 81.

THE DREAMSPACE

Planar gateways that once linked Eberron and Dal Quor, the Region of Dreams, were sundered during the cataclysmic wars that destroyed Xen'drik and shattered the giant civilization. Since then, Dal Quor has been forever distant, and no stable manifest zones to Dal Quor exist anywhere on Eberron.

However, Dal Quor and Eberron remained inextricably linked by the state of dreaming—the process by which mortal minds travel to the Region of Dreams, and the subtle gateway through which the quori first began their conquest of Sarlona some fifteen centuries past.

Discovered short years ago and still known only to a few, the dreamspace is an effect that appears related to this spiritual connection between planes, but one that as yet has no explanation. It appears as a kind of ripple of arcane and psionic energy—a border of sorts between the mortal world and the world of dreams. Where dream and reality touch, a vortex of shifting light and sound unfolds. The world as seen through the dreamspace appears as it truly is, but its colors are alternately muted and intense. Creatures who can see into the dreamspace observe shifting auras that surround living creatures and psionic or magic objects alike. Light and shadow bleed into each other, and an echo of unintelligible voices twists through the hiss of a never-ending wind.

Though powered in some way by the energy of Dal Quor, the dreamspace is a Material Plane effect. It is not simply a manifestation of the Region of Dreams, nor is it connected to the dreamscapes that ring Dal Quor, which are employed by the quori mindhunters (see *Magic of Eberron*) and others who seek to hunt and destroy the quori on their home plane.

Some posit that the recent appearance of the dreamspace could be tied to the Inspired's monoliths. More than a few kalashtar believe that the *hanbalani* have a dark purpose—designed by the Inspired to help bring Eberron and Dal Quor coterminous once more. Where the two planes connect through the act of mortal dreaming channeled by the monoliths, they have begun to actually touch, rupturing and repairing themselves as the spiritual and temporal energy of each plane is drawn into the other. However, running counter to that theory is the fact that the dreamspace can be accessed from anywhere on Eberron, not simply on Sarlona, and that proximity to a *hanbalan* appears to have no effect on the dreamspace or the abilities that those attuned to it can obtain. Furthermore, certain spells and powers have effects that change when cast or manifested by the dreamtouched—those whose study of the dreamspace allows them to make contact with its otherworldly energy. Though the Inspired and the Keepers of the Word are constantly active in the development of new lore, clearly some of these spells and powers predate current knowledge of the dreamspace.

Regardless of its origin, different factions among both the kalashtar and Inspired distrust—some even say fear—the dreamspace. In particular, a good number of Inspired are said to be disturbed by the existence of a power connected to Dal Quor that they neither control nor understand.

ADAR

"No magic exists that cannot be found in the mortal soul. Those who traffic with forces outside themselves—celestial, draconic, or fiendish—are fools. The mortal soul holds within it all potential. As mortals we are the masters of creation, not just actors on its stage."

—Chanaakar, Speaker of the Word

Adar is as a land plucked from some other realm. Among the mountains that spring from southern Sarlona, manifestations of other worlds and the natural results of such interference conspire to produce a forbidding environment. Yet, amid unforgiving peaks and between terrible storms, life thrives and evolves.

The word Adar means "refuge" in an ancient Rie-dran dialect; this etymology shows that Adar was named from without. Its people have never been unified—clashes among its mountainfolk continue intermittently, and rancorous debates arise among its mystics. Still, Adar has long been a place of peace and introspection on a continent known for its terrible wars. Only when Adar accepted the strangest refugees of all—renegade quori—did it become a realm beset on all sides by immortal enemies. Adarans must now work together or become instrument of the Inspired.

LAND OF EARTH-SKY

The earliest tribesfolk who made a home in the deep mountains and valleys called their land *Sthanadiv* (Land of Earth-Sky). To this day, Adar is a land of extremes. Korrandar is one of Eberron's tallest peaks, measuring 32,495 feet at its storm-shrouded peak. Nearby gorges plunge to below sea level, filled with the raging waters of glacial and storm runoff. The ocean off Adar's southern horn is extremely deep, and the whole coast has none of the normal shelf found around most other lands. Instead, the sea floor is toothy with mountains.

Less than half of Adar's land is below 12,000 feet, and much of that is forested with stout, tough evergreens. The regions above the tree line are arid and windswept, useless for farming or herding. Glaciers creep across the high passes. As the mountains give way to Adar's plateau, alluvial hills and stretches of green valley appear, making

about 20% of the land arable. The temperatures in deep valleys can be tropical, though usually mild in humidity, and the flora and fauna in such places are abundant. Trees can grow tall here, and some bear succulent fruit. On the high peaks, nothing lives aside from supernatural creatures. In these places, the cold, clouds, and wind are constant.

A stiff breeze is always blowing in Adar, so the wind is continuously moderate or stronger (DMG 95). When rolling for weather in the land of refuge, use the Temperate column of Table 3–23 (DMG 93) and roll d% twice. Take the higher roll. In windy Adar, it is never foggy, though rolling clouds might make it seem so at higher elevations. Precipitation is always rain, snow, sleet, or hail—often more than one kind at a time. Powerful storms are common, as are avalanches, earthquakes, flash floods, and mudslides.

Most of Adar is trackless mountains or hills. Altitude sickness can be a problem, but many of Adar's inhabitants are acclimated to the high peaks. The mountains are also twisting and treacherous, reducing spotting distance (DMG 90) more often than increasing it.

Planar Elements: Adar has many manifest zones to Lamannia and Kythri. In a few of these places, such as Ahdryatmin (Mountainsoul), crossing the planar boundary is possible. The Shroud often interferes with such passage, but manifest zones are also places where the Shroud's power can weaken (see Shroud Bubbles, page 35). Elementals are common in Adar. The land is home to strange creatures from Lamannia and Kythri, including PC races.

GETTING THERE

Getting to Adar is not easy. If one survives the fury of the Sea of Rage or the calm of the Barren Sea, deadly storms swirl around Adar's borders and over its peaks regularly, making any sort of air or water travel treacherous at best. The mountains seem to shoot right out of the sea floor. Smaller peaks hide under the waves, ready to tear open a hull. No landing spot can be found for a ship on almost any point of Adar's coast. Freezing temperatures and mists at high altitudes are fatal for airships, and spots in Adar seem to unleash elementals. People from lands across the sea who want to visit Adar usually land in Ardhmen in Syrkarn and trek overland, but that path is fraught with peril. Dvaarnava has a secret port, but few know of it and fewer have access.

ADAR AT A GLANCE

Estimates based on casual psionic census, 1,800 AT (998 YK).

Population: 320,000 (51% human, 45% kalashtar, 4% other).

Area: 745,000 square miles.

Sovereign: Chanaakar, Speaker of the Word (unofficial).

Capital: Kasshta Keep (unofficial).

Major Cities: Dvaarnava, Haztaratain Monastery, Malshashar, Tashalatora, Xephanan, Zi'til'natek.

Climate: Temperate with warm lowlands and cold highlands.

Highest Point: Korrandar, elevation 32,495 feet.

Heraldry: The closest to a national symbol in Adar is the symbol of the Path of Light (ECS 71).

Founder: Unknown.

National Motto: "The storm cannot move the mountain."

Travel is difficult at best in the mountains; the locals dearly love their small horses and ponies for their sure-footedness. Also, if a trail remains along a ridge for long, gentle creatures aren't likely to be the only ones using it. Adar has no true roads.

Some people in Adar have a special relationship with a breed of magical beasts called asperis (MM2 25). These intelligent and gentle horselike creatures ride the winds of Adar easily, and they just as easily bear riders across the trackless peaks. Kalashtar have a special bond with asperis, since both races are telepathic, and asperis visit or live as allies or citizens in Adar's larger settlements and monastery-fortresses.

Reasons abound to face the risks of getting to and around Adar. Legends say Adar was as flat as much of the rest of Sarlona in the Age of Demons—the dragons and couatls drove the mountains up and stirred the winds to hide a great evil. So, many come to gain artifacts of draconic power they think must be hidden among the valleys or in the mighty, mist-shrouded Korrandar. Others come seeking the esoteric knowledge of the mystics in the mountains, such as the Keepers of the Word or the Tashalatora. A few make the journey to learn the psionic teachings of the kalashtar masters of the Path of Light.

A DAY IN THE LIFE

Excerpt from the diary of Bhimaani:

Void of Taratai, Day 1

Awoke under gloomy skies. Light wind (north). Snow today by afternoon. Meditated and paid homage to Taratai. Remembered you, Assim, my love. Planted pinah tree seeds for you and Taratai. Ran down the mountain from the cave. Assessed the near border. Discovered tracks of a

Riedran patrol and followed them through the low pass. Found troll sign. Found the patrol after the trolls. Trolls lost. Riedrans suffered casualties—still too many for me. Cursed shifters. Found tracks of another group after snow started. Small squad, moving fast and light. Noted the path of the Riedrans. Followed the new group. Four foreigners accompanied by a dromite guide. Challenged them. The leader speaks Riedran. Kalashtar but pale. Seems honest, strong. Looks at me strangely. His company has a pale and tiny man (Sebadoh, sorcerer), a creature encased in metal (Arsenal, warrior), and another pale and very stout woman (Lorni, priestess). Must watch Sebadoh. Too smooth. Say they passed from the desert two days ago with Murephan. Kelki, the dromite, led them into the mountains—not to Shalquar. Murephan back to Ardhmen. I asked for help. They agreed. Camping in a high meditation cave now. Kalashtar (Voshakash) and I watch. No fire. Snowing. Light wind. Riedrans have small fire. We take them in the morning, if the yetis don't during night. Perhaps I'll see you tomorrow, my love. If I have been unwise, see you sooner.

THE ADARANS

Most Adarans are human or kalashtar, rugged mountain-folk who respect wisdom and action. A handful of half-giant families called the pathadrik (drifting giants) wander gypsylike among the settlements and monasteries.

Adarans are resilient and industrious, reserved and incisive. They care about the sensible and the mystical, and the harshness of life among the peaks has not made them grim or fatalistic. Typical Adarans are guarded with strangers but openly emotional among their friends and family. Life is too short to waste time with pretension, and the Path of Light teaches integrity and honesty.

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 15: Adar is a place full of strange magic. The greatest custodians of lore in the mountains are known as the Keepers of the Word.

DC 20: The leader of the Keepers of the Word is called the Speaker of the Word, and this person holds great sway in Adar. But Adar has many other magical traditions.

DC 25: Adarans believe dragons created their land, and the great mountains there harbor dragons and dragon ruins. The greatest among these are the legendary Storm Guardians who guard the mountain Korrandar.

Knowledge (geography)

DC 10: Kalashtar come from the insular nation of Adar, which is in southern Sarlona.

DC 15: Adar is a mountainous region troubled by terrible storms. It has been under siege by Riedra for centuries.

DC 20: Climate in Adar varies by altitude—valleys can be tropical and extremely fertile while peaks are blasted by glacial winds. Adar's storms aren't altogether natural. Its mightiest mountains, the highest of which is called Korrandar, are blanketed in constant storm clouds.

DC 25: Adarans are a mixed bunch. Some of them are mountainfolk, while others are monks, magicians, and exiles. Many of these strange folk came to Adar during Sarlona's war-torn past. Most of them live in one of Adar's eight major settlements, all of which are monastic fortresses carved into the mountains.

Knowledge (the planes)

DC 20: Some great magic prevents all dimensional travel into and within Adar.

DC 25: This "magic" is actually a psionic shroud that envelops the country and originates from the temple-fortresses of Adar.

DC 30: Adar has many manifest zones connected to Lamannia, explaining its supernaturally wild territories. It also has some manifest zones to Kythri. The interaction of these forces might explain some of the storms that rage in the land.



SYRKARN

RIEDRA

AHNADIV MOUNTAINS

KASSHTA RIVER

SHALQUAR

MALSHASHAR

KASSHTA KEEP

KOOR

MAAYA

PYQAT

GALA RIVER

VULPANA FALLS

TASHALATORA

JATHARA SOUND

KORRANDAR

MIGRAAM

GHOZA

GHOZA RIVER

IL-SHAKTI

HANUMAN

UUTKLEZA

LOOHAR

RAAN

AHDRYATMIN

KHADA

RUUKOSI RIVER

YMTARAI

RUUKOSI

MEERKISH

HAZARATAIN MONASTERY

JATHARA SOUND

XEPHANAN

MEER RIVER

HONSAA

XARYAI RIVER

DYALYA

PIHDRI

BISHMA

AHDRI RIVER

SHAMBALA



0 100
MILES

ADAR

DVAARNAVA

Adarans are generally distrustful. More than a thousand years of siege has taught them to be that way. Most Adarans tend to reject the novel and the strange, preferring the known and the trustworthy. If someone manages to earn an Adaran's gratitude or trust, the resultant loyalty is deep.

Normal Adarans live simply compared to the people of tamer lands. That is not to say they live without joy or comfort, but that they have access to fewer diversions and luxuries. Given this, an Adaran takes great joy in work and leisure, and similar pride in strong relationships. To an Adaran, real luxury is found in a sturdy house, loose and comfortable clothing, and another's warm arms to curl up in before sleep. An Adaran toils in the fields, drives animals in small pastures, or hunts in the mountains, then gathers with friends at night to tell stories, make beer and bread, and enjoy a smoke.

Adarans value the spiritual because they know material existence is fleeting. They respect the spirits along with their ancestors, elders, and those who show good judgment. Spirituality has its place in everything, from patterns of weaving to actual meditation.

Arcanists, martial artists, and psychics who protect Adar seek perfection in body and mind. They have to. At any moment, they might be required to offer body and soul to hold Adar against the Inspired. Even the commoners know that meditation on the Path of Light is important work, not laziness or inaction. In fact, inaction can be considered evil.

Real evil lives in Adar, though. Although the vast majority of folk are concerned with the welfare of at least their local friends and families, a few of Adar's residents are descendants of those who came to the land of refuge to escape persecution or prosecution rightly deserved. Even so, wicked Adarans try to maintain a veneer of propriety—acting honest and assiduous so they can better survive.

ADARAN RELIGION

Traditional Adaran prayers call on Braahyn (Balinor), the god of the wilds and the moving earth, and his spouse

Aarakti (Arawai), the goddess of abundance and storms. Many people also respect the spirits of nature and those of their ancestors. The Path of Light, the dominant religion in Adar, has all but eclipsed these other spiritual practices. Its message has proven preferable to the rule of remote gods and a cold and meaningless end to life in Dolurrrh. It is a path of choosing one's own destiny and possibly even transcending death.

Practitioners on the Path of Light hope to change the *Quor Tarai* from its current nightmare manifestation of *il-Lashtavar*, the Dreaming Dark, to a tranquil dream centering on *il-Yannah*, the Great Light. Traditionally, contemplation of peace and kindness coupled with similar actions in the world are thought to be enough to eventually change the *Quor Tarai*. The lightbringers (*yannahsur*) among the Path's devotees do just that.

Direct action against evil is secondary, and opposition is sometimes seen as reinforcing malevolence by investing energy in it. It is necessary, however, to have those faithful who are prepared to take action. These believers are called shadow watchers (*sheshantol*). Younger *kalashtar*, and those of *Khorvaire* (under the influence of undisciplined minds or human urges, say some elders) have taken a stronger stand against the Dreaming Dark. These spiritual warriors point to the actions of *Taratai*, the Path of Light's greatest saint, and have begun to take the war to the Inspired.

Priests of Path of Light can be either lightbringers or shadow watchers, but all such clergy have duties to their communities that preclude constant meditation. Such priests are called lightspeakers (*yannahilath*). They are expected to be shining examples of the Path of Light. Adaran lightspeakers can be of any race, but most are human or *kalashtar*.

ADARAN STYLE

Adaran people live modestly. Mountainfolk and monks alike see craft as a leisure activity, and the precepts of the Path of Light have reinforced this custom for over a millennium. Adaran crafts are usually functional, and they are always products of care.

FIVE THINGS EVERY ADARAN KNOWS

1. The legend of *Taratai*. *Taratai* was the mysterious spirit that led other spirits into Adar to create the *kalashtar*, and teach the Path of Light. She is a holy mother, a guide, and a warrior. Everyone knows of her sacrifice, and many people in Adar set aside five days of winter to mourn her passing. This "holiday" is called the Void of *Taratai*.

2. The dragons created Adar. Adar is an unnatural amalgam of mountains and storms. The dragons and couatls created the place to make it impossible to get to an evil that sleeps beneath the land. Draconic magic still calls to the unique and the wild to come to Adar and protect it. The Storm Guardians who rule mysterious *Korrandar* are proof.

3. Some martial arts. Many people in Adar know a few dance steps from the path of shadows or a formalized routine from a nearby monastery. Most practice these

forms as morning exercise and meditation, and many of them actually know how to fight (and have the Improved Unarmed Strike feat).

4. Actions mean more than words. Whether it's meditation on the Path of Light, stalking and killing a mountain lion that's been eating livestock, or just planting your barley on time, doing something is better than talking or vacillation. In fact, one of the precepts of the Path of Light is that the worst action to take is no action at all.

5. Death is not the end. Adherents of the Path of Light believe that nothing in the world or on any plane is eternal. *Dolurrrh* is a place where the ego dies, but the spirit is immortal, and it returns to the Material Plane again and again. The goal of living is eventually to master the Path of Light, thereby transcending fear and false desires. Those who accomplish this become one with *il-Yannah*.

Art

Adaran art is more craft than fine art. From carved knife grips to chanted meditation verses, art in Adar often serves a dual purpose. It's also very personal.

People in Adar take time to do their tasks. They make beautiful and intricate jewelry and armor, personalized carvings to hang over a house door (which aids in knowing the residents), and even multi-colored crystal windows for their temples. Beauty is always coupled with functionality. A golden roof on a temple not only shows reverence, but it also never tarnishes. A mural not only recalls the past or reveres an ancient master of the Path of Light, but it also beautifies and seals the stone.

A popular art form in Adar is "earth painting." Such works, made of colored earth, are often group efforts and are usually stylized images of intertwining lines of color. The paintings are created in a ritualized and meditative way. Intended to be impermanent, such paintings are at once the product of contemplation and creation.

While storm winds howl, the warm hearth provides a place to gather and create. It's also where stories are told and dances performed. Adaran tales tend toward morality plays, extolling wisdom and survival. Their folk dances are group affairs involving rings of people switching partners or couples dancing in time with one another. The kalashtar path of shadows martial dance is derived from ancient Adaran steps.

Architecture

Buildings in Adar are made out of stone, with wood used for roofs. Built to withstand the wind, precipitation, and trembling earth, houses are usually broad and low with sharply slanted sides. To an Aundairian, Adaran living spaces would seem cramped, but a native of Adar values a



Creating an Adaran earth painting

FH

house that lasts more than she does a high ceiling. Adarans take care and time to personalize their dwellings—an Adaran might spend years carving designs into the walls of her home.

Most houses have a central opening in the roof with another smaller roof built over it, like a small tower. Such openings allow light in and stale air out. Adarans

ADARAN NAMES AND SPEECH

Adaran names follow an ancient tradition of double vowels. Most Adarans have a single given name followed by a family or clan name. Some folk reverse this order, placing the family name first. Many monks and almost all kalashtar have only one name, and kalashtar names are often mixtures of an Adaran syllable with the normal kalashtar male or female suffixes. Some Adaran humans take kalashtar suffixes or names as monikers to represent their faith in the Path of Light—others are given such names by devout parents.

Female Names: Aapti, Bhimaa, Chaand, Deena, Fuulgani, Geetya, Himaadri, Heruuna, Inuu, Jharae, Kyamun, Leel, Muneera, Neeta, Novaa, Paamin, Rhaaki, Shameena, Taapasee, Uudipti, Vusgaar.

Male Names: Aadarsh, Biir, Chintuuk, Dileep, Ekuumbar, Geet, Hazgaal, Ishwaar, Jeevan, Kuumar, Lhaaksh, Manuu, Neel, Ojaas, Paaras, Praagya, Roopak, Shreesh, Tyag, Uudhav, Vyed, Yaagya.

Surnames: Adaran surnames are like given names, honoring an ancestor seen as the progenitor of the family or clan.

Phrases: Adarans are forthright and honest among those they trust, but taciturn and suspicious among strangers. Love of the moment is acknowledged even in conversation, and having met an old friend on the road is an excuse for being late to work in Adar. A chance to talk is not to be missed.

The following turns of phrase are Adaran.

"Storm or quake, the path is clear." Adarans believe that a person always knows what is right if that person takes the time to focus on the situation at hand. Indecisiveness and idleness earn an Adaran a reputation for being unreliable and even foolish.

"Wind and thunder!" An exclamation of dismay.

"Don't drive the goats so you can sit by the fire." or "Don't break your back for a burden you've put down." Variations of this phrase exist throughout Adar, admonishing one to take wise actions without concern for the past or future. All that matters is doing the task at hand to the best of one's ability. All else is needless distraction—the past is unchangeable and the future can take care of itself, and it will if one acts well in the present.

believe, according to the Path of Light, that these openings are also pathways for the mind and focusers of positive energy.

Grander edifices, such as the shrines or temples that form the center of a community, are often domed. Most Adarans take pride in a well-appointed village shrine.

All buildings face east when possible, or north, but Adarans never build main entrances facing south. The east invites the light and life. The north invites wealth. South is considered a direction of decay and death.

Cuisine

Food holds a special place in Adaran life. It is a requirement for life, but it is also a mode of expression, a blessing from the spirit world, and an experience. An Adaran avoids cooking and eating when he is angry or grieving, lest his emotions taint the meal.

Food is usually baked in or roasted on a clay oven built in the house, though broiling over an open fire is a common alternative. Adarans avoid using utensils. They use their hands, sometimes protected by leaves, to pick up food, intending to involve all five senses in eating.

Adarans like spice. The fragrant herbs used in cooking provide taste, and many also aid digestion and fortify the body. Foreigners can find Adaran food too spicy, and Adarans often find foreign food bland.

A wide variety of comestibles can be found on the Adaran table, from broad, woody cavern fungi to the meat of mountain sheep, from fleshy fruits to the milk of oxen and goats—along with yogurt and cheeses from this

milk. Some Adarans refrain from eating meat, showing their respect for the lives of all creatures.

Monasteries are often more limited in fare, due to the ruggedness of the land around them. Still, the ascetics appreciate food as a manifestation of life.

Fashion

Adarans wear loose and comfortable clothes including simple sandals when it's warm. In the cold, they layer in cloth and fur. As with all their crafts, they take the time to decorate their clothes—leather and cloth are often richly colored, and patterns of elaborate lines are woven or painted as highlights. Bright colors in individualized patterns often make it possible to tell who's coming down the ridge before that person's face can be recognized.

Skin is a place for adornment as well. Intricate, temporary body art made with herbs provides a way to focus the mind while allowing one to share the results. Herbal paints or powders are also applied to indicate a spiritual or emotional condition or event, such as yellow for happiness or ash-gray for grief. Many adherents of the Path of Light paint an inverted white triangle between their brows.

The Adarans' love of craft manifests in a variety of jewelry. From glass beadwork to tiny silver plates strung together as a head covering, Adarans spare no effort in producing beautiful objects to wear. They enjoy bracelets, armbands, and torcs. Rings are also favored; Adarans wear just as many rings in their ears and noses, and on their toes, as on their fingers.

THE LEGEND OF TARATAI

Taratai was the kalaraq leader of the rebel quori and the originator of the Path of Light on Eberon. She led sixty-seven spirits that became the kalashtar to Adar, where the monk Hazgaal and his students accepted them. In Hazgaal's body as Haztaratai (though many stories still call her Taratai), she taught and wrote the precepts of the Path of Light as a living symbol of balance. An aged Haztaratai was the first of the kalashtar to cross Adar. Followed by her entire lineage, she did so as an indication that her people should spread out over Adar, stopping at Mountainsoul and Korrandar, marking both as holy to many Adarans. In 151 Age of Taratai (−651 YK), Haztaratai passed from this world peacefully at Kasshta Keep. Taratai continued on, bound to Haztaratai's lineage, and did so until over 550 years later.

Taratai's scions were the most numerous among those who had visions or dreams of the Shroud in the winter of 701 AT (−101 YK). Construction of *shroud resonators* started immediately, taking many months of work deep in Adar.

When the Inspired laid siege to Kasshta Keep in mid-autumn of 702 AT (−100 YK), even the storms that naturally form when war comes to Adar could not stem the tide. The eldest of the Taratai lineage put out a call to his brethren, many of whom came to the front as quickly as they could. Together, the members of the Taratai line created a *metaconcert* unlike the world has ever seen.

Accompanied by a small army of brave Adaran monks and mystics, they met the Riedrans near the Kasshta River and on the headlands of Syrkarn. Even those who survived the clash remember only silvery light. In the end, the Riedran army was broken, and Ulakhun, one of the greatest kalaraq Inspired generals in history, was slain in body and his quori soul bound by the Keepers of the Word. A gem still rests in Kasshta Keep, among many others, containing that fiend's spirit.

War continued into winter, with the Taratai line fighting in the forefront against the Inspired—they felt personally responsible for the arrival of the Inspired on Eberon. By midwinter, the Inspired still pushed into Adar, razing to the ground the original Malshashar Monastery on the border of Riedra. The Inspired were less committed to taking Kasshta Keep only because of their losses to soul-binding magic, but their war machine ground on from the north. In late winter, *shroud resonators* were placed in the remaining fortresses in Adar, and one was placed in a cavern provided by new allies the kalashtar had convinced to aid Adar—the dromites of Zi'til'natek.

In the last month of winter, the few remaining members of Taratai's line came to each of Adar's citadels. All disappeared in silver light as the *shroud resonators* began to function. The line of Taratai was no more, but Adar's borders became nearly impossible to cross from that day forward.

Supernatural Style

Adar has a large population of spellcasters and manifesters, which has a great influence on the crafts of the country. Although magewrights are not as prevalent as in Khorvaire, many settlements have artisans who specialize in the magical or psionic augmentation of traditional crafts. Adaran mystics take their "leisure" pursuits as seriously as common folk do, and many display pragmatic yet wondrous works.

Kalashtar Style

Kalashtar place less value on material objects than on thoughts and movement. Singers among the kalashtar often weave emotions into their songs by way of psionic powers. They mix such abilities with all they do, including the path of shadows martial dance. To serve the versatile needs and ways of the kalashtar, many dances have combat applications.

Kalashtar artisans create works that shows an alien sensibility. Many pieces of kalashtar jewelry and clothing reflect the features of the quori, most commonly the insectile lower castes. Renowned in Adar is the kalashtar glasswork in many of the monastery-fortresses that is as much about how the glass moves light as the window or object itself. For more on kalashtar style, see *Races of Eberron*.

STATE OF THE NATION

Adar is a nation concerned with survival. At one time, Adarans could get along without working together, but that all changed when the Inspired began their siege. The sacrifice of Taratai threw the invading forces back and left the Shroud that protects Adar to this day. Still, Adarans know that internal strife is the surest means to their destruction.

Adar's high passes (and the hidden fortresses guarding them) shelter it from direct assault. Water, a border with Syrkarn, and the largest concentration of defenders in Adar all help to protect Kasshta Keep. The Riedran war machine has yet to find a way to alter the frequent storms that howl out of the mountains. Similar storms occur daily over the waters around Adar, and mighty beasts prowl the seas, as if nature conspires to keep Adar secure. The quori who inhabit the Inspired actually fear the spirit-binding magic employed by Adar's Keepers of the Word. Immortality is no defense against such sorcery.

These truths said, if the Inspired acquired enough intelligence to locate the fortresses in Adar and a way to breach the Shroud, they could strike quickly and take out Adar's major defenses. As it stands, Riedran patrols and feints on the borders cause many Adaran deaths and many more Riedran casualties. Adarans, especially those living on the borders, are accustomed to loss.

WHO RULES ADAR

No one authority rules Adar. Excluding elders among the mountainfolk, the major points of power in the land are the eight monastery fortresses that guard passes and weak points in Adar's redoubtable terrain. Each of these citadels is a center of power for a specific set of monks and kalashtar. Two factors do keep Adar unified, however. First is the kalashtar; second is the threat of the Inspired.

The aforementioned rule by elders is prevalent in Adaran society. The wisest and eldest lead. Wisdom supersedes age, so many "elders" are not old at all, but often the

wisest folk are the oldest. Each elder represents a section of a settlement's population, and that group trusts the elder to look out for them. These elders make decisions for a settlement as a group. The most respected elder, a male or female who has the confidence of all local elders, heads a local council. Such a person is a leader among equals, not a chieftain. Little dishonesty occurs in this system—those who are incompetent or corrupt are quickly replaced. For the most part, merit determines power in Adar.

Among Adarans, the Speaker of the Word in Kasshta Keep is a respected figure. The Speaker position has existed far longer than the kalashtar have been in Adar—even they revere the wisdom of the Speaker of the Word. Although the Speaker holds no actual authority, words from this person can move the citizens of Adar to action and sway the minds of masters in other monasteries. Throughout the ages, Speakers have been reputed to be dispassionate and invariably long-sighted. Speakers often suggest their successors, but the Keepers' Council of the Wise makes the final choice. Adarans often speak of former Speakers as if they were highly regarded ancestors.

Speakers of the recent past are outlined on the following table. This information can be gleaned with a successful DC 10 Gather Information check or a successful DC 15 Knowledge (history) check.

Date	Speaker
1301 AT (499 YK)	Biiptanu (human female)
1365 AT (563 YK)	Noovakhad (kalashtar male)
1579 AT (777 YK)	Geet (human male)
1658 AT (856 YK)	Geetru (human female, Geet's daughter)
1761 AT (959 YK)	Chanaakar (human male)

FOREIGN RELATIONS

Adarans are insular to the point of xenophobia, and not without reason. Of other lands Adarans know little, and they're not inclined to trust.

Riedra

Dogs led by wolves—that's how Adarans define Riedrans. Riedra is the kennel. To an Adaran, a typical Riedran is like an unswervingly loyal hound, good for working but too quick to trust the master. Most Adarans, especially those who follow the Path of Light, view common Riedrans with pity. Can the hound help that the master is wicked? Does the master's corruption make the hound evil? It is with sorrow at times that the defenders of Adar strike down Riedran soldiers, but Adar's warriors can't afford mercy. All Adarans pray for the undoing of the Inspired, no matter what that means for the common folk of Riedra.

Syrkarn

Adarans spend little thought on their neighbors to the east. The ogres, yuan-ti, and other creatures of Syrkarn rarely attempt to venture into Adar, and those that manage to breach Adar's borders rarely last long. If it weren't for the Riedran fortresses on the Syrk coast near Kasshta Keep, Adarans might forget about Syrkarn altogether.

Tashana Tundra

Many Adarans don't know the tundra exists. Those who do pay it little mind; it's far away and mostly empty. Unfortunately for these Adarans, they're wrong. Potential allies live in the tundra in the form of the Akiak dwarves.

Other Nations

Adar's chief export to Khorvaire is the kalashtar. Over recent centuries, humans from Adar have also made their way to Khorvaire. Monks of Tashalatora have set up schools as far away as Breland, and many in the Five Nations fail to understand that the martial arts of the Tashalatora are actually foreign. Adar has no embassy in any nation, however. Further, Adarans who immigrated to Khorvaire long ago are largely integrated into their respective nations. Those who arrived in Khorvaire as recently as three centuries ago, however, still have their own communities within larger settlements such as Sharn. Most such communities include a large number of kalashtar. Since Adarans are quiet, clean, and industrious, most citizens of foreign nations barely notice them.

NOTABLE ADARANS

Described below are Adar's leader and that leader's most trusted ally.

CHANAAKAR, SPEAKER OF THE WORD

LG male human monk 1/cleric 3/sorcerer 4/mystic theurge 7

Chanaakar, the Speaker of the Word, is the fifteenth person to hold the position of spiritual leader of Adar. He was born the son of a servant. Geetru, the Speaker at that time, encountered him in the halls of Kasshta Keep. The five-year-old Chanaakar was reciting complex codes of magic to his sister, Luunkashtai, as the two played a game imitating their father's arcanist employers. Amazingly, the boy was reciting the formulas correctly.

Geetru immediately took the boy to her private quarters and questioned him. Chanaakar's abilities were astounding, and Geetru began to suspect that he was a reincarnation of a former Keeper of the Word. The boy's integrity and love became clear when he refused to be separated from his sister in order to train, even though his training occurred within the keep. Geetru allowed Luunkashtai the chance to pass one of the tests for entering the Keeper order. She did.

Chanaakar mastered philosophies and preparatory spellcasting techniques quickly, at the same time showing himself to be affable and humble. The boy devoured history and learned the lore of Riedra and the Inspired. At the same time, he trained in the citadel's martial techniques, learning forms quickly and keeping his body fit so he didn't fall asleep in meditation as many others did. He showed himself balanced in body and mind.

When he was nineteen, however, Chanaakar became restless. He broke with tradition and secretly left Kasshta Keep with his sister. With the aid of a mountaineer named Kaala, they ventured deep into Adar. Chanaakar saw what life was like in this harsh land, and he came to love its people. For their part, many folk returned the affection—Chanaakar, Luunkashtai, and Kaala became known for solving problems, helping the needy, and even slaying a monster or three. The stories of these days tell that the trio never asked for payment and humbly received any reward forced upon them, giving what they could in the form of work or service.

This break from tradition might have actually assured Chanaakar's ascension to the position of Speaker. Geetru watched his travels with interest. She knew her time on Eberon was ending, and she knew her replacement must be chosen from among those serving at Kasshta Keep. Chanaakar, even better than she, knew not only the ways of the Keepers, but also the ways of Adar. In Chanaakar's absence, Geetru declared him her successor—much to the chagrin of several of her closest advisors.

Chanaakar was descending the slopes of Korrandar after seeking to speak to a Storm Guardian (whether he succeeded in this mission is unknown) when word came ordering him to return to Kasshta Keep. He and his companions obeyed immediately, arriving at Kasshta Keep as quickly as they could. They arrived to find Geetru had passed from the world. The elders of Kasshta Keep approved her choice for successor, and a shocked Chanaakar became Speaker of the Word.

Chanaakar appointed his sister and Kaala as two of his Hands, persons who serve the Speaker and act as his agents. As Speaker, he changed little of Kasshta's traditions. Perhaps because he had never been a part of the Keep's hierarchy and because he had been away for so long, Chanaakar didn't remove anyone from power or make any reforms, thinking he didn't need to. He was wrong.

Raadu Xeel was a respected teacher and arcanist in Kasshta. His body was honed and his mind sharp. He had waited years, aiding Geetru in every manner possible, hoping to become the next Speaker. But temporal ambition is unseemly to the ascetics, and Raadu was known to have delved into lore thought better left alone. Geetru couldn't have placed Xeel as Speaker if she had wanted to—the elders wouldn't have allowed it.

Under false pretenses, a sect of magicians offered Xeel aid—actually Endseekers hoping to gain control of Kasshta's resources. Raadu saw an alliance with these mages as a way to expand the Keepers' knowledge in the future. Finding an inroad with dark philosophies that Raadu had already assimilated, the Endseekers slowly corrupted Xeel, even as he ingratiated himself to others in Kasshta Keep and the new Speaker alike. He hoped that his behavior would place him in a controlling position when all was done. The Endseekers convinced him he should become Speaker, and that they could help. All Xeel had to do was open the gate door at the right time.

Ultimately, the Endseekers and their dark minions tried to assassinate Chanaakar after gaining access to Kasshta Keep with Xeel's aid. But they failed, thanks to Luunkashtai, Kaala, and the monks. Still, Kaala, Chanaakar's friend, guard, and secret love, died that night as a storm gathered over Kasshta. When the truth of the plot was uncovered, the elders had Xeel executed and his family banished from Kasshta Keep, despite Chanaakar's request for mercy.

Chanaakar has now been Speaker for nearly forty years. His reign has been just and his popularity has strengthened the position of Kasshta Keep among the monasteries of Adar. Many young mountainfolk seek tutelage at Kasshta, and the Speaker's word carries more weight with Adarans than it ever has in the past. Chanaakar uses this influence to help keep Adar secure and its people on a righteous path, encouraging adherence to the Path of Light. He also has the Leadership feat and a

cadre of nearly a hundred followers and students within Kasshta Keep.

LUUNKASHTAI, SPEAKER'S HAND

LG female kalashtar egoist 6/monk 6

Chanaakar's sister was every bit as precocious as her brother, though her talents run more to the mastery of the body than of the mind. Still, she is kalashtar, as was their mother, and she knows the importance of balance. Luunkashtai has always loved her brother deeply, and she places her duty to him at the highest priority. However, since Raadu Xeel and the Endseekers attacked Chanaakar, she has been more watchful and involved with the community of Kasshta Keep. Her position as the Speaker's Hand is a respected one, but she has also earned the right to lead the Kashtai line of kalashtar in the citadel. Some might say that being a member of the elder council and a servant of the Speaker's is a conflict of interest, but nobody questions Luunkashtai's sense of duty and honor.

Luunkashtai has given birth to many children. Chanaakar appreciates being an uncle more than Luunkashtai likes being a mother, but the communal raising of children in Kasshta Keep allowed her to fulfill what she felt were her obligations to the future of the kalashtar while remaining a warrior. All six of Luunkashtai's living children are adults, serving either in Kasshta Keep or elsewhere in the land of refuge. Three others have died on the borders in skirmishes with Riedrans.

PLOTS

Surviving Adar is an adventure, but more than the rigors of an unforgiving wilderness can be found here. Groups contemplate a more active role against Riedra and its Inspired rulers, and dragons read the Prophecy and plan for Adar's defense. Meanwhile, evil stalks the land in more than one form. Detailed here are a few plots and those working on them.

KEEPERS OF THE WORD

Led by Speaker Chanaakar, the Keepers of the Word are an amalgam of spellcasting traditions, most of which involve arcane magic and none of which overtly entail religion. This order came into being long ago with a covenant among arcanist exiles that sought to preserve their heritage. As the Inspired purged arcane and much divine magic from the lands that became Riedra, the ranks of the Keepers expanded. Their original stronghold is Kasshta Keep, but the siege of the Inspired and the loss of so many Taratai kalashtar at that battle taught the Keepers not to keep all their lore and members in one place. Representatives from and libraries of the Keepers of the Word exist in all of Adar's major monastery-fortresses. Even some small towns in Adar have a Keeper or two along with a Keeper library-shrine.

The Council of the Wise rules Keeper holdings. It is made up of individuals who have the confidence of the people they represent. Elders among the Keepers are titled "venerable"; the elder Thatari is referred to as Venerable Thatari, for example. The council selects a person as Speaker to guide discussion, focus on issues, and break deadlocks. In all cases, an elder can be removed if he or she loses the faith of the represented.

Knowledge and its preservation are most important, so many Keepers are dispassionate about other pursuits. However, the influence of Taratai and the kalashtar on the organization has been significant. Numerous Keepers respect the Path of Light, and some practice it.

Many Keepers merely read, discuss, and teach the lore already possessed by the order. To a person, they are capable spellcasters. They preserve even techniques thought harmful to the mind or soul, for the sake of learning. Dangerous spells and objects are present within Kasshta Keep and other places the Keepers call home. As the corruption of Raadu Xeel shows, this policy can prove troublesome.

In Adar, the Keepers study the land, its strange phenomena, and its planar connections. They aim to someday connect with the Storm Guardians and gather information on the draconic history of Adar. As much of this work is for its own sake as it is for some higher purpose. However, Chanaakar's time as Speaker has changed this situation to some extent, and some grumbling about this change might be heard behind closed doors.

Getting the PCs Involved: The Keepers of the Word can be the source for almost any new magic or spell you want to introduce into your campaign. The traditions detailed in the *Tome of Magic* could be present, particularly truenamers. Keepers of the Word frown on the actual practice of pact magic and shadow magic in their midst, and the Shroud also makes such magic difficult at best.

The Keepers require those who seek their teachings to prove themselves worthy. Since the sages are cloistered ascetics, they are more than willing to send teams to remote sites in Adar and even other parts of Sarlona and the world. On the other hand, a Keeper arcanist could make a valuable addition to a party. Characters can always find a market for items and spells among the Keepers, even if the PCs don't work for the order directly.

The Keepers might hire the PCs (or merely send duty-bound characters) to explore a Lamannia manifest zone deep in Adar and report back what they find. Alternatively, a small Keeper hold that seems to have gone rogue might need dealing with. Perhaps this corruption needs to be weeded out without alerting other Keepers of the Word, or the party might be sent directly from Kasshta Keep to investigate. Then again, the PCs could be pawns of the Keepers' enemies, and just going to talk to the hold's residents might be the best course.

STORM GUARDIANS

Legends on wings, the Storm Guardians are reputed to be a clan of blue dragons that calls the tallest peak in Adar home. Many believe these majestic beasts are responsible for the storms that plague and defend Adar. Adarans imagine that a draconic heart beats at the center of every thunderhead that blows over the land of refuge. Those Adarans are close to correct.

In some ways like Rhashaak, the fiend-tainted black dragon who guards the ruins of Haka'torvhak in Q'barra (*Explorer's Handbook* 145), the Storm Guardians might be mythic figures, but they are real. They, however, have not been corrupted by their time in Adar or Korrandar. Concerned with the protection of a realm shaped long ago by dragon and couatl magic, the Storm Guardians watch from above and below. They count among their

number dragon turtles (*MM* 88) and sea drakes (*Fiend Folio* 147) that stalk the oceans around Adar. (Such sea dragons often attack any flotilla that contains more than a few ships.) Most of these dragons are aloof from mortal concerns, but their hold in Korrandar contains what could be considered the soul of Adar—the *Teeth of the Three* (see page 142).

The rakshasa rajah imprisoned in Khyber shards under Adar sleeps restlessly. It is wrath incarnate. The rakshasas name it Ran Ishiv, the Unmaker, and one could suppose that the *Teeth of the Three* are in place to keep it quiescent. This isn't true, however, because the dragons would have other such devices to quiet other great rajahs. The truth is that the dragons foresaw a time when Adar would serve as more than the prison of a great fiend.

The Storm Guardians live by their duty to guard Korrandar, and they are content to be legendary. While some folk near Korrandar have built shrines to the Storm Guardians and even lay valuables within as prayers for peace, the Guardians do not truck with mortals. Those who climb Korrandar are rarely seen again. Though the current Speaker of the Word is a survivor of such a trek, he does not speak about it, like other similar persons from Adar's history.

Getting the PCs Involved: One does not trifle with dragons. Still, a problem that can't be solved by mortal magic might require the characters to make a treacherous ascent into Korrandar's storm clouds to ask the Storm Guardians for aid.

Though silent on the subject, Chanaakar is actually on the lookout for adventurers who will fulfill the next part of the draconic Prophecy in Adar. These intrepid explorers, he knows, will uncover secrets of the dragons and couatls among the ruins that still riddle Adar. Through hints and general wisdom, Chanaakar can guide such individuals, and they might discover a way to defend Adar better than it is now.

Argunastrisek is a mature adult blue dragon (*MM* 73) who seeks and punishes those who violate ancient draconic sites. She does so by drawing explorers to her, being particularly murderous toward mere treasure hunters. However, those on a righteous path set by Chanaakar and the Storm Guardians might be able to persuade her to help. She is curious about upright mortals even though she is lawful neutral. Securing her aid can be one of the challenges the Storm Guardians actually set for the PCs before allowing them onto Korrandar.

ENDSEEKERS

Within Adar boil manifest zones to the realm of pure chaos—Kythri—and the whispers of Ran Ishiv are said to be audible in the darkest shadows of the mountains. Some of the mystics who came to Adar found these places and gained power from them. The strange ways of fate drew many mad magicians together, and they coalesced around the desire to see the end of all that was created by the progenitor wyrms.

Only dissolution—the utter unmaking of everything—can satisfy an Endseeker. Each one is a lost soul of sorts, often having seen dearly held truths melt away into the chaos of fate. To these magicians, the universe and all of its motion are an abomination, and this repugnance must be unraveled.

Endseekers are usually quite mad, but it is an enlightened sort of madness. They know that something is underneath all of creation, something from which everything came. It's not a god—it's greater than that, for it is everything and nothing at the same time. It is undifferentiated potential. Creation must be returned to this place.

Although a few Endseekers are malicious killers who randomly destroy, those who survive and flourish take calculated actions. A clever Endseeker might help a diabolic cult, then use his power or influence to set forces of good against that cult—internecine conflict culminating in mutual annihilation of the factions being the goal. Powerful Endseekers, or groups thereof, have networks and wide-ranging plans. The head of such an organization is the eye of calm in a maddening vortex. Seemingly unrelated plots all lead to that center. Endseekers don't work together as a unified whole, though, and might even be found opposing one another.

Most Endseekers are spellcasters, and a large number of them are warlocks (*Complete Arcane* 5) who have powers tied to chaos. Even stranger, many Endseeker masters are contemplatives (*Complete Divine* 31), their "religion" centering on the divine notion of unmaking. Domains accessible by Endseekers include Chaos, Decay, Destruction, Luck, Madness, Pestilence, and Trickery. In a strange bit of irony, for the Keepers of the Word consider Endseekers to be enemies, many Endseekers are truenamers (*Tome of Magic* 191).

Getting the PCs Involved: Endseekers, rare as they are, make easy villains. The characters can run across these mad magicians at any point, finding one at the center of a web of seemingly unrelated problems. The Keepers of the Word are on the lookout for Endseeker plots, and they reward those who end such machinations.

Endseekers don't just strike within Adar, however. Some wander into Riedra—usually perishing sooner rather than later, and providing fodder for stories of the demonic magicians of Adar. An Endseeker could be an ally of characters working against the Inspired and the Dreaming Dark. Such an Endseeker might even expound the philosophies of unmaking. But how far can the characters trust their "friend"?

ANTI-KALASHTAR SENTIMENT

Some of the natives and exiles of Adar believe that the kalashtar are alien creatures not to be trusted. These fearful people see the kalashtar as Inspired in another form. Although the antikalashtar sentiment in Adar is neither powerful nor organized, it does exist. Its numbers are fortified by Riedran expatriates who see anyone or anything that traffics with the quori as corrupt. Such people are usually harmless and merely avoid the kalashtar. In the past, though, extreme examples of this paranoia have surfaced and even led to the death of a few kalashtar.

Getting the PCs Involved: In Malshashar, a fortress monastery on the northeastern border, a number of Riedran expatriates live and work. These fortunate few are among those rescued by the Summit Road, and they're the first to be blamed when a prominent kalashtar seer turns up murdered. Tensions rise as the killings continue and the Summit Road guide Murephan, an elan,

defends the honor of the Riedrans. The kalashtar are forgiving and trusting, but the elan aren't among those they easily believe. What's really going on? Is one of the Riedrans a murderer? Has someone else in the monastery fallen victim to a *mind seed*? Or could a creature from the depths of Adar's Khyber, such as a puppeteer or an intellect devourer (*EPH 209* and *202*, respectively), be secretly moving among the monastery's inhabitants?

ENCOUNTERS

A few of the people the PCs might run into while pursuing one or more of the plots in Adar are detailed here.

MUREPHAN, SUMMIT ROAD GUIDE

Male elan ranger 2/nomad 6

Murephan is an enigma. Born as the result of some heinous crime against the Inspired, and once one of the Chosen of Riedra, he is a permanent amalgam of quori spirit and human flesh. He came to Adar long ago—even he doesn't know how long—without memories or possessions. He expected to die. But the kalashtar of Malshashar slowly influenced Murephan even as they imprisoned him, and his suppressed hatred for the Inspired resurfaced. He began to work for the Summit Road and now spends much of his time in Syrkarn, helping others out of situations all too familiar to him. The ranger turned psion has proven his loyalty and ability time and again, but his race keeps him eternally an outsider. Only in the city-hive Zi'til'atek does he find any true company.

Murephan is hard-nosed, and he speaks unkind truths more often than he should, but he is fair-minded overall. His gruffness is perfect for testing others' patience, which means it can be an asset in the risky business he's in. The elan is less likely to carry out threats of abandoning those he aids than he seems. He is, however, a merciless killer of Riedrans, and he's likely to give anyone who attacks him a good thrashing. His closest friend is the dromite Kelki, who doubles as Murephan's soft side.

KELKI, SUMMIT GUIDE

Dromite wilder 4

Kelki is a reliable Summit Road guide, and Murephan has taken a liking to the young and vivacious dromite. When traveling with Murephan and those being aided by the Summit Road, Kelki spends a lot of time explaining what Murephan really meant with his harsh words. In these "translations," Kelki is usually correct. Fortunately for everyone involved, Kelki defers to the elan's judgment in important matters. Kelki has nothing resembling common sense, and the dromite is too fond of fire.

YUZDEEP XEEL, ENDSEEKER MASTER

Yuzdeep is the youngest son of Raadu and the only surviving member of the Xeel family since its exile from Kasshta Keep and all of Adar's monastery-fortresses. An Endseeker cult raised Yuzdeep from a young age. Thoroughly indoctrinated, Yuzdeep has a deep hatred for the monastic orders of Adar and for Riedrans. He

is a psychopath who wants nothing more than to see the word returned to its primordial state, but his plotting is careful, and he works to remain unknown or to seem friendly. Currently, he and his followers have designs on the chaotic scar of Uutkleza, but Yuzdeep hopes to find the key to awakening Ran Iishiv. The calculating warlock (*Complete Arcane 5*) has already uncovered hints at the true contents of Korrandar.

If you have access to *Tome of Magic*, Yuzdeep could be a truenamer/fiend binder instead of a warlock. Even if he's not, some of his powerful followers could be. Yuzdeep has a Leadership score of 14, and his followers and cohorts form a fanatical inner circle of his Endseeker cult.

YUZDEEP XEEL

CR 10

Male human warlock 10

CE Medium humanoid

Init +2; **Senses** see in darkness 30 ft.; Listen -1, Spot -1

Languages Riedran

AC 16, touch 12, flat-footed 14

hp 57 (10 HD); fiendish resilience 1/day; **DR** 2/cold iron

Resist cold, sonic 5

Fort +6, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares), fly 30 ft. (good)

Melee +1 heavy mace +9 (1d8+2 plus 5d6 *hideous blow*) or

Melee +1 heavy mace +9/+4 (1d8+2)

Base Atk +7; **Grp** +8

Atk Options Point Blank Shot, Precise Shot

Special Actions *eldritch blast* 5d6 (CL 10th, +9 ranged touch)

Combat Gear *necklace of fireballs type II*, 4 scrolls of *cure moderate wounds*, scroll of *confusion*, 2 scrolls of *darkness*, scroll of *fear*, scroll of *greater invisibility*, scroll of *barkskin*, scroll of *shield*, scroll of *slay living*, *wand of magic missile* (50 charges)

Invocations Known (CL 10th):

Least (at will)—*beguiling influence* (+6 on Bluff, Diplomacy, and Intimidate checks for 24 hours), *devil's sight* (see normally in darkness and magical darkness), *hideous blow* (melee attack channels *eldritch blast*)

Lesser (at will)—*fell flight* (gain fly speed for 24 hours)

Spell-Like Abilities (CL 10th):

At will—*detect magic*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 16

SQ deceive item

Feats Iron Will, Point Blank Shot, Precise Shot, Leadership, Magical Aptitude

Skills Bluff +14, Concentration +12, Diplomacy +11, Intimidate +11, Knowledge (arcana) +5, Knowledge (the planes) +3, Listen -1, Spellcraft +9 (+11 to decipher scrolls), Spot -1, Use Magic Device +16 (+18 to use scrolls)

Possessions combat gear plus +1 *glamered studded leather*, +1 *heavy mace*, *cloak of resistance* +1

Fiendish Resilience (Su) Once per day, as a free action, gain fast healing 1 for 2 minutes.

Eldritch Blast (Sp) Standard action; range 60 feet; +9 ranged touch; 5d6 damage.

Deceive Item (Ex) When making a Use Magic Device check, Yuzdeep can take 10 even if distracted or threatened.

Hook "Look around you. Everything is dying, and living is misery. One day, the world will die and its wretchedness will end. Why fight it?"

THE SUMMIT ROAD

"You heard I can get you into Adar? Well aren't you a bold one—Brelish I'd bet from the swagger, the accent, and that gods-awful blue. How'd you and your whelp friends survive long enough to get here, boy? And even if I could get you to Adar, why would I? Go home. You've been misled."

—Murephan, Summit Road guide

Some dissidents within Riedra live long enough to escape, but few places in Sarlona are welcoming, and getting into Adar is not easy. Occasionally, Adaran warriors engage in sorties to bring the war to the Inspired or to get to other lands. Adar's defenders also need intelligence on their enemies' movements along their borders. In sum, a need for spies and a secret way across Adar's boundary is obvious. A clandestine organization called the Summit Road, or simply "the Road," performs these services.

JOINING THE SUMMIT ROAD

Entry into the Summit Road's ranks is a mixed blessing, and few take to this arduous pursuit lightly. But the Summit Road doesn't just trust those who would join it because they pass a cursory examination involving *detect evil* or *mind probe*. Membership on the Road is only offered to hardy souls who have proven themselves capable and daring, steadfast and honorable. Such persons must be loyal to Adar and foes of the land's enemies. Such agents are often called Summit Road guides, or just guides.

ENTRY REQUIREMENTS

Alignment: Any non-evil.

Base Saving Throw: Will +1.

Skills: 4 ranks each in any two of Bluff, Disguise, Gather Information, Hide, Knowledge (geography), Knowledge (local), Move Silently, Sense Motive, and Survival. Must learn Summit Road sign language within two levels after admittance.

Languages: Riedran.

Spellcasting/Manifesting: Spellcasters and manifesters are given preferred entry; such ability can replace the need for one required skill.

Special: Must be selected by an existing guide for meritorious service that benefits Adar or recommended to the Road by authorities in Adar. (For non-Adarans, this usually takes the form of clandestine work outside Adar assigned by a guide who doesn't reveal his affiliation until after the services are performed.) Also, must willingly submit to a *mind probe*.

All sorts of people work for the Summit Road. Their common bond is a desire to fight for freedom and willingness to face,

confound, and even kill Riedran authorities. Members are prepared to die before allowing themselves to be captured. About half of the members of the Road are spellcasters or manifesters of some sort, since these talents aid in fooling and defending against the forces of the Inspired.

SUMMIT ROAD BENEFITS

At its core, the Summit Road is a group of highly skilled infiltrators and sneaks. They form a network of individuals and small groups, Adarans and non-Adarans, willing to shelter those on the move. All hope to thwart the Inspired and to free as many awakened Riedrans as possible. Many in Sarlona sympathize with the Summit Road, or would if they knew about it.

Economics: Summit Road guides can get a discount from those who sympathize with the Summit Road. This benefit is dependent on NPC reactions and a guide's willingness to call attention to his affiliation. Spellcasters and manifesters who work with the Road are willing to create items that defend against mind-affecting spells, powers, and abilities or that protect a guide from divination or clairsentience for 75% of the market value. The organization also buys these items at 60% of market value. In general, such items worth 2,000 gp or less are readily available for purchase for 75% of market value.

Gear: The Summit Road often provides expendable mundane gear essential to a mission. The Road hardly ever has magic items available for this purpose—guides are expected to avail themselves of Road spellcasters to have any such item made.

Services: The large number of spellcasters and manifesters in the ranks of the Summit Road means easy access to services provided by such persons. Healing and spells or powers that remove mind-affecting spells, powers, and abilities are accessible within a day, as long as the spell or power requested is 5th level or lower. Guides must provide costly material components. Similarly, if they provide the materials and can show a great need, Summit Road guides can get a magic item made for cost. Those who abuse these services for personal gain quickly find that their fellow guides won't provide such aid.

Information: Knowledge is one of the Summit Road's strong suits, particularly when it comes to Adar's borders. It has maps of Riedran fortifications near Adar, diagrams of regular patrol routes, lists of sympathizers, and so on. Usually, when a group of guides goes on a mission for the Road, the leader (trailblazer) assigning the task supplies all relevant intelligence available for and pertinent to the job, including destination, contacts, and expected challenges. Known information gaps are always revealed. Of course, sometimes the job is to gather intelligence, in which case some or all of these facts can be "gaps."

ADARAN DEFENDERS

In Adar, armored soldiers carrying halberds are not the normal defenders of monasteries and temple-for-tresses. Even in the villages of the mountains, a town's defender is more likely to be skilled in unarmed combat than to be reliant on heavy weapons and

armor. For the typical Adaran monastery guard, use 2nd- or 3rd-level monks from Table 4-17, *DMG* 119. About a third of these guards are kalashtar—more in Shalquar, Malshashar, and Tashalatora—and most are lawful neutral.

Many of the Road's members and sympathizers are knowledgeable and capable information brokers. When needed, a PC guide can make a successful DC 15 Diplomacy check (modified circumstantially by status within the organization) to locate an NPC affiliate who is willing to attempt a desired Knowledge or Gather Information check at a +5 bonus. For every point more than 10 by which the check result beats the DC of the required Diplomacy check, the NPC has an additional +1 bonus with the desired skill.

Access: As Summit Road guides, characters have access to a wide variety of travel modes and routes, as well as known safe houses and hiding spots. Secret routes through underground passages and psionic portals are all available. NPCs sympathetic to the cause might also provide aid. Access to all such benefits is given on a need basis—important and sensitive information and locations are reserved for trusted guides.

PLAYING A SUMMIT ROAD GUIDE

You are the pathfinder on a way to safety and hope from a land that has lost all freedom. Sometimes you are a surgeon's knife, infiltrating diseased territory to lead someone in need from Riedra to Adar. Other times you are the watchman's eyes, observing to discern truth and useful knowledge about the enemy. And when need be, you are the merciful arm of death that removes those who cannot be saved.

Trust is vital to you and your team members, and to those who direct you. Misplaced faith is death or worse. Without one another, Summit Road guides can't survive—each provides essential skills. Your team is only as strong as its weakest member, and when failing can cost you your mind, nobody wants to be the chink in the group's armor.

You do much of your work incognito. Whether you're actually masked or disguised depends on the work and the timing, but letting someone see your face who doesn't need to do so is a mistake. Many persons you aid never learn your name or what you look like.

When you joined the Summit Road, you did it because you thought it was right or because you had nowhere else to go. Regardless of your initial motivations, the risks you take in infiltrating Riedran territory or the Syrk frontier aren't part of some romantic fantasy. Worst of all, people back home in Adar might respect what you do, but they're always wondering if the person who comes home is really you.

Still, you are a hero. You can see it in the eyes of the Riedran defector you smuggle through Zi'til'natek and into central Adar. He has seen horrors, you know, and now he'll have a hard life, but he'll be free. Sure, the monks will watch him, but he'll marry a plump valley woman and raise his children to be whatever they want to be. And he won't have to serve beings he has come to know as evil and alien. You created that life for him, and, the Light willing, you'll survive long enough to do it for many others.

One day, the Inspired will kill you if you're lucky, or capture you if you're not. Between now and then is the time to make them pay and take from them what they never deserved to own. Maybe you'll live to see the Inspired fall. Until then, your homage to the Path of Light is walking the Summit Road.

Combat: You evade enemies until you must engage, using three "weapons" taught to every Summit Road guide: information, stealth, and speed. First off, know your enemy and your path as well as you can before you set out. "Prepare

for the worst, but travel light" is a maxim for those on the Summit Road. Stealth means going only where you have to, and doing so unnoticed. Speak with whom you must, but reveal only that which must be told. Speed means getting whatever you came for and getting out. If you must engage an enemy, kill quickly, letting that be a form of mercy to those doing their duty for the Inspired. If you want to send a message with your violence, send it directly to the Chosen or the Inspired—the soldiers and common folk of Riedra are slaves, and they don't deserve further pain.

Advancement: The Summit Road recruited you because you showed the ability to do what needs to be done. You exemplify some combination of stealth, fighting prowess, and resistance to mind control. You also showed a willingness to do thankless work in nerve-rattling conditions.

New recruits face intense scrutiny and dangerous missions. Green guides are given information and shelter as needed and no more. As you show dependability and good performance, along with a willingness to undergo regular and rigorous testing to guard against *mind seed* and other sorts of infiltration, you can be inducted further into the Road's internal structure, and you become privy to more sensitive information.

Rank isn't formal on the Summit Road—respect must be earned and kept through merit. If leadership is for you, the current leaders, called trailblazers, must make sure you're not an infiltrator. Once you do get in, you can assign teams to special operations and oversee information-gathering. Staying in the field is always an option, but doing so means never being truly on the inside.

Missions: Working the Summit Road is hard but simple. You get missions from trailblazers and you perform them.

A Summit Road guide might be asked to do any number of tasks. Helping a dissident cross into Adar is usual, but guides might be assigned to take out a group of monsters that have moved into one of the organization's secret passages through or under Adar's mountains. Scouting enemy positions and removing obstacles for another team's mission, or even providing a distraction, can be part of a guide's duties.

Sometimes a Summit Road guide is taken prisoner. Other guides are dispatched to help the prisoner escape or, if they must, end the unfortunate's life.

Responsibilities: The Summit Road expects you to devote your time to the organization's needs, taking missions whenever they are available. You can engage in other activities as long as they don't endanger the Road, and finding and planning your own missions is looked upon favorably when such undertakings prove successful and meaningful. However, long absences raise suspicions, especially when they're not prearranged. Such a hiatus can lose a member some standing and might require her to undergo interrogation and a fresh *mind probe*.

THE SUMMIT ROAD IN THE WORLD

"Those guides, they're hard and strange. Not normal, you know? Why anyone would do what they do is beyond me. Still, if any come here needing a roof for some food, my house is open to them. My wife's grandfather was Riedran. . . ."

—Deepak Ruudraksh, Adaran herder

As Summit Road guides, the PCs are revolutionaries and soldiers—perhaps in an unwinnable war. The Road requires a stoic resolve and unswerving commitment. It



Life as a Summit Road guide is never boring

also offers a great deal of freedom. Guides can plan and execute their own missions, gaining that much more glory when the undertaking works in favor of Adar. Further, the characters can rest assured that if they're captured, their allies in the Road won't sit idle. Members of the Summit Road are like a strange family where interdependence is as important as good steel and the right spell.

Organization: When Adar shut its borders after repelling the initial attacks of the Inspired, the early focus was on fortifying all points of entry. During that time the Shroud was built. The masters of the monastery-fortresses, especially Kasshta Keep, Malshashar, and Shalquar, quickly found they needed a way to get into and out of Adar. This need was the genesis of the Summit Road.

Malshashar has always had friendly contact with the dromites of Zi'til'natek. Zi'til'natek's inhabitants had no love for Riedra's new leaders. Preliminary crossings were through Zi'til'natek and underground ways constructed for the purpose. In this time, many would-be Riedrans still opposed the Inspired and sought escape. Adaran warriors also took the fight to the Inspired on a small scale.

Conditions on both sides of the mountains soon stabilized, more Riedrans becoming loyalists and Adarans becoming more defensive and insular. The Summit Road evolved. Failed missions and subverted guides proved the need for strong will among Road members. Supernatural defenses were essential parts of any team, so the remaining leaders began to favor mystical recruits. During this growth phase, the Road also put forth tendrils, establishing bases in dromite city-hives under Riedra and even in the Syrk port of Ardhmen.

Summit Road guides call their leaders trailblazers—those who find new ways. New, probationary, and regular members have always been called guides, and most Road agents are guides for years before being named trailblazers. Guides have differing levels of esteem in the organization, but no official rank differentiates them. Those with less experience usually defer to those with more. Advancement is based purely on merit and is totally optional—under the control of existing leaders. No guide is ever forced to become a trailblazer, which can be a sedentary job.

Masters of the temple-keeps in Adar are nominally in control of the Summit Road. It is they who often ask the trailblazers to undertake some task for the good of Adar. The trailblazers in turn assign guides to a task, or even oversee a mission directly. Most trailblazers remain in Adar however, so it is harder for the Road to be subverted.

The Road is highly decentralized, like Adar's entire defense infrastructure. Guides must speak or learn Riedran, and they learn special phrases and sign language that help them identify one another and communicate secretly. Few outside the Summit Road know its underground language, and unauthorized persons who show such knowledge are often met with hostility.

Cells of the Road operate independently. A group of guides is a highly specialized team composed of four to six members. Each member has skills that complement those of the others in the group. In this way, each Summit Road squad is a strong support system for its members.

Summit Road Headquarters: Like Adar, the Summit Road has no central operations center. Guides work from Dvaarnava, Kasshta Keep, Shalquar Monastery, Malshashar, and even Zi'til'natek—trailblazers collect intelligence and run missions from these places among many others. Some Summit Road agents are stationed permanently outside Adar in wilder Syrk settlements—especially Ardhmen. Information is shared between groups by psionic, magical, and mundane means, and teams change operations centers as needs dictate. All teams are expected to take circuitous routes from their starting points to prevent those points from being located by Riedran patrols.

NPC Reactions: Adarans admire the courage and skills of Summit Road guides, and those who recognize a guide are often friendly. Only in the smallest Adaran thorp might a group of guides find no aid. However, most Summit Road guides keep their affiliation secret, and few people can tell a guide on the Summit Road from other hardened folk who travel the wilds of Adar.

Many of the Road's members are outsiders in Adaran society. Some are known criminals. Others are members of races that rarely work on Adar's surface but that also dislike the Inspired, such as dromites. Because of this unusual membership, a few inside Adar fear Summit Road guides. One slip, these people say, could open the door to the Inspired or worse. Such persons might be unfriendly.

Agents of Dvaarnava, Shalquar, Malshashar, and Kasshta Keep closely watch members of the Summit Road, but they are usually indifferent. Their job is to catch any unusual behavior among the guides, not to help or hinder.

Loyal Riedrans have no love for Summit Road guides, believing they are kidnapers and assassins in the service of fiendish magicians. Such Riedrans who discern a guide's true connections are invariably hostile.

SUMMIT ROAD LORE

Characters who have ranks in Knowledge (local) can research the Summit Road to learn more about it. When a character makes a skill check, the following lore is revealed, including the information from lower DCs. Knowledge (geography) can also be used, but the DCs all increase by 5.

DC 15: The Summit Road, or "the Road" as we call it, is a bunch of spies, warriors, and mystics who aid those in need of passage into Adar. Its agents are called Summit Road guides.

DC 20: Despite what some think, the Road and its guides actually take the fight to the Inspired. I've heard tell they strike within Riedra and other Inspired-controlled areas. Their leaders are called trailblazers.

DC 25: If you want to operate inside and outside Adar with ease, the Road is your best bet. Guides have a lot of freedom and get respect around here. Many are outcasts in Adaran society.

Meeting a guide outside Adar requires a DC 25 or higher Gather Information check. In this situation, the guide always acts unfriendly, trying to test the PCs' temperament. His allies are invariably nearby should violence ensue. Inside Adar (assuming favorable conditions), a successful DC 15 Gather Information check locates a group of Summit guides.

SUMMIT ROAD GUIDES IN THE GAME

Summit Road guides are facilitators, spies, soldiers, and, well, guides. If somebody needs to get into Adar from the outside, it's likely that the Summit Road is going to be involved somehow. Guides are meant to be a "first contact" point between foreigners and the land of refuge, but they also serve as foils for Riedran patriots and a way for Adaran characters to move into the wider world.

From rescue missions, to strikes against Riedran fortifications, to expeditions to uncover potentially useful artifacts from Sarlona's bygone ages, the Summit Road can be a motivating force behind an entire campaign. Outsiders and foreigners can earn the respect of Adarans by serving the Road, so foreign characters could do worse than to have the Road as an ally or a patron. Players who like action and intrigue mixed with a good dose of paranoia should find the Summit Road to be a fine home for their PCs.

Adaptation: The Summit Road seems distinctly Adaran—it serves Adar's needs. However, it's also a covert organization that's designed to run a formidable border and to make strikes into hostile territory. In Sarlona, something like this group also fits for the Akiak dwarves and their operations against Riedra. Lhazaar pirates could have such a group to make surgical raids into the Mror Holds. With some modifications, the Road could just as easily be a monstrous faction of spies working across the borders of Darguun or Droaam.

Encounters: The Summit Road has the potential to be a group of allies or foes, or even a patron. Initial encounters with guides are always edgy as they get to know foreign characters or raw recruits. Everything is a test at that stage. If pushed, Summit Road guides don't take chances—they strike with deadly efficiency against those they see as risks to the Summit Road.

EL 8: Murephan and his sidekick Kelki are in Ardhmen in Syrkarn looking for the PCs, having heard of them through intermediaries. The rogue elan wants to size up the foreigners and see why they're in Sarlona. If he likes what he sees, he offers the characters their first test run for the Summit Road. Alternatively, Murephan and Kelki are about to put some inexperienced Adaran guides to the test by pretending to be a couple of questionable wanderers in Adar's wilderness.

PLACES OF INTEREST

Adar is widely varied in its features. The ringing mountains that surround it are a defensive wall into which eight monasteries are built. Ancient and living places dot the landscape. Ruins of structures abandoned in bygone ages are evidence of the legacy of the draconic influence over this magical land.

COUATĪ AND DRAGON RUINS

Ancient Draconic Sites

Among the hills and valleys of Adar, the ancient past sleeps overgrown by lowland forests, partially buried by landslides, or ground away by the tireless inertia of a passing glacier. Massive or strangely sized for humanlike creatures, these places hold clues to the battle fought here during the Age of Demons. Most Adarans shun ruins near their homes, fearing the ire of the Storm Guardians. Little do they know that feathered shulassakar still live among or below some of the ruins, working to keep Adar safe. Disappearances near such occupied sites are often due to the shulassakar finding a new and willing ally.

DVAARNAVA

Hidden Port; Small City; Population 6,730

The southernmost of Adar's temple-keeps, Dvaarnava is the only place in Adar where ships can still actually land. Dangerous spires of underwater rock form a maze that leads to a natural cavern in the sharp cliffs on the tip of Adar's horn. Only those who know how can even approach the cavern, and a further test awaits them—a *sisiutl* (20 HD; *Stormwrack* 159) guards the cave mouth as part of an ages-old pact. Only sailors who give the correct answers to the creature's challenges can pass within. The protectors of Dvaarnava can watch the sea passage and the grotto from galleries in the cliffs above, and some leaders in the monastery can grant access to those that do not meet the *sisiutl*'s requirements. If necessary, watchers in the galleries can assault unwanted visitors with ballistae, arrows, and magic.

Dvaarnava's populace lives by fishing and collecting plants in the sea caves nearby, and it enjoys the sunlight that comes from the narrow fissures in the cavern ceiling. Storms are still common here, though, and habitable spaces are placed well above the water.

The fortress is located far from any other settlement, and the mountains around it are forbidding. Still, the Summit Road and xeph merchants also work in the city, making passage to and from Ardhmen in ships under privateer flags.

Dvaarnava is the gate by which many Adarans leave Adar for good. Vessels from the port carry goods and people through treacherous waters and Riedran lines, their crews knowing full well that any attempt to return to Dvaarnava could mean their deaths.



Nearing the secret port of Dvaarnava

GHOZA

Hidden Fortress; Large Town; Population 3,250

South of a wide point in the waterway Adarans call Jathara Sound—the wide area known as Kasshta’s Belly—sits the hidden fortress of Ghoza. Although Ghoza is built high on the cliffs near the sound, it has rooms that occupy caverns to the waterline. These natural chambers lead to flooded grottos that eventually open into Kasshta’s Belly. Ghoza’s warriors are expert swimmers and more free spirited than many of Adar’s monks. The magic of local elemental binders (some affiliated with the Keepers of the Word) allowed Ghozan specialists to build a few vessels that permit limited underwater operations. However, most missions rely on people instead of craft. For centuries, Ghozans have caused trouble for Riedran shipping—problems easily blamed on weather, the creatures that inhabit the sound, or the mongrel ogres (eneko) of Syrkarn. Riedra’s activities on the sound are limited now, and much of its supplies pass overland.

HAZTARATAIN MONASTERY

Hidden Fortress; Small City; Population 9,950

Hazaratain Monastery is famous among Adarans for its role in the birth of the kalashtar race—it was here that Taratai and her followers first found respite from their flight. From here, Taratai made her pilgrimage across Adar. Many adherents of the Path of Light see Hazaratain Monastery as a holy site, and some even make the treacherous journey to the place. For some, this is a religious pilgrimage; for others, it’s a step on the path to becoming a Hazaratain (see page 122).

Carved into a mountainside, the monastery rests on an escarpment above a fertile valley. From the watchtowers chiseled into the living rock of the high coastal peaks, the guardians can look onto the coast of Riedra less than 50 miles away. (Riedrans avoid this stretch of water, known for its sudden squalls and disdained for its nearness to Adar.) Adaran settlements are also within a day’s journey of the fortress. Villagers in these places regularly supply the Hazaratain Monastery’s inhabitants with goods and services, counting themselves lucky to live so near the sacred site.

KASSHTA KEEP

Renowned Fortress; Large City; Population 17,690

Thousands of feet above the blue-green Kasshta River, wisps of vapor dance around spires of reddish rock, maintaining themselves eternally and incredibly in the wind that blows here. Occasionally electricity arcs between them. Dark flags flutter atop four towers of natural stone carved like ancient watchers with four heads, each looking in a different direction. What seems like a sheer cliff, carved here and there with open pathways, platforms, and windows, is the ancient Kasshta Keep.

Kasshta Keep is the only monastery fortress in Adar whose location is accurately known to the Riedrans and even foreigners. Founded by the legendary arcanist Kasshta, first Speaker of the Word, the keep was built thousands of years ago, mostly carved into and under the mountains by human magic and hands. Kasshta is the seat of the Keepers of the Word and their potent magical legacy. It is also the traditional home of their leader, the Speaker of the Word.

The citadel is visible from the waters of the Kasshta River below it from a distance of several miles when the air is clear. Storms enshroud the Keep at unpredictable intervals, however, making sighting the place difficult at best. A broad beach, dock, and stairs to the keep were once located on the river. Only the slightest signs of the stairs to Kasshta Keep remain, the rest having been erased by war and magic long ago. The removal of the docks and the existence of the strange hanging mists are the legacy of the Taratai lineage members' passing at the Riedran siege of Kasshta Keep.

No roads enter Kasshta Keep. A worn trail does appear near where overland routes converge to approach the fortress's main gates. The citadel also has magic winches to lift boats out of the river or lower them down again. As a result, the keep's "port" is some 5,000 feet off the water.

Most of the people in the keep live in subterranean chambers. The Keepers of the Word created magic lights that provide nourishment as sunlight does, keeping people and plants healthy in the cool dark of the mountain. Unlike Shalquar, Kasshta has a variety of vegetables and fruits available.

Leadership: Chanaakar, the current Speaker of the Word, lives and works in Kasshta Keep. He rarely leaves. The Keepers' Council of the Wise advises him, and some

of these elders actually oversee the keep's functions as a settlement. Chanaakar lives in the highest rooms of Kasshta Keep not designed solely for military purposes. Directly beneath his living quarters are the Council Chambers and the Council Hall.

Demographics: 65% humans, 32% kalashtar, 3% others (dromites, xephs, foreigners, and extraplanar races).

Economics: 40,000 gp limit (many exceptions for magic items); much trade occurs in barter. Asset limit approximately 27,000,000 gp.

Notable Features

In nearly all areas of Kasshta Keep, water, heat, ventilation, and light are supplied by elemental magic.

Council Chambers: In the highest sections of Kasshta Keep, important elders and mystics live and work. Not every elder takes a chamber in these hallowed halls—many choose to remain among their families (or lineage groups, if kalashtar). So, about half of the Council Chambers are occupied by persons important to the functioning of Kasshta Keep. All these rooms have extensive passive magical defenses.

The most open and public room at this level is the Council Hall. A hemispherical chamber, it is set up as an

THE SHROUD

The first line of defense for the exiles of Adar, the Shroud is an energy field generated by a set of massive crystals, one in each of the eight monastery-fortresses hidden throughout the mountains. As long as all eight *shroud resonators* (see page 141) are active, the Shroud provides two effects—a *dimensional lock* that prevents all forms of extradimensional movement into, within, or out of Adar, and a *nondetection* effect that hampers all scrying attempts within Adar. The lock does not prevent summoning spells, nor does it hamper spells that send creatures back to their home planes, such as *dismissal*.

The *resonators* require constant psionic power. Should a crystal fail to receive any psionic power for 1 hour, it shuts down and the Shroud is weakened. The *dimensional lock* and *nondetection* effects become less reliable. If one *shroud resonator* is inactive, any effect the Shroud normally blocks has a 20% chance of penetrating it instead. If two *shroud resonators* are inactive, the chance rises to 50%. When three or more resonators are inactive, the Shroud shuts down.

Each of the eight main monastery-fortresses in Adar has a chamber in which a *shroud resonator* is set. All monasteries have a rotating group of psions that maintains and powers the resonator. Most resonators are placed in areas that are difficult to get to even if the surrounding citadel is breached. All *shroud resonator* chambers are built for defense.

SHROUD BUBBLES

Small areas of Adar remain unprotected by the Shroud—a fact Adar's defenders are aware of and the Inspired could exploit. One who knows exactly where two of these bubbles are can travel between them using *teleport* or similar effects. Since travel within the Shroud is only possible between bubbles; psychoportation or teleportation into Adar is still

not possible. It is feasible, however, that some device could be fashioned to function as a beacon to allow travel into a Shroud bubble from outside Adar. Adarans haven't created such devices, and fortunately for them, if the area where a bubble exists is not "very familiar" to someone using *teleport*, the effect functions as if the user had a false destination. The arrival point in such a case is never within Adar.

Each monastery-fortress has a *lesser resonator*, which allows its inhabitants to rehearse psychoportation powers or spells that require extradimensional travel or elements, or to conduct emergency transport. *Lesser resonators* are kept in special areas of a monastery, heavily guarded. Such areas are too small for any group larger than a couple dozen humans to crowd into.

A character powering a *shroud resonator* can sense shroud bubbles within a mile of the device and shut them down at will.

The Shroud reaches less than a mile beneath Adar at sea level. Farther underground is one big Shroud bubble. This weakness is hard to exploit, however. Dangerous creatures dwell in the depths of Khyber, and the dromites that live below Adar are hostile to Riedrans and suspicious of strangers.

Other Shroud bubbles occur in manifest zones, especially those tied to Kythri. Such bubbles are wildly unreliable in their location and length of existence. Those who power *shroud resonators* can do little about these bubbles, since the bubbles often reopen immediately after being closed. Natural Shroud bubbles could prove to be a weak spot in Adar's defenses if Riedran forces were to discover one they could use consistently. They'd still have to devise a means of crossing the Shroud to the bubble, however, and most wild bubbles are deep within Adar.

amphitheater with a central raised dais for speakers. The Council of the Wise meets here. Part of the hall is often set aside for citizens of Kasshta Keep to air grievances or watch the proceedings.

Unknown to many in Kasshta Keep, the central platform is a magic item. Some of the elders, including the Speaker, can command the dais to produce *calm emotions, deep slumber, dimensional anchor* (more useful before the Shroud), *hold monster, tongues*, and *zone of truth* up to three times per day. The area around the dais is also a complex magical diagram useful for many spells such as *magic circle against evil*.

Asperi Rookeries: Kasshta has long had little asperi "neighborhoods." The asperis who live in these places are considered citizens. Though asperis are wild and free in Adar, the guardians of Kasshta watch over these rookeries to protect them from harm. Given their openness, the rookeries form one of the few potential points of infiltration.

Dujong: Below the Council Chambers is the Dujong, the area where many of Kasshta Keep's warriors live and train. Rooms similar in layout to the Council Hall provide wide training grounds, and ample ventilation keeps the area pleasant.

The Hatta: On the lowest level of Kasshta is an open courtyard filled with orderly buildings and stalls, a wide lane passing through the middle. The whole arrangement resembles a tiny village. Here, merchants sell common goods and arrange deals. The Hatta, as Kasshtans call it, is like the open markets in villages elsewhere in Adar, but it is unusual in the eight monastery-fortresses that guard the land of refuge. Only Dvaarnava has anything similar.

In Kasshta Keep, and Adar as a whole, the goods available are highly variable and the prices fluctuate based on this reality. Much of what is available are basics needed for comfortable living or engaging in craftsmanship. Further, while Adarans do use money, that too is highly variable, and merchants often weigh coins. Barter is common. Assume any magic item or reagent is available in Kasshta Keep, up to the gold piece limit, and decide on its price based on how you want it to appear in your campaign.

MALSHASHAR

Hidden Fortress; Small City; Population 6,500

Set among the tallest peaks of the Ahnadiv Mountains, Malshashar guards a major point in Adar's defenses. Malshashar isn't as close to the foothills as Shalquar, but the fortress is named after a monastery that once was. Even so, it has more to worry about in the form of Riedran patrols and potential spies than many other strongholds. It faces Riedra proper and not the small settlements on the frontier of the Andnemun Desert and Syrkarn. The fortress is mainly under one mountain, but it sprawls under two other peaks and connects to the dromite city-hive of Zi'til'natek through psionic portals that function within Shroud bubbles.

Life is harsh in Malshashar, where even the food must be grown underground. Regular storms and landslides make the surrounding territory hostile and impenetrable. Artificial walls have sealed passes for centuries, but magic and psionics make these walls look natural. A particularly discerning dwarf might be able to see their real nature, but the dwarves of Sarlona live far away.

Kalashtar outnumber humans in Malshashar. Feeling it is their duty to defend the land of refuge in a war for which they are responsible, they handle all military

matters in the stronghold. Supported by kalashtar psions and martial artists, a few of the human monks of Malshashar live as they have for ages, some not overtly participating in the ongoing struggle. The kalashtar value the meditations of these pacifist monks nonetheless.

RUUKOSI

Hidden Fortress; Large Town; Population 4,780

Ruukosi guards the mouth of the Ruukosi River where that waterway spills under a natural arch and into the wide Jathara Sound below. The stronghold occupies the cliffs on both sides of the river, and the wondrous arch that bridges the river has been hollowed by muscle and mind to serve as a towering overlook. Monks here can see into Syrkarn when weather permits. Farther upriver, the Ruukosi widens and slows. There, the small Adaran town of Khada thrives not only on the abundant fish, but also on the farm goods grown on the narrow flood plain and hills near the river. Khada supplies the monks, and the monks in turn guard the town against the dangers of the mountains. Many Khadan youths are educated at the monastery, and some join the monks for good. Since it is the fortress closest to Xephanan, Ruukosi also enjoys a sizable population of xephs.

SHALQUAR

Hidden Fortress; Large Town; Population 3,500

Only 22 miles from the nearest Riedran settlement in the foothills of the Ahnadiv Mountains, Shalquar is the sister citadel of Malshashar and also on the front lines of the ongoing conflict with Riedra. It serves as a base for Adar's defenders and a gate to Adar's interior. Shalquar is carved between and under two mountains, and inhospitable peaks surround it. This gateway to Adar is detailed further in *Explorer's Handbook*.

TASHALATORA

Hidden Fortress; Small City; Population 10,350

The third and final temple-fortress that guards passage into Adar directly from Riedra, Tashalatora is home to monks renowned even in Khorvaire. A few Khorvairians even seek this monastery as a place to perfect their training. Tashalatora's fighters are among the most powerful in Adar, blending psionic or magical skill with fighting prowess in unorthodox ways.

Venerable Thatari (LG female kalashtar telepath 18) is an aged psionic preceptor associated with the elders of Tashalatora, to whom she usually speaks by using her powers. She is one of the few psions in Adar who can manifest *psychic surgery* (EPH 126) and *reality revision* (EPH 128), and thus she might be the only one who can save a PC from a *mind seed* (EPH 119) or similar nastiness. Unfortunately for seekers who want to speak with her, Thatari lives in the mountains many miles from Tashalatora, alone within a cave carved into a cliff face. Getting to her requires finding out where she is and traversing treacherous terrain inhabited by unfriendly creatures. What she might ask of those seeking her aid is unknown, but such a request will surely have little to do with wealth.

Tashalatora breeds strong fighters because many within the fortress and in Adar fear the Riedrans will one day cross into the land of refuge by way of Vulpana Falls, which the citadel overlooks. For the hundreds of miles between Tashalatora and the Haztaratain Monastery no

other land is passable. Still, an army would have to pass through or around the Shanjueed Jungle and its Mabar manifest zone, climb all the way up the hills and mountains to the falls, and then cross the falls. Furthermore, the Inspired have few significant settlements nearby to support such an undertaking. As a result, the Riedrans have yet to try the passage.

UUTKLEZA

Kythri Manifest Zone

Although Adar has more than a few Kythri manifest zones, Uutkleza is a particularly dark scar on the mountains near which only bedlam dwells. Getting to Uutkleza requires a treacherous climb from 4,000 to 10,000 feet, then a descent into a crater like that of an inactive volcano. No volcano sleeps here, though. Within the ringing peaks, Uutkleza's landscape roils and shifts, sometimes even with the thoughts of a traveler. Openings to Kythri pop in and out at random intervals, defying the Shroud and sometimes trapping denizens from the Churning Chaos in Adar. *Chaos pools* (see page 142) also dot the landscape.

Uutkleza is home to any creature found on Kythri, and within it at least one chaos roc (*MM2* 45) is known to reside. The entropic atmosphere of Uutkleza shares all of Kythri's traits, except that it is only mildly chaos-aligned and gravity is normal. In the expanse of Uutkleza, a few outcast or lost neraphim (*Planar Handbook* 12) hunt and a small order of githzerai (*MM* 129) have an enclave they call Sudakha. Though they know and admire some of the values expressed within Adar, the githzerai interact little with those outside Uutkleza, spending much of their time honing their skills by keeping whatever comes from Kythri within Uutkleza. Recently, an Endseeker sect has moved near the crater, apparently having designs on the githzerai monastery and the *chaos pools*.

XEPHANAN

Xeph Capital City; Large City; Population 15,440

Deep in the awe-inspiring canyons where the impassable Xaryai River flows, a forest occupies the chasm's floor. The river has cut a wider opening through softer stone, creating a shaded valley and revealing luminescent crystal that bathes the area in almost eternal twilight. In this weird jungle of crystal and trees live the xephs. Xephs have long been accepted among Adarans. The largest concentration of xephs in the Xaryai Coulee, as the xephs name the valley, is in a settlement of graceful buildings melding stone, tree, and crystal. Xephs call it Xephanan. From Xephanan, xephs travel all over Adar; many are integrated into Adaran society and involved in the war against the Inspired. A few bold xeph merchants run trading vessels from the port at Dvaarnava, where they also work with the Summit Road.

ZI'TIL'NATEK

Dromite City-Hive, Large City, Population 13,980

Under Malshashar, dromites have lived for millennia—their ancient city-hive Zi'til'natek is often thought to be the cradle of dromite civilization in Sarlona. Deep in its halls, the dromites hide from the Inspired and aid the Adarans, though it was not always so. Dromites have battled humans for much of Sarlona's tumultuous history, and it was only through the intervention of the kalashtar that the dromites of Zi'til'natek came to work with Adarans. Now the Summit

Road operates through Zi'til'natek and many goods reach Adar that would otherwise be impossible to get. The city is a center of trade, but it is only accessible through psionic portals or the deep caverns under Malshashar. Should Riedra ever threaten Malshashar, the dromites of Zi'til'natek would provide a considerable reserve force. Even so, some dromites within the city-hive harbor their race's traditional grudge against surface dwellers.

ADVENTURE SITES

Within Adar are manifest zones, draconic ruins, signs of an ancient giant explorers, among other wonders. Here are a couple of possible adventure sites in Adar.

AHDRYATMIN

Manifest Zone; Temperate Forest, Dense; Temperate Hills, Rugged; Temperate Mountains, Rugged

A valley of fertile soil and abundant life exists at the heart of Adar, covering about 400 square miles. Adarans call this place Ahdryatmin or "Mountainsoul." A huge manifest zone tied to Lamannia (all druid spells are extended within Ahdryatmin's boundaries), Ahdryatmin is an ancient holy site to most Adarans. Few live there despite the land's richness, for dangers lurk among its lushness.

All forms of life known to Lamannia can be found in Mountainsoul's trees, hills, and waterways. These creatures attack anyone who wantonly abuses the land. Rare and potent herbs and elements can be found as well, along with exotic foes and mysterious hermits. The secrets of Mountainsoul are many.

Would-be Haztaratains must visit Mountainsoul as Haztaratai did in the kalashtar's early days. They seek the center of Ahdryatmin, wherein dwells a creature from which the place draws its name. This elemental fey, a spirit of the land (60 HD; *MM2* 189), is usually found only on Lamannia or Thelanis. The spirit Ahdryatmin is as old as Adar, and many believe it to be close to the draconic Prophecy. It often tests those who visit it, invisibly controlling the weather and the ground, and sending denizens of the manifest zone to meet and foil travelers. Those Haztaratains who leave Mountainsoul alive are seen as the chosen of Ahdryatmin.

Lore

Characters who have ranks in Knowledge (local) might know something about Ahdryatmin, as might those who have ranks in Knowledge (geography). When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Ahdryatmin is a valley full of natural wonder in the heart of Adar.

DC 15: It is a place tied to Lamannia, the Twilight Forest, and mostly wild creatures inhabit it. Animals roam there, but so do fierce elementals and full-blooded lycanthropes. Brave and reclusive druids also make their homes in the valley.

DC 20: Mountainsoul gets its name from an ancient spirit that inhabits the center of the valley. It is as old as Adar, and it knows many forgotten truths.

Encounters

Ahdryatmin is a huge, wild place. No matter what the PCs do, they're likely to run across exotic beasts and horrors

from Lamannia. Most people cross Ahdryatmin to get to somewhere else, but a few have reason to go to the center of the place. The spirit in the center of Mountainsoul might have essential information about an object the characters must acquire or a quest the PCs need to complete.

Characters on the move have a 30% chance of running across an encounter every hour they spend in Mountainsoul. Those who are resting have a 10% chance of an encounter each hour. In addition to what appears on the Ahdryatmin Encounters table, feel free to create encounters involving any sort of animal and vermin—normal, dire, celestial, or fiendish. Also, lycanthropes often travel with normal animals of their type.

AHDRYATMIN ENCOUNTERS

d%	Encounter	EL
01	Spirit of the air (<i>Fiend Folio</i> 160)	11
02	Bebilith (demon)	10
03–07	1d2 legendary animals (<i>MM2</i> 136)	6–12
08–10	Huge air or earth elemental	8
11–12	Dust wight (<i>MM3</i> 47)	7
13–15	1d2 weretigers	5–7
16–20	1d3+1 wereboars and 1d4 boars	5–9
21–25	Belker	6
26–36	1d3+1 air, dust, earth, or salt mephits	5–7
37–40	Xorn	6
41–43	1d2 avalanchers (<i>MM3</i> 13)	5–7
44	Djinni	5
45–55	Large earth or air elemental	5
56–59	Nightmare	5
60–63	1d3+2 spitting felldrakes (<i>MM2</i> 97)	5–7
64–67	1d2 horned felldrakes (<i>MM2</i> 97)	3–5
68–72	1d2 yeth hounds	3–5
73–79	1d3+2 crested felldrakes (<i>MM2</i> 97)	3–5
80–83	1d3 wizened elders (<i>MM4</i> 180)	2–5
84–90	1d2+3 3rd-level druids (human)	7–8
91–93	1d3+1 werebears	7–9
94	Abominable yeti (<i>Frostburn</i> 163)	7
95–96	1d4+2 wood woads (<i>MM3</i> 196)	7–9
97–98	1d4+1 blood apes (<i>MM2</i> 32)	8–11
99	Avoral guardinal	9
100	Leonal guardinal	12

Development

Ahdryatmin's inhabitants aren't organized, so the PCs often have a chance to hide and rest between encounters, but the wonder and danger of Mountainsoul can rise up at any time. Punctuate a few hostile encounters with the reserved ferocity of a group of felldrakes or the inherent goodness of werebears. Keep the good creatures in mind as the party faces evil or hostile neutral ones. An avoral guardinal serves well as a dramatic rescuer than a set piece. Of course, you can always have the characters encounter a battle of good against evil.

Treasure

Items that are scarce in the outside world can be found in relative abundance in Ahdryatmin by those who know where to look. Reward adventurous PCs with rare elements, exotic herbs, and unusual spell components. Many such objects might be valuable in the various keeps of Adar. The intelligent inhabitants of Mountainsoul won't have coins, but they should have gems, art objects, and even magic items.

Adaptation

Ahdryatmin can serve as a strange valley in Xen'drik. On a smaller scale, Mountainsoul is not unlike Greenheart in the Eldeen Reaches. Encounters in the Towering Wood should emphasize druids more, felldrakes and lycanthropes less.

SPHERES OF KORRANDAR

Draconic Site; Temperate Mountain, Forbidding

Korrandar is a frigid and merciless mountain covered by storms and inhabited by dragons. A set of ancient and hidden halls—round, domed chambers built according to the draconic Prophecy—lie under the mountain's clouds, glaciers, and rocks. The Storm Guardians call these halls "spheres." Unobservant explorers are often fooled into entering caverns under the spheres instead of the spheres themselves. Within the spheres are trials of worthiness, and ancient creatures bound to enforce these tests. Each test is tied to the nature of a dragon god, and art on the walls and/or ceiling of each chamber shows the constellation representing the appropriate deity and the symbol of that entity (Knowledge [religion] DC 20). No passages exist between the rooms—bound earth elementals open the walls between tests once they are passed. These walls are at least 5 feet of magically treated hewn stone (*DMG* 60), and breaching them draws the ire of powerful earth elementals.

Personalize these tests so it seems as if the PCs were predestined to come to the spheres. The Encounter Level of most encounters here should be 2 or more higher than the party level.

Test of the Messenger: A key found in a ruined dragon hold elsewhere in Adar fits into a stand shaped like a dragon head made of brass and set with turquoise. The keyhole is set inside a golden star. This is the test of Aasterinian, Messenger of Io. If the key is placed in the stand, a secret door on the far side of the cavern opens immediately. Without the key, the secret door must be found (Search DC 35) and opened by force or otherwise breached. Regardless, the door is 20 feet up the far wall, across a 20-foot-deep pit leading into caves beneath the halls.

Test of Fate: Here, through a gossamer wall of violet energy, is the test of Chronepsis. A *shades* effect calls forth duplicates of the PCs as they might have been if they had chosen darker life paths and worldviews. Under the unblinking eye of Chronepsis in the ceiling, the characters must face their sinister selves.

Test of Wealth: Set in the center of this place is a pool shaped like a sun and swirling with purple energy. Knowledgeable explorers might recognize the pool as a symbol of Astilabor, the Hoard Mistress (Knowledge [religion] DC 20). Eight golden statues of noble and winged kobolds pour violet streams into the pool, and something sparkles deep within. Those who give generously by casting wealth into the pool might find their wealth increased tenfold in the form of a desired magic item. Those who steal are punished when the statues animate.

Test of the North Wind: This room's domed ceiling sparkles as a night sky, the constellation of Bahamut shining most brightly. Those who look into the stars see the depredations of an evil dragon or some spawn of Tiamat, and those who want to do so can be carried as if by a cold wind to the wicked wyrm's lair. Slaying the beast returns the questers here and the evil one's hoard to the *Teeth of the Three*.

Test of Death: The massive skull of a black dragon rests in the center of this chamber, signifying the baleful

SPHERES OF KORRANDAR

ONE SQUARE ≈ 10 FEET

TEST OF POWER



TEST OF THE FIRELORD



TEST OF LIFE



CHAMBER OF THE TEETH



TEST OF JUSTICE



TEST OF TALES



TEST OF DEATH



UP TO STORM GUARDIANS

TEST OF THE NORTH WIND

TEST OF WEALTH



CAVERNS CONTINUE

TEST OF FATE

CAVERNS CONTINUE

UNDER CAVERNS

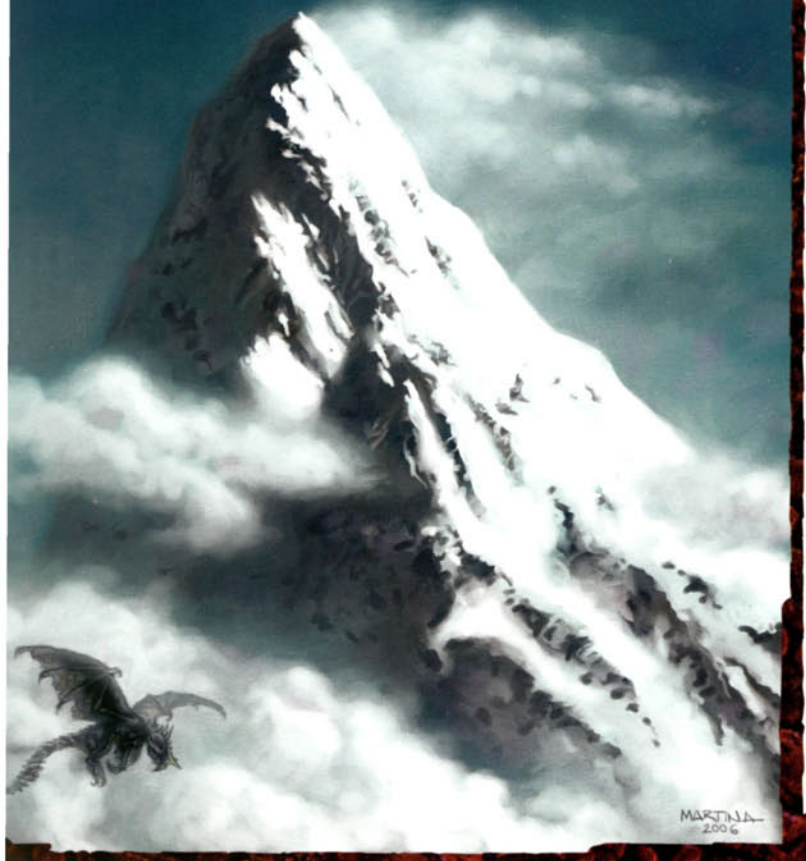
TEST OF THE MESSENGER

ENTRY OBELISKS

N



The great mountain Korrandar



majesty of Falazure. Its eyes flash red as anyone enters, calling forth heinous undead to harry good folk. Evil beings might find a boon here instead, such as the secret of becoming one of the free-willed undead, if they are willing to risk death to acquire it.

Test of Tales: The ghost of a very old copper dragon sleeps here upon a golden book (the symbol of Hlal), waiting for someone who can spin a tale to rouse her heart and free her from her duty. A Perform check result of 30 or higher is enough to satisfy her, but a clever bluffer or a skilled diplomat can also rouse the jaded spirit. She then imparts some important knowledge in the form of a long-winded tale before sending the adventurers on their way. Those who want to can read the golden book for a special boon. Of course, the spirit can also be slain.

Test of Justice: A magic golden longsword stands in the center of this room, balanced on a tiny platinum needle and flanked by stone dragons (two drakestone golems, *Draconomicon* 164, or marut inevitables, *MM* 159). This is the test of Lendys. Spirits within the dragons judge each passer for some misdeed, possibly causing the guardians to attack if the defense is inadequate. Victorious characters are purified through this trial by ordeal. Death claims the guilty. A paragon of law might be able to take the sword and the needle from this room.

Test of the Firelord: Those who manage to make it through the previous halls come to a volcanic shaft that has cool lava at the bottom. A wide spire of rock stands in the middle, red and glistening. An observant character might notice (Spot DC 25) roughly carved symbols of Garyx, the All-Destroyer, on the outside of the archway leading

into the shaft. Across the tube is a platform that apparently allows access to another part of the complex—but this platform is higher in the shaft than the entry point and obscured by the spire. Further, a decoy cave opens in the northern wall near the lava.

The moment anyone enters the volcanic tube, it springs to life as if erupting, forcing the characters to make a mad dash for the other side. Run this event as if each party member faced some danger each round from flying debris, dangerous gases, or hot magma. Add fire elementals and other fire creatures if you prefer combat to a furious rush or carefully plotted escape. The fires settle down as the characters exit the shaft, almost as if it were all an illusion. Monsters do not pursue those who make it to the platform, but they might follow those who enter the caverns.

Test of Life: Beneath a black ceiling etched with a silver seven-pointed star, the skeleton of a couatl is reverently coiled in a funerary basin, polished bones and bright feathers showing through ornaments of gold and precious stone. Those who return this creature to life pass the test of Tamara and gain the aid of a powerful native outsider for a while. The couatl warns those who return it to life of the test of power. Creatures sitting in the basin are affected as if by a *regenerate* spell once per day. Any corpse laid in it is granted a constant *gentle repose* spell (time spent in the basin doesn't count against the time limit of *raise dead*). At the same time, the basin reduces the body to skeletal remains.

Test of Power: A grand idol of Tiamat stands in the center of this chamber, and the evil one suffers none to pass this chamber. The idol becomes an aspect of Tiamat—a red dragon that has a Challenge Rating at least 3 higher than the intruders' average level, except that it can breathe the breath weapon of any evil dragon instead of just fire. It still uses its breath only once every 1d4 rounds, and it does not chase those who flee back to the test of life. If you want, you can instead use the aspect of Tiamat (*Miniatures Handbook* 54) as a guide to creating a more powerful aspect to serve in this room. Those who best Tiamat's aspect are rewarded with passage to the *Teeth of the Three*, and possibly more.

Chamber of the Teeth. This great, round chamber represents Io the Concordant, Creator of Dragonkind, and in its center is set the *Teeth of the Three* (page 142). The room glows in eerie colors—the light of the *Teeth* reflected off polished surfaces. While anyone who returned through Korrandar's halls would have to face many of its tests again, the Chamber of the Teeth allows egress through its ceiling. This way passes through the lairs of several mighty Storm Guardians, but the dragons show those who have passed the tests through the winding caverns, letting them leave after having a short conversation and presenting a small token of remembrance.

Lore

Relevant lore about the *Teeth of the Three* (and this site) is included in the description of that artifact (page 142).

Encounters

Korrandar's storms often prevent flight, and the *Teeth of the Three* and the Shroud thwart dimensional travel. The elusive Storm Guardians are usually seen only if they have business with intruders (that is, if you want them to be seen). Otherwise, the mountain is a wilderness of the most unforgiving type. Draconic creatures are more common here than elsewhere in Adar.

RIEDRA

The fish does not seek to fly, and the raptor does not swim. Each life is a lesson, and you must live the life you have been given if you hope to rise in the next. Follow the path, and do not stray. Help your neighbors, and call on them when you are in need. And above all, trust the Inspired, whose wisdom guides us all.

—The Path of Inspiration

For adventures under Korrandar's cloud cover, use all the worst a mountain has to offer (DMG 89–90). Depending on the season, throw in a thunderstorm or snowstorm, and intermittent blizzard or tornado conditions (DMG 94). Much of the time, vision is impaired due to driving winds and precipitation, and/or thick clouds obscuring light. Severe cold (DMG 302) is a particular problem in the winter and at night, but Korrandar is covered with glaciers and snow all year. If you have access to *Frostburn*, use the Frostfell Mountain Terrain chart (page 22). You might also use rules for crevasses, snowfields, and whiteout. The supernatural energy surrounding the mountain could also result in sudden squalls of blood snow, death hail, and howl of the north, as well as ebony ice and rare pools and rivulets of coldfire.

Development

Another of Adar's holy sites, Korrandar is a place few people visit. Those who do come always have a purpose. The most likely reason is either to investigate the mystery of the *Teeth of the Three* and possibly to use it to fortify Adar's Shroud, or to thwart the plans of some evildoer who has designs on the mountain's contents. The Storm Guardians aren't likely to interfere, especially if some element of the draconic Prophecy is unfolding before their eyes.

A character who wants to tie the Shroud to the *Teeth of the Three* must have seen each of Adar's eight *shroud resonators*. By contacting the artifact, visualizing a specific *shroud resonator*, making a successful DC 35 Concentration check, and taking 1d4 points of Constitution drain, such a character can tie the visualized *shroud resonator* to the *Teeth*. Failure on the check deactivates the visualized *shroud resonator* for a day, so taking 20 is impossible. Willing participants within 60 feet of a character performing this process can provide aid by taking the same Constitution drain. Each character who does so also grants the character in contact with the *Teeth* a +2 bonus on his Concentration check. Those who die in this process vanish in a flash of silver light and cannot be raised with magic less than *true resurrection* coupled with a *wish* or *miracle*.

A *shroud resonator* tied to the *Teeth of the Three* no longer needs powering but otherwise functions as normal. If all of Adar's *shroud resonators* are tied to the *Teeth*, all must be shut down or destroyed for the Shroud to cease functioning. It is possible that shoring up the Shroud this way releases the spirit of Taratai from the *shroud resonators*.

Treasure

Free to pass within their own halls, the Storm Guardians have placed riches within the mountain, gathered over millennia as the people near Korrandar and pilgrims to the mountain made offerings at shrines near the peak's base. Those who survive Korrandar and their quest for the *Teeth of the Three* are unlikely to be robbed of whatever they take from under the mountain—at least by the dragons of Korrandar. The same cannot be said for those who burgle from one of the Storm Guardians.

Adaptation

Korrandar's halls could be relocated to Xen'drik or, radically, to Argonessen. This complex could instead be placed under the Icehorn Mountains between the Eldeen Reaches and the Demon Wastes in Khorvaire.

Once Sarlona was a land of many nations. These kingdoms had their heroes and gods—a host of proud and unique traditions. Fifteen hundred years ago, a force reached out of nightmare to claim Sarlona. Over the course of two centuries, a dozen nations were shattered by war and psychic subversion. The Inspired rose among the ruins and forged a new kingdom from the wreckage—the vast empire known as Riedra.

LAND OF UNITY

Befitting a nation that extends across a continent, Riedra features a vast array of landscapes and climes. All the Inspired's teachings about unity cannot erase geography. As such, the current Riedran provinces map closely to some of Sarlona's former nations. Thus, to get a proper overview of the lands of Riedra, it is helpful to speak in terms of its provinces.

BORUNAN

Borunan is homeland to ogres. It's a barren and hostile region, spread across the Andnemun Desert and the Kelshak Mountains. Before the Sundering, the ogres had a brutal and aggressive culture, dominated by powerful ogre mage lords. Despite their martial might, the ogres rarely threatened the other kingdoms; the Borunan clans considered humans to be unworthy foes and devoted their energy to internal struggles.

Over the course of the Sundering and the Unification, the ogres were brought under Riedran rule and forcibly converted to the Path of Inspiration. Those who resisted were killed or driven into Syrkarn, where they spawned the eneko. Today the ogres are a surprisingly peaceful folk, their warlike culture expunged by the Inspired. Although ogres form the bulk of the population in Borunan, all villages have Chosen overseers, and human and shifter troops are found in the bastion cities.

The people of Borunan tend to be cheerful and straightforward. Feats of strength are admired; a human isn't expected to match an ogre but still earns respect for proving his prowess. Athletic events typically include weightlifting and throwing contests.

Population: 96,000 (80% ogres, 8% humans, 4% ogre mages, 3% shifters, 2% Chosen/Inspired, 2% half-giants, 1% other).

Environments: Warm desert, temperate mountains.

Planar Elements: High concentration of wild zones linked to Fernia and Shavarath.

CORVAGURA

A land of lush jungles and fertile plains, Corvagura is in many ways the heart of Riedra; it has the highest population

*The streets of a bastion city
are full of life*



density of any region in Sarlona, and both the capital city of Durat Tal and the primary port, Dar Jin, are located here. The people of Corvagura once served a tyrannical dynasty of sorcerer-kings, but the Inspired helped overthrow these dictators. In addition to having the highest population of the eight provinces, Corvagura also has the greatest number of monoliths (*hanbalani*), a fact that undoubtedly contributes to the fanatical loyalty of the inhabitants.

Many branches of the Unity are based in the bastions of Corvagura. A few of the other bastions are dedicated to research; noteworthy subjects include behavior modification, eugenics (specifically, the breeding of improved vessels for the Inspired), and planar theory.

Politically and in terms of population, Corvagura is the crown province of Riedra. The inhabitants are deeply devoted to the Inspired, and the bulk of Riedrans who are allowed to interact with foreigners—including most sailors and merchants—are Corvaguran.

Population: 5,400,000 (91% humans, 3% shifters, 2% changelings, 2% Chosen/Inspired, 1% ogres/ogre mages, 1% other).

Environments: Warm plains, marshes, and forests.

Planar Elements: Wild zones linked to Mabar, Lamannia, and Thelanis.

DOR MALEER

Dor Maleer shares a border with the Tashana Tundra—a border that has been slowly shifting north over the centuries. Prior to the Sundering, Dor Maleer was a loose federation of clans of many races, including Akiak dwarves, Qiku shifters, and half-giants. During the Unification,

the humans and shifters of the region were absorbed into the Riedran alliance, but the dwarf population was virtually exterminated in the Night of Razor Dreams.

Dor Maleer is the Riedran frontier, and its people are not as fanatical as their counterparts in many of the southern provinces. Maleeri are more tolerant of non-humans than most Riedrans, though dwarves typically receive an unfriendly reaction. Although they perform what agriculture they can in the harsh environment, the Maleeri are primarily hunters, and they respect such skills. Traditionally, anyone who brings meat to a Maleeri village is invited to stay and join in the meal.

Population: 390,000 (73% humans, 15% shifters, 3% Chosen/Inspired, 2% changelings, 3% ogres/ogre mages, 2% dwarves, 2% other).

Environments: Cold deserts, mountains, and plains.

Planar Elements: Wild zones linked to Dolurrrh, Lamannia, and Risia.

KHALESH

Khalesh was once a theocratic nation dedicated to the worship of the couatl, with a long history of crusades. During the Sundering, it was revealed that many of the noble families of Khalesh were actually shulassakar. The Inspired combined the general disdain for Khalesh with fear of these alien creatures, and the Khaleshites were largely exterminated over centuries of war. The humans inhabiting the region today are mostly descended from resettled people of the west.

The Khalesh region includes a number of couatl ruins from the Age of Demons. The Inspired work to

suppress knowledge of these ruins, which are hidden in wild zones and protected by the Edgewalkers.

The people of Khalesh know that demons (the shulassakar) once ruled their land. As a result, they are especially devoted to the Path of Inspiration, believing that great faith is required to resist the temptations of the *altavars*. They shun the ancient ruins and don't assist those who want to explore them.

Population: 260,000 (90% humans, 3% shifters, 2% changelings, 2% Chosen/Inspired, 2% ogres/ogre mages, 1% other).

Environments: Temperate plains and desert.

Planar Elements: Couatl shrines and ruins, wild zones linked to Irian, Shavarath, and Syrania.

NULAKESH

The Nulakesh Empire dominated central Sarlona for centuries before the Sundering. Nulakesh lacked the magical or philosophical sophistication of many of the smaller kingdoms, but it had a large, dedicated population and extensive natural resources, along with a superbly disciplined army. Nulakesh went through many periods of expansion and decline over the centuries, and it was fading when the quori came to Sarlona. Dream manipulation helped inspire the Nulakesh war leaders to reclaim their ancestral glory and, later, to convert the disgruntled populace to the Path of Inspiration. The strong martial tradition continues to the present day, and much of the Harmonious Shield is recruited from this province.

The Nulakeshi despise nonhumans; as a result, shifters and ogres are rarely deployed in this province. The Nulakeshi are deeply devoted to the Inspired, and the daily exercises of the peasants often have a martial theme. Many people who would be commoners in other provinces are trained as warriors.

Population: 4,100,000 (93% humans, 3% Chosen/Inspired, 2% changelings, 2% other).

Environments: Temperate and cold plains, forests, and mountains.

Planar Elements: Wild zones linked to Daanvi, Dolurrah, and Shavarath.

Ohr Kaluun

The pre-Unity people of Ohr Kaluun were driven by a thirst for magical knowledge and a deep paranoia that spread through every level of society. The islands' wizards and priests sought power at any cost, and their pursuit of dark magic often set them at odds with Khaleshite crusaders and Pyrinean scholars. The Kaluunites devoted vast resources to fortification and security, creating labyrinths reinforced with steel, stone, and magic. Unfortunately for them, however, these static defenses could not protect them from the quori, who used dream manipulation to turn Kaluunite factions against one another. Today the mazes of Ohr Kaluun are vast ruins, shunned by loyal Riedrans.

The Inspired wield considerable influence on Ohr Kel, the largest island of the chain, while many of the smaller islands are uncivilized by the standards of the Inspired. These places are home to smugglers, monsters, and the dissident group known as the Heirs of Ohr Kaluun. Adventurers seeking to enter Riedra by stealth might be able to find assistance at a smuggler's port. However, the Riedran military is always hunting for these criminals, and safe havens frequently move about.

Population: 72,000 (67% humans, 12% skulks, 8% changelings, 5% shifters, 3% Chosen/Inspired, 2% ogres/ogre mages, 2% dwarves, 1% other).

Environments: Temperate plains and hills.

Planar Elements: Wild zones linked to Mabar, Xoriat, and Kythri.

PYRINE

Worship of the Sovereign Host takes many forms in different cultures, but the religion as practiced by most of the humans of Khorvaire can be traced back to the kingdom of Pyrine. The Pyrineans placed great value on wisdom and philosophy, and Pyrinean tutors and priests served in courts across Sarlona. However, faith failed to protect the Pyrineans from the quori. During the Sundering, the Pyrinean church was torn apart by schisms and heresies, and Pyrine was crushed by the forces of Nulakesh and Ohr Kaluun. Although most of

RIEDRA AT A GLANCE

Data based on psionic census, 1300 Unity (998 YK).

Population: 13,878,000 (see regional descriptions for racial breakdowns).

Area: 6,800,000 square miles.

Sovereign: The Inspired Lords of the Unity.

Capital: Durat Tal.

Major Cities: Dar Jin, Dar Ulatesh, Dul Catun, Dul Jhaar, Dul Zeer.

Climate: Varied.

Highest Point: The Crimson Peak, elevation 15,565 feet.

Heraldry: The crystal seed of the Path of Inspiration contained in a red ring, set against a black field.

Founder: The Inspired.

National Motto: "Follow the path."



Seal of Riedra

the libraries and churches have been destroyed, explorers might be able to find hidden vaults of knowledge or ancient shrines providing new insight into the worship of the Sovereign Host.

The Pyrenean love of philosophy has made them devoted to the Path of Inspiration—although not as aggressively fanatical to the doctrine as the people of Corvagura or Nulakesh. Many Riedran clerics come from this province. Pyrine is one of the most peaceful provinces of Riedra, and the Thousand Eyes and the Harmonious Shield have a reduced presence in this region. Even though they are dedicated to the Inspired, Pyrineans are not as hostile toward foreigners as other Riedrans are; many Pyrineans enjoy having the opportunity to proselytize and discuss their faith with outlanders.

Population: 1,900,000 (92% humans, 3% Chosen/Inspired, 2% shifters, 1% changelings, 2% other).

Environments: Warm and temperate plains, forests, and marshes.

Planar Elements: Wild zones tied to Daanvi, Irian, and Syrania.

Rhiavhaar

The coastal nation of Rhiavhaar was the homeland of Lhazaar, the "explorer" who paved the way for the human settlement of Khorvaire. The sailors of Rhiavhaar often took to slaving and piracy, and Rhiavhaarian ships were feared throughout the Sea of Rage. Today this region is the westernmost outpost of Riedra, and authorized trade with Q'barra and the Lhazaar Principalities passes through the old Rhiavhaar port of Dar Ulatesh. Rhiavhaar is an important hub for the Riedran navy—known as the Harmonious Sail—and a gateway to Khorvaire, so significant

military forces are deployed here. The Thousand Eyes are especially active in this region.

The province of Rhiavhaar includes the Aventus Islands, which serve as a staging area for the Harmonious Sail. These islands hold ruins of the lost aventi nation, but the Riedrans shun these areas.

Although the province seems to be under the thumb of the Inspired, having a high concentration of spies and secret police, the Rhiavhaarians aren't as devoted as the Corvagurans. A variety of dissidents hide here.

Population: 1,660,000 (85% humans, 5% shifters, 3% Chosen/Inspired, 3% changelings, 2% ogres/ogremages, 2% other).

Environments: Temperate plains and marsh.

Planar Elements: Wild zones linked to Lamannia, Shavarath, and Thelanis.

GETTING THERE

The borders of Riedra have been closed for a thousand years. However, the Inspired have recently softened this policy of isolation. The foreign quarters of Dar Jin and Dar Ulatesh were established to serve as centers for international commerce. A few scholarly expeditions have been allowed to venture into the heart of the land. With this precedent, it is possible for outsiders to travel into Riedra legally, but it's not easy.

In order to explore Riedra, a traveler must acquire a transit visa from the Iron Gate, the foreign relations office, in Dar Jin or Dar Ulatesh. This scroll provides a description of the travelers, states the nature of their business, and delineates any restrictions on travel. A bearer might be limited to traveling in specific provinces or spheres, and the visa usually has a set expiration date.

WHAT DO YOU KNOW?

Native Riedrans know some of this information, such as the Knowledge (religion) and Knowledge (local) entries.

Knowledge (geography)

DC 10: Riedra is a sprawling realm that has all types of terrain. It is the largest nation on the continent of Sarlona.

DC 15: Riedrans are xenophobes who avoid contact with the outside world. Riedra recently sent ambassadors to Khorvaire, but foreigners are still unwelcome there.

DC 20: The rulers of Riedra are the Inspired. They are treated as living gods and said to be guided by divine powers.

Knowledge (history)

DC 20: Sarlona was once home to many kingdoms, often warring with one another. Thirteen hundred years ago, the Inspired united the bulk of these nations and formed Riedra.

Knowledge (local)

DC 15: The Inspired enforce strict laws with harsh penalties. Freedom is limited, but crime is rare.

DC 20: Most religions are outlawed in Riedra. Laws are enforced by a secret police force called the Thousand Eyes.

Knowledge (the planes)

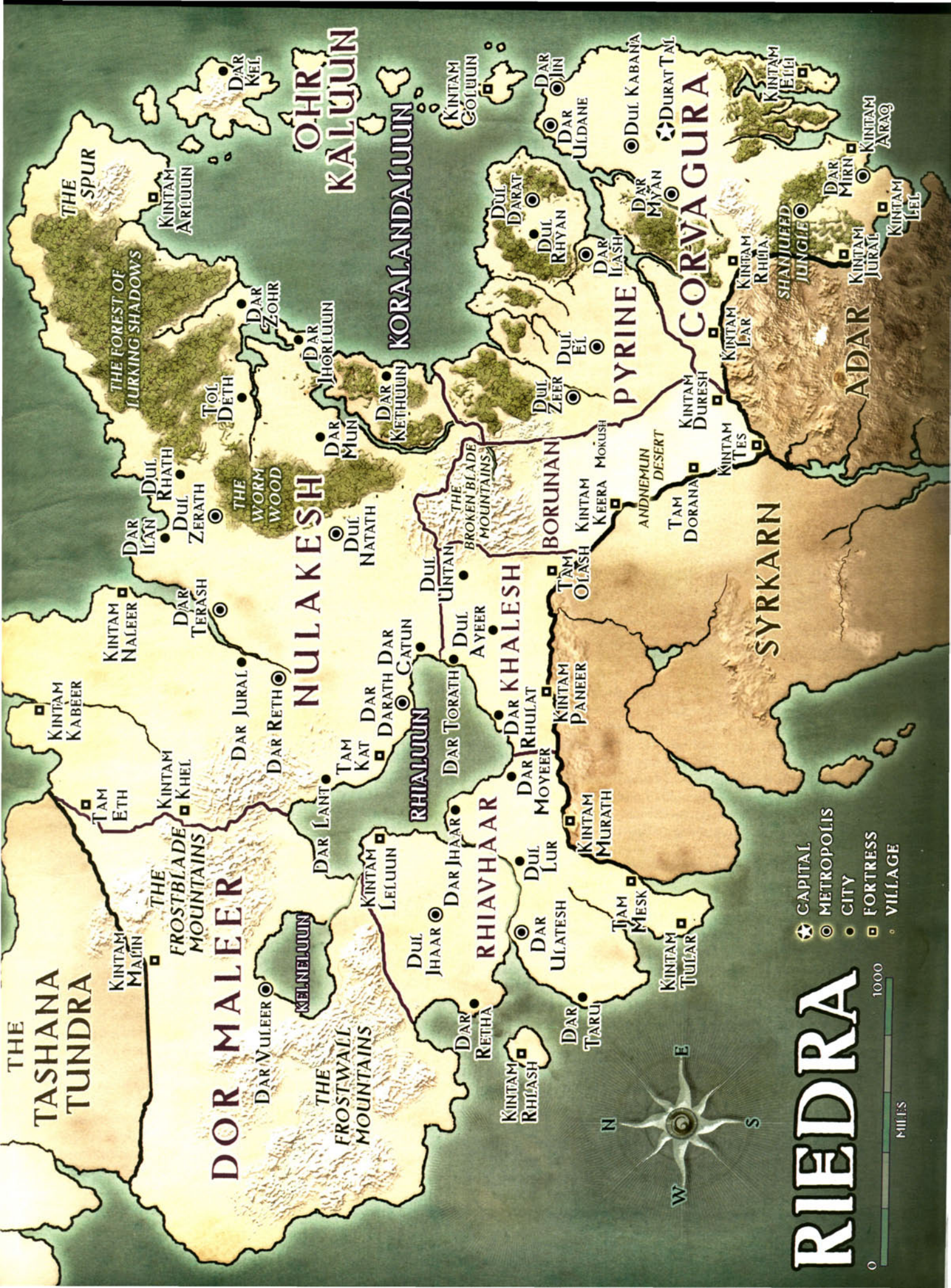
DC 25: The Inspired have a strong tie to Dal Quor. Some believe that they deal regularly with quori spirits—or possibly that they allow these spirits to possess their bodies in exchange for power.

DC 30: The "divine spirits" guiding the Inspired might actually be quori.

Knowledge (religion)

DC 15: The people of Riedra follow a religion called the Path of Inspiration. It's based on the concept of spiritual evolution over the course of many lifetimes and requires strict obedience to the Inspired.

DC 20: Riedrans believe that the Inspired are guided by enlightened spirits called *il-altas*. They claim that all other gods and outsiders are actually evil spirits called *altavars*.



THE TASHANA TUNDRA

DOR MALEER

THE FROSTBLADE MOUNTAINS

THE FROSTWALL MOUNTAINS

NULAKESH

RHIALUUN

RHIAVHAAR

DAR KHALESH

BORUNAN

OHR KALUUN

KORALANDALUUN

PYRINE

CORVAGURA

ADAR

SYRKARN

- ★ CAPITAL
- METROPOLIS
- CITY
- FORTRESS
- VILLAGE

RIEDRA

1000

MILES



The document is notarized with a *sentira seal*, a psionic sigil that carries the thought-signature of the Inspired. Every patrol challenges foreigners abroad in Riedra, and every village overseer asks to see their visas.

The Iron Gate does not charge for transit visas, but it rarely grants them. Riedra isn't for tourists. Travelers must provide a valid reason for entry and show that they have no criminal tendencies or intent, as well as enough knowledge to avoid accidentally breaking Riedran laws. A successful DC 30 Diplomacy check is sufficient to get an entry request considered, but even then the reason must stand on its own. Finally, *mind probe* (EPH 119) is often brought into play to ensure that the travelers have no hidden motives. If the request is especially intriguing or risky, the Iron Gate might allow travel but send a member of the Thousand Eyes along as a chaperone and observer. Unless the party is deemed a serious risk, this observer is a Chosen; the controlling spirit only takes possession of the vessel every few hours to check on the situation.

Travelers who have shady connections and talents can acquire a notarized parchment from the Dream Merchants for 200 gp. Once they have the *sentira seal*, travelers can either forge the visa or pay another 50 gp to have one forged by the merchants. In this latter case, someone examining the document must make a successful DC 20 Forgery check to discern the falsity of the visa.

Once out into wider Riedra, foreigners face other problems. Most of the people speak only Riedran and are illiterate. They possess the skills the Inspired deem necessary. Military officers, overseers, priests, and members of the Iron Gate are all literate, and some speak Common or Quori. Riedrans avoid all contact with foreigners, and they are typically unfriendly.

Supplies pose another challenge. No inns exist in Riedra. Every village has a dormitory reserved for Riedran travelers and troops, and a transit visa might specify that the bearers should be given access to such shelter. Otherwise, travelers must convert the unfriendly attitude of a local overseer to friendly or better (a successful DC 25 Diplomacy check). Food is provided along with shelter, but travelers can't buy goods, since money is an alien concept to Riedran villagers. The Survival skill is

the simplest way to get along in Riedra, allowing travelers to live off the land.

Travel is safe along the main roads of Riedra. Soldiers patrol regularly, and most monsters were wiped out long ago. Danger rises when one strays too far from the roads.

A DAY IN THE LIFE

Khelaar dreams of security. These visions highlight the virtues of the path that she follows, the blessings of Riedran society and the rewards that will be hers in her next life. Occasionally she dreams of war, either the long siege of Adar or battles with the vile dromites. As frightening as these dreams are, they highlight the nobility and strength of the Inspired and leave her comforted, knowing that she is protected by so great a power.

A new day has begun.

The Voice flows through her mind as the lights rise in the chamber, pulling Khelaar from her sleep. Others stir in the bunks around her as the Voice continues its telepathic broadcast.

You have done well, people of Thornden. Lord Murakhal watches from above and is pleased with your work. The caravan arrives at midday to gather the shipment. Soon the smiths of Suras will transform the ore you have mined into weapons and armor to protect the noble soldiers of the Harmonious Shield.

Khelaar bathes in the warm glow of the Voice's approval as she dresses. Her brown clothes are dirty, so she wears the black.

Youths chosen for military service should be prepared to depart at midday. Because many of the youths have been working in the mines, the workshift of miners will be lengthened to ensure that upcoming quotas are met. The day begins. Follow the path.

Khelaar's day starts with calisthenics in the open field. The exercise leaves her invigorated and happy. As she walks to morning meal, Danan catches up with her. He wants to know if they can speak after evening meal; the lengthened workday will make this difficult, but there might be time around the prayer service. Danan seems nervous, and when Khelaar asks what he wants to discuss, he says only that it has to do with dreams. Khelaar smiles as she makes her way to morning meal. It is only

FIVE THINGS EVERY RIEDRAN KNOWS

1. The basic principles of the Path of Inspiration. Every Riedran knows the tale of the Unification and the underlying principles of the Path of Inspiration. Although many Riedrans are illiterate and have never read the Path, they learn the key elements through nocturnal indoctrination and from daily sermons by the priests.

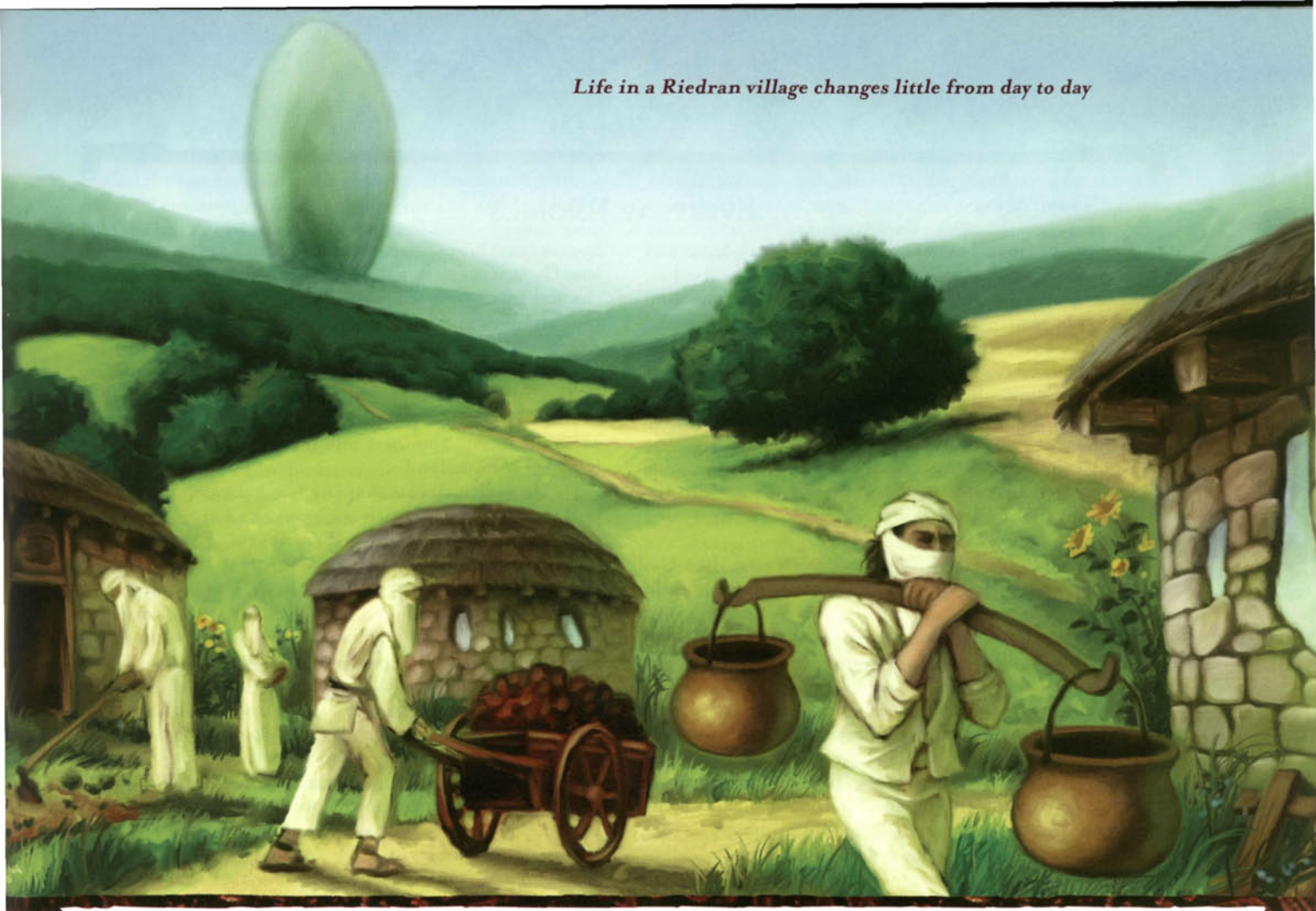
2. Duty and tradition. A Riedran is expected to follow the path that is assigned to him without complaint or question. These roles are defined by ancient tradition, and a Riedran is always aware of the duties tied to his occupation and his place in the community.

3. The people of his community. Riedran xenophobia is offset by the strong bond within a village or neighborhood. Few secrets exist in a Riedran village—not because of gossip, but because the villagers are completely

honest and open with one another. Many Riedrans take 1 rank of Knowledge (local) to reflect this bond.

4. The names of the local Inspired. The names of the Inspired lords of the local bastion are known to all the people under their protection. It is common practice to thank the Inspired (and the *il-altas*) for good fortune.

5. Fearsome tales. While Riedrans rarely have concrete knowledge of other cultures, their opinions are shaped by dreams and stories. They know about the treacherous kalashtar, who are bound to demons and seek to undermine the Inspired. They know that the *altavars* hunger for innocent souls. They have even heard of the corrupt and violent people of Khorvaire, who destroyed an entire nation with war. Riedrans are thankful for the protection of the Inspired in such a dangerous world.



two months until her pairing, and she suspects that this is what Danan wants to discuss. While he is a harvester instead of a miner, Khelaar has always enjoyed Danan's company and thinks he would be a pleasant mate.

At morning meal, Khelaar eats gruel seasoned with cinnamon and bids farewell to the departing youths at her table. She will miss Tul, who worked with her in the mines, but she is happy for him—soldier is an honored profession, and brave service is certain to bring advancement in the life to come.

Following her meal, she descends to the mine to begin the extended shift. It is arduous labor, and now and again she envies the caregivers and even the harvesters. But she knows that this is the path laid out for her—that she must master the skills of the miner if she is to rise above, to someday move beyond the flesh and join the world of spirits. A moment of doubt ends in renewed zeal, and she returns to her task with vigor.

The work shift is done.

At the Voice's announcement, Khelaar retires for evening meal. Tul is gone, as are the other new soldiers. When she goes to prayer service, she is surprised to find that Danan is missing as well. The priest, Tulac, tells them that there has been a terrible tragedy—Danan was touched by an *altavar* and turned from the Path of Inspiration. The caravan has taken him away, and Lord Murakhal himself will be tending to Danan and working to cleanse his soul. Khelaar joins in the ritual of sorrow, concentrating on the crystal seed in the chamber. She lets all her grief and feelings for Danan flow out of her and into the crystal, and she takes comfort in the shared experience. Afterward,

she feels at ease. She knows she will never see Danan again, just as she will never see Tul. But she knows the Inspired will do what is best for both of them—that Lord Murakhal will cleanse Danan if it is possible, and if not, he will set Danan's soul free to begin again.

Following the prayer service, Khelaar returns to her dormitory and climbs into her bunk. The light in the crystals fades. Darkness fills the room.

You have done well, people of Thornden. Rest now. Follow the path.
Khelaar dreams of security.

THE RIEDRANS

The hallmark of all Riedrans is devotion, unswerving dedication to country, companions, and work. Each Riedran's path has been laid out by those wiser than she is, and it is a road that leads to eternal salvation. Her challenge is to resist the temptations the cunning *altavars* place in her way—temptations such as the words of foreigners, who could attempt to turn her against the glorious Inspired.

At its heart, Riedra is a cult. Its people have been brainwashed from birth; the *hanbalani* shape the dreams of children before they can even speak. Anyone who would challenge the Inspired swiftly vanishes, so most people never hear opposing views. Even if they did, they would fear such words as deadly blasphemy.

The people of Riedra truly love the Inspired, and they love their lives. Most Riedrans don't want to be rescued from the Inspired; they consider the "freedom" so treasured by foreigners to be a weakness that threatens the evolution of the soul. A Riedran farmer has a roof

EVERYDAY PSIONICS

In Khorvaire, magic is part of everyday life; adepts and magewrights are found in most villages. In Riedra, both magic and psionic power are tightly controlled and largely confined to the Inspired and the Chosen. However, a few psionic effects have an impact on daily life. These are essentially wondrous locations (*ECS 272*) created and controlled by the quori. For the people of Riedra, such wonders are proof of the miraculous power of their benevolent overlords.

All of these functions draw power from the *hanbalani altas*, the massive monoliths spread across the nation. If a monolith is shut down or destroyed, any community tied to it loses access to these functions.

These are the most common effects, but the Inspired can develop new techniques, and you should feel free to invent effects unique to a specific bastion or village. A bastion might have an inner sanctum shielded by an impenetrable wall of ectoplasm; the only way to get past this field is to shut down the local monolith.

Climate Control: Inspired architects have developed crystal plating that, through kinetic manipulation, can be heated or cooled and can even draw moisture out of the air. This effect uses considerable power, and it's rarely seen outside the palaces of the Inspired or the Chosen. Nonetheless, in the tropical climate of Corvatura, entering a cool, dry palace can have a considerable impact on a traveler.

Crystal Illumination: Riedran architecture often incorporates a form of crysteel. When properly treated and charged with energy from a monolith, a structure containing that material sheds colorful light. A bastion city can be a remarkably beautiful sight at night. In a village, buildings are not actually constructed of crysteel, but beacons are set at key points to provide illumination. Riedran communities have two grids of light—key regions remain lit at all times, but other areas (such as living quarters) are shut off after curfew. Light is a gift of the Inspired; they provide it, and they take it away.

Dreamshaping: One of the primary purposes of the *hanbalani* is to shape the dreams of the Riedrans, projecting soothing dreams across the nation. This is a delicate art; unlike *charm* or *dominate*, a dream does not force the target to take any action. It simply plants an idea; if the subject acts, he does so of his own free will.

In limited circumstances, nocturnal manipulation involves targeted dreams, visions crafted for a particular subject. By this means, the quori sparked the Sundering and continue to undermine their enemies.

A far more insidious dream conditioning occurs over a wide area. Effectively, the network of monoliths projects a constant, low-level *dream* effect across Riedra. Anyone who falls asleep must attempt a DC 17 Will save. Those who fail have the dream that is currently being projected. The typical Riedran dream is soothing and vague, blending images to project the wonder of Riedra, the joys of being part of a greater whole, and the celestial benevolence of the Inspired. Every so often, these soothing visions are interspersed with flashes of the dark

horrors that lurk outside the borders of Riedra. Although insufficient to change the views of a PC over a short time, the dreams serve to constantly reinforce a Riedran's indoctrination. Although a saving throw is allowed, Riedrans voluntarily fail it. A Riedran takes comfort in her stable dreams and looks forward to resting and bathing in the love of the Inspired. The widespread knowledge that Riedrans suffer from chaotic, unpredictable dreams when in foreign lands is one more reason they hate to leave their homeland.

Monolith dreamshaping is a background effect, and targeted use of *dream*, *nightmare*, or a similar ability takes precedence over the broadcasts. Furthermore, anyone who has the Dream Scion feat is immune to dreamshaping.

The content of dreams is controlled from Dal Quor, and it can be made more specific (for example, broadcasting the image of a wanted criminal). A particular dream can be targeted at a village, a sphere, or the entire nation. The quori can also choose to use the dreamshapers to project nightmares across a region. In this case, any sleeper who fails the saving throw is fatigued, and the disturbed sleep is insufficient for regaining infusions, power points, and spells. These nightmare attacks are usually blamed on kalashtar, dromites, or *altavars*.

Scry Shielding: The Inspired have long shielded their realm from prying eyes. Although the monoliths are not as powerful as the Shroud of Adar, each one projects a *nondetection* effect (DC 31) that blocks all attempts to scry into Riedra. The Riedran shield blocks scrying only from outside sources; once someone penetrates the borders, all powers and spells function normally. Disrupting this field would require the destruction of a substantial number of monoliths, and even doing this would only drop a segment of the shield.

Teleportation: The largest bastion cities and kintams (fortresses) are linked by a network of permanent *psionic teleportation circles*. While these are created by the most powerful Inspired nomads, they draw on the *hanbalani* for power. Shutting down a monolith could prevent the Inspired from summoning reinforcements or escaping.

The Soothing Voice: The *hanbalani* network allows the quori to broadcast telepathic messages across wide areas. This form of communication is similar to *mass missive* (*EPH 121*), but no limit is placed on the number of words that can be broadcast. The effect can be narrowed to a single village or linked to broadcast across an entire sphere, but it cannot pinpoint individuals. The Voice addresses the populace throughout the day, providing news, encouragement, and instruction to the people. This system is controlled and monitored from Dal Quor. Those who want to do so can cut off a village from the Soothing Voice by deactivating a nearby monolith, but they cannot transmit messages of their own without going to Dal Quor.

over his head, food on the table, and clothes on his back. He might not be able to live wherever he wants, choose his food, or even pick the color of his clothes, but in his eyes, he has a good life, secure and stable. He doesn't need luxuries in this world. Such things are certainly tempting, but it is by resisting that temptation that he ensures his advancement in the next life.

Riedrans place high value on honesty and community; the Path of Inspiration says, "A liar sells his soul with every word." A follower of the Path strives to be honest and to be a good neighbor, contributing to both her village and her nation. A Riedran always helps out a fellow citizen unless that person advocates a course of action that goes against the Path of Inspiration.

Work means everything to Riedrans. Each vocation and task is a lesson to be mastered for forward movement on the Path. Riedrans work long hours without complaint, and they often regret having to leave work to participate in community activities. This devotion often means that Riedrans are surprisingly skilled at their professions, but they lack versatility.

Time away from work is usually spent with other members of the community. Riedrans dine together in central halls, participate in group athletic exercises, and gather in the evenings for storytelling and religious

instruction. They are allowed a brief amount of unstructured time each day, ostensibly for meditation on the day's events; however, many prefer to remain among friends even during this private time. Privacy is not something the Riedrans treasure—solitude can be a painful and disturbing experience for a Riedran.

Young Riedrans are raised communally. They are often transported to new villages as soon as they are old enough to travel, to prevent birth parents from forming an unhealthy bond with the child. Youths live in segregated dormitories, tended by dedicated caregivers (part of the Guiding Path; see page 55). As they grow, children serve as apprentices to other members of the community, allowing the caregivers and priest to determine their aptitudes. A youth is usually set on his path in his thirteenth year and moves into an adult dormitory at this time.

At eighteen, a Riedran is "paired" with another. This is the Riedran equivalent of marriage, and the pair occupies the same dormitory. Those in control of this process, the pathfinders, prefer for people to be pleased with their bonding, and thus they accept mutual requests. Still, pairing is done for the sake of producing children, and if two people are genetically incompatible, their pairing isn't allowed. Riedrans are expected to be monogamous, and sex outside of a pairing relationship is punished.

RIEDRAN NAMES AND SPEECH

Family is downplayed in Riedra: loyalty to the nation is more important than any bond of blood. As such, Riedrans do not use surnames. If additional identification is required, a Riedran gives the name of his village or, if he lives in a bastion city, the ward he resides in.

The Inspired often choose to keep an aspect of their Chosen host's name; when Julaan is inspired by Gatesh, he might take the name Julgatesh. However, this practice varies from spirit to spirit, and is always the choice of the quori. Inspired attached to the Dreaming Dark sometimes adopt kalashtar names as a way of mocking their prey.

The use of double vowels is traditional in many parts of Riedra. In the Riedran language, it is typical for both vowels to be given a distinct sound; a Riedran pronounces "Lhazaar" as a three-syllable word. However, most of the people of Khorvaire are unfamiliar with this custom and simply extend the vowel sound.

Male Names: Aan, Aleel, Bhiman, Bhalaan, Dalaan, Danan, Fuulgan, Gurhaak, Gusan, Helac, Heruun, Jharee, Jukyan, Julaan, Ilaan, Ileel, Khern, Kyamun, Kyaruun, Lanan, Leel, Olan, Oleel, Rhaak, Rhuun, Sulaan, Suyamun, Taan, Tulac, Vusgaar.

Female Names: Aali, Aag, Bhuji, Biir, Duaali, Dujiira, Dujyag, Gilaali, Jhaasha, Jhalaar, Jhazala, Khelaar, Khuliira, Lhazaar, Manaar, Miir, Quaali, Quush, Palaar, Praagya, Shiazala, Shiaali, Tyag, Tyalaar, Vyed, Vyuji.

Male Inspired: Alharad, Duralan, Dulateth, Farashan, Jolorath, Laneth, Laramesk, Moshakel, Malukath, Murakhal, Orakhun, Shoralath, Surasek, Torakhun, Xuratesh, Zorashan.

Female Inspired: Adashara, Daralashtai, Halatavi, Joradhuna, Kashanshara, Morasha, Naldhuna, Olashtai,

Sharadhuna, Sharaktavi, Tantashar, Tirashana, Torali, Tureya, Xushila.

Phrases: Riedrans are raised not to fidget, to stand perfectly still when talking. It is considered a token of respect to meet the gaze of someone you are speaking to. Riedrans never verbally interrupt a speaker, but they indicate intent with their gaze, looking down if they have a comment to make, looking to the side if they disagree with the speaker or are not interested in what he has to say. The degree of motion is as expressive as tone of voice. Thus, Riedrans often maintain an outward appearance of calm, but a sharp turn of the head can be the same as a yell.

The following turns of phrase are uniquely Riedran. "Follow the Path." The most basic maxim of the Path of Inspiration; also used as a polite form of farewell.

"The fish does not seek to fly." A proverb encouraging the listener to accept the life he has been given and learn the lessons set before him; often said when someone suggests change.

"Gold is the tongue of the altavar." A maxim against greed or any other form of temptation; a warning that anything that could pull a Riedran from the Path is likely to be the work of evil spirits.

"No one is alone." As reassurance, a reminder that a Riedran always has his community, the Voice, and the Inspired behind him; as warning, a reminder that the Thousand Eyes is always watching.

"Lesson of (pain/grief/anger/joy)." A reserved way to express emotion about a situation, whether frustration or pleasure. Whether good or bad, everything is a lesson.

"Dark spirits!" or "Altavar!" An aggressive statement of frustration—one that is discouraged in daily use.

Riedrans control strong emotions and focus their energy in positive ways. Religious ceremonies provide an outlet for emotion under the guidance of the local priest. In these rituals, people are instructed to unleash a particular emotion in response to a recent event. For example, if another villager has succumbed to spiritual corruption and been taken by the Thousand Eyes, the people gather to feel pity, sorrow, and hope for their lost companion. If news comes of kalashtar treachery, people gather to unleash anger and hate. Between these periods of release, people are expected to keep their emotions under control or to speak with a priest if they cannot.

Xenophobia is common in Riedra. Violent and chaotic, foreigners practice dark magic, eat the flesh of beasts, and destroy their nations in the name of "freedom." Foreigners should be pitied. Lacking the direction of the Inspired, they have no protection against the *altavars*. It is only natural that they fall prey to lust, greed, and other lower emotions. Nonetheless, they are like wild animals and cannot be trusted. A Riedran must always be wary when dealing with foreigners, never allowing them to sway her from her path.

RIEDRAN RELIGION

Only one religion is tolerated in Riedra—the Path of Inspiration. Its practice is mandatory. Omnipresent yet subtle, the Path is easily overlooked. For a Riedran, work is worship, and life itself is an act of devotion. According to the Path of Inspiration, dedicated and hard-working souls ascend a ladder of spiritual evolution over the course of many lifetimes, traveling from beast, to nonhuman, to human, to changeling, to Chosen, to the *il-altas*—the "great spirits" that cannot be perceived in this world, but that continue to guide lesser beings by acting through the Inspired. A follower of the Path should embrace the life he is given and learn the lessons he is meant to learn

from it, resisting the temptation to rise above his station or change his lot in life.

For the Inspired, this system accomplishes many ends. It encourages citizens not to question their roles in life—spiritual advancement is the goal, and only by following the path set forth by the *il-altas* (as announced by the Inspired) can such advancement be attained. It also allows the Inspired to fail without shattering their status in the eyes of the people. The Inspired are mortal vessels of godlike beings, not actual gods, and any defeats or setbacks are the fault of the vessel. Finally, it contains just enough truth to weaken any attempts to expose the true nature of the quori. The Riedrans know that their rulers are possessed by outsiders, and using *banishment* to drive out the possessing spirit proves nothing aside from the fact that the exorcist is a foul being to challenge the noble *il-altas*. Since most Riedrans fear or at least distrust magic, they are unlikely to accept the evidence provided by *detect evil* or similar spells.

Riedrans are warned to beware of the *altavars*, spirits that have fallen off the Path of Inspiration. These beings suffer eternal torment and assuage their pain by corrupting and torturing others. The precepts of the Path teach that the "gods" worshiped by other cultures are in fact *altavars*, and that these dark spirits are also the source of arcane magic. As a result, Riedrans are taught to fear and despise arcanists and priests of other religions.

No temples have been erected to the Path of Inspiration; the holiest sites are the palaces of the Inspired and the *hanbalani*. On days of celebration, people often gather around the nearest monolith to join their thoughts (in the process, unwittingly channeling more of their spiritual energy to Dal Quor). Priests of the Path of Inspiration are usually experts, charged with maintaining discipline and morale among the people of their communities. Only the most loyal priests are entrusted with divine magic.

THE PATH OF INSPIRATION

Although the Path of Inspiration was created as a tool to manipulate the masses, nothing is inherently evil about the faith. The divine power of the path is ultimately independent of the Inspired or the Dreaming Dark. Perhaps spells of the Riedran cleric are drawn from the magical energy of the Dragon Above. Maybe the power flows from the raw faith of millions of Riedrans. It could be that the *il-altas* truly exist, unbeknownst to the Inspired. For most Riedrans, the Path of Inspiration is inseparable from their country as a whole, and the source of its power is Riedra.

For the purpose of divine magic, the Path of Inspiration is a lawful neutral force providing access to the Community, Law, and Meditation domains. The favored weapon of the Path of Inspiration is the flail. Divine minds (*Complete Psionic 9*)

who follow the Path of Inspiration gain access to the Communication, Law, and Mental Power mantles.



Symbol of the Path of Inspiration

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THE DREAMING DARK

No Inspired views the Path of Inspiration as a true religion; it is merely a tool. Clerics among the quori worship *il-Lashavar* (the Dreaming Dark). Aside from the quori, only the shadow lines—those Chosen specifically raised to serve as vessels for the agents of the Dreaming Dark—know of this faith.

The Dreaming Dark is lawful evil, and its favored weapon is the mind blade. Clerics of the Dreaming Dark gain access to the Law, Evil, and Shadow domains. Divine minds gain access to the Law, Evil, Light and Darkness, and Corruption and Madness mantles.

Inspired can't actually grant spells, but they can certainly eliminate clerics whose devotion to the state is in question. As a result, true Riedran clerics and adepts are usually trusted envoys of the Inspired, often working with the military or the Thousand Eyes.

RIEDRAN STYLE

The common folk of Riedra live ascetic lives. A Riedran must focus every moment on mastering his assigned profession, giving no thought to luxury, vanity, or comfort. On the other hand, the Chosen and the Inspired live in a different world, a world touched by the alien aesthetics of Dal Quor.

The Inspired have sought to create a unified culture, but faint echoes of the old kingdoms remain. Accent and manner often provide hints to national origin. Furthermore, the varying climates of the provinces call for different clothing and have led to differences in style.

Art

The most wondrous works of art produced in Riedra are sentira sculptures. Sentira is a product of psionics—in essence, emotion given form. Shapers create mosaics of sentira shards; the patterns are often dizzying and strange, but each piece carries a powerful emotional charge. Sentira works are solely produced by the Inspired and the Chosen. All bastions have emotional parks, where people meditate around the sentira patterns to purge their own emotions.

Creativity is discouraged among the commoners, and crafts emphasize function over form. One exception is a practice known as altsen (spirit writing). This takes the form of embroidery or engraving, featuring complex patterns of lines similar to a maze or labyrinth. Altsen designs are often used as a focus for meditation or placed on the hem of clothing; common belief holds that evil spirits can be trapped in the patterns, protecting the wearer from temptation. Altsen carpets and tapestries are breathtaking, and merchants in Stormreach have been trading in Sarlonan textiles for centuries.

Another common artistic effort in Riedra is crystal and glassware. Although such creations are primarily functional, the smooth contours of Riedran glasswork are noteworthy. Many people appreciate the novelty of a crysteel glass that won't shatter when it is dropped.

Storytelling and song are an important part of the daily life of most Riedrans. However, both arts are formulaic and mired in tradition, and always revolve around tales of the Unification, the glory of the Inspired, or the Path of Inspiration. Foreigners usually find them tedious and repetitive.

Architecture

Riedran villages are simple and functional. Buildings are formed from wood or stone, whichever is most convenient in the region. Structures are typically smooth and rounded. Crystal shards are embedded into walls to provide light; these are tied to the local *hanbalan* and fade if pried loose from their housings. Doors in Riedran villages rarely have locks or bars. Given the high level of illiteracy, iconic imagery is used to identify the function of buildings instead of printed signs.

Compared to the villages, Riedran bastion cities are dazzling and strange. They are built from stone, crysteel, and sentira. The surfaces of buildings are curved and



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A Riedran peasant weaves an altsen pattern

bent, and structures are magnificently illuminated from within. The sentira walls resonate with thoughts; inhabitants are often struck by traces of trapped and reflected ideas or dreams. Usually these echoes are faint and incoherent, but occasionally a clear image comes through.

Cuisine

The people of Rhiavhaar, Pyrine, and Ohr Kaluun eat fish. Those of Dor Maleer are hunters by tradition. Few other Riedrans eat meat, and many consider the practice barbaric.

The mainstay of the Riedran diet is the pomow plant. This fruit was developed by the Bountiful Horn (see page 54) during the first few centuries of the Riedran unification. Its origin remains a mystery, but common belief is that it involved metacreation techniques and wild zones bound to Lammania. Pomow is a hardy crop that can grow in a range of climates, and every part of the plant has a use. The meat, root, and seeds can all be eaten, and are remarkably high in protein; the core is filled with juice; the bushy fibers around the stalk can be worked into thread, much like cotton; and strips of the tough rind are sharp enough to shave with. A pomow is a dark purple spheroid, ranging from one foot to two feet across. Pomow plants are remarkably fecund, and a stalk begins growing new fruit as soon as the sphere is plucked.

Riedrans use a wide range of spices to add flavor and variety to their common meal of pomow gruel. They abstain from any sort of intoxicants.

Fashion

The average Riedran dresses in black, white, or brown clothing. While simple and functional, these garments

are often adorned with intricate altsen patterns. Colors carry social implications. Green cloth is reserved for agents of the Thousand Eyes. Orange and yellow are set aside for elite soldiers of the Harmonious Shield. Purple is reserved for the Chosen (or the Inspired). Blue and red are the colors of the Inspired.

Riedran commoners do not wear jewelry or use cosmetics; people are encouraged not to stand out from the crowd. Commoners often wear veils and head cloths, both to provide protection from the sun during long days in the fields and to deemphasize the importance of personal appearance.

The Chosen and the Inspired are expected to dress in a manner that honors their elevation from the masses; they wear elaborate gowns and robes covered with colorful altsen patterns traced in shining thread. The Inspired often wear sentira accessories, especially armor and headdresses. These curved coverings and horned crowns of glass often add to the strange, alien beauty of the Inspired.

REBELLION IN PARADISE

The Inspired aren't omniscient. The Riedrans might believe that the *il-altas* are all-seeing, but the quori are not. In a nation of nearly fourteen million people, the Thousand Eyes can't watch everyone all the time. This is especially true in the outer villages. Indoctrination keeps most people from turning against the Inspired, and villagers report any strange behavior to the overseer or priest (for the "victim's" own good, of course). But a cautious dissident who takes care in his choice of confidants can certainly survive in a border village.

Dissidence arises from many sources. The first path is simple human nature. The Path of Inspiration restricts emotion, choice, even the ability to dream. Perhaps a villager hates the job he has been assigned. Maybe he has been paired with someone he doesn't like. Regardless of his devotion to the Path, frustration can grow and fester, until it finally explodes.

Another possibility is that a child develops forbidden powers. A youth discovers a gift for sorcery or talent as a wilder. He knows it only as the touch of an *altavar*. Does he reveal his curse to the priest—likely disappearing forever—or explore this birthright in secret, knowing that he places his soul in jeopardy?

Some come to doubt the Path due to life experiences. A friend is hauled away by the Thousand Eyes, a child is taken to another village, a request for pairing is turned down. Perhaps a villager sees something she can't explain—an inexplicable act of cruelty from an Inspired lord. Maybe she discovers a magnificent ancient relic, and she can't understand why these kingdoms needed to be destroyed. Such experiences can be exacerbated by peaceful contact with foreigners—jolly Syrk traders, strange sailors from the Five Nations, Adarans or dromites who swear that the Riedran is being led astray. These seeds of doubt take years to grow, but slowly, a Riedran could realize just how oppressive her homeland is. At that point, the prison walls become visible. If she speaks to anyone about her true feelings, she's likely to be reported. Even if she doesn't, the Thousand Eyes might pluck the truth from her dreams.

Some manage to hide their heresies and remain in their homeland, possibly even spreading their beliefs to others. A few collapse under the strain, suffering violent emotional breakdowns that priests are quick to blame

on demonic influence. Others flee, seeking the Summit Road to Adar, braving the Andnemun desert in hopes of reaching Syrkarn, or stowing away on a vessel bound for Khorvaire. The life of such a fugitive is a hard one, even after the journey to freedom is over. Foreign customs are strange, people are cruel, food and shelter are no longer free. The night is full of chaotic thoughts—terrible after years of soothing dreams. Many feel lost and alone, yearning for the innocence that has been torn away. Some channel that angst into fury, becoming bitter mercenaries or criminals. Others fill the void with fanatical devotion to a new cause. Either way, the loss is always there, and PCs who are Riedran rebels should consider what drove them away and what price they've paid.

NONHUMAN RIEDRANS

The population of Riedra is overwhelmingly human. Still, a few nonhuman races have been incorporated into Riedran society over the course of centuries. Members of these races can be seen in most bastion cities.

Constant indoctrination and psionic reinforcement have drilled the concept of spiritual evolution into the Riedran consciousness. As a result, the typical Riedran ogre truly believes that he is inferior to the average human, but that he was born an ogre to fulfill a specific piece of his destiny. As strange as it often seems to travelers from Khorvaire, many members of these "lower races" are the most loyal servants of the Inspired. They believe they have farther to go in their spiritual journey and must work that much harder.

Changelings: According to the Path of Inspiration, the changeling stands between humans and the Chosen. Her ability to assume different identities is a tool to help her escape the prison of herself. She is preparing for the selfless service that is required of the Inspired, and eventually to abandon the body completely and become pure spirit. Changelings are raised in the service of the Thousand Eyes, and they spend most of their time hidden within the populace, assuming whatever identity serves the needs of the Inspired. It is an austere, ascetic life. A changeling should have as few attachments as possible and be ready to sacrifice everything—name, identity, possessions—at a moment's notice.

A changeling in her natural form is treated with both respect and a slight degree of awed fear by the common folk. She might not be one of the Chosen, but she is a superior being and, most likely, a member of the secret police.

This attitude serves to keep the changelings from using their abilities against the Inspired. The typical changeling believes that she is a heroine on the verge of apotheosis. Should she instead use her powers for personal gain, she is sure to fall back into the spiritual mire. Some manage to avoid or overcome this indoctrination, but a changeling caught working against the Inspired receives no mercy.

Changelings are usually experts, rogues, or monks, occasionally mastering the arts of the assassin. A rare few are trained in psionics arts, typically as telepaths or soulnives.

Elans: So few in number that most Riedrans don't even know they exist, elans hold the essence of quori spirits condemned to eternal impotence for crimes against the quori, often involving endangering the stability of Riedra. Elans undergo the same indoctrination as other

nonhumans, believing that they can reclaim the evil spirit within through noble action—a true indignity for the powerless quori, who can only watch as the elan draws on its power. Some elans, whether by force of will or remnants of a rebellious nature, ignore the Path and flee. Those who remain are most often assigned to the Edgewalkers, where their durability is vital.

Shifters: The Path of Inspiration teaches that savage and simple souls are incarnated as beasts. The shifter stands at the threshold of humanity; he has earned the shape of a human, but he must prove himself lest he regress to an animal form in his next life. Almost all Riedran shifters are part of the Taskaan Legion (also known as the Savage Legion), the ruthless shock troops and household guards of the Inspired. Each shifter line is tied to a particular *il-altas* and serves the Inspired lord that currently channels that spirit. The Taskaan uniform includes a leather collar bearing the sigil of the lord of the line. Life for a Taskaan shifter centers on war, and the greatest desire of the Taskaan soldier is to die in direct service to his master. Such a death is the surest path to spiritual advancement in the next life.

The breeding and training programs of the Taskaan shifters focus on physical attributes. Members of the Savage Legion are typically fighters and barbarians, though some of the Inspired train their “hounds” to be rangers and scouts.

Considered subhuman, a Taskaan shifter acting in the name of his Inspired lord nonetheless gains the authority to challenge even one of the Chosen. This is a source of great pride for the Taskaan. They are slaves. Like the other inhabitants of Riedra, however, they revel in their chains and pity their “free” cousins.

Ogres: Over the course of many centuries, the ogres of Borunan have been conditioned to abhor violence. The strength of an ogre is a gift to be used in the service of the nation, not squandered in brawling and battle. Most ogres are devoted to heavy labor, and they are often found serving as miners, lumberjacks, masons, and in other roles requiring strength, endurance, and patience.

Taskaan ogres are usually warriors or barbarians; they lack the sophistication required to master more complex vocations. The peaceful ogres are primarily commoners, with a few exceptional experts.

Eneko—the mongrel ogres—are left to their own devices in Syrkarn. They are rarely allowed to exist in Riedra except as members of the Savage Legion.

Ogre Mages: The Path of Inspiration teaches that the ogre mage is a vessel for a lesser *altavar*. That fact explains the ogre mage’s mystical powers and fiendish appearance. According to the doctrine, the ogre mage has been crafted as a prison for the *altavar*; if the ogre mage lives a noble life of service to the Inspired, he can actually redeem the evil spirit trapped within him. Such a tremendous victory surely earns the ogre mage great advancement in his next life. Of course, the evil spirit tempts the ogre mage, encouraging him to use his power for personal gain or even trying to get him to turn against the Inspired. To do so might bring power in this life, but it forever dooms his soul. Regardless of conditioning, ogre mages are constantly watched by the Thousand Eyes, the Inspired, and by their own kind.

Combining intelligence and power, ogre mages fill many roles. Still, the Inspired are unwilling to trust them with true authority. Ogre mages are usually trained as

experts, fighters, or monks. The most skilled serve the Taskaan Legion and the Thousand Eyes, while others help to coordinate the civil labors of their less intelligent ogre cousins.

STATE OF THE NATION

Riedra’s provinces are divided into territories known as spheres. A sphere is a circular region centered on a fortress-city called a bastion, which is ruled by a particular Inspired lord. The territory takes its name from its master—the city of Durat Tal is in the Sphere of Surasek, in the province of Corvagura. All Inspired hold the title of Lord or Lady; the ultimate leader of a bastion carries the title of Eidolon.

The typical bastion is a metropolis, and many of them rival Sharn in population. They are centers of industrial production, supporting the bulk of a sphere’s troops.

Surrounding a bastion is a network of villages, spread out in as orderly a manner as possible, taking environmental factors and resources into account. A sphere contains dozens of villages. Most villages focus on agriculture and simple industry. Although some variance in styles and customs exists from province to province, villages within a sphere are virtually identical. No thorps, hamlets, or towns can be found—when a population rises to a sufficient level, the Inspired draw off the excess to create a new village.

Riedran villages are functional and ascetic in design. The community is centered around a building that serves as a dining hall and a public assembly, where people gather to listen to the sermons of the local priest or to hear stories of the glorious deeds of the Inspired. Villagers live in communal dormitories, with separate houses for children.

While Riedra has no lightning rail, villages and spheres are linked by a comprehensive network of maintained roads. The Inspired also have a secret system of *psionic teleportation circles* at their disposal, passing through the central hub of Durat Tal. The number of gates is limited. The Inspired can teleport cargo directly from Dar Jin to Durat Tal, but getting those goods to the village of Keloor requires a caravan.

WHO RULES RIEDRA

The rulers of Riedra are the quori. All important decisions concerning the fate of the nation are made in Dal Quor. The bastion lords don’t gather in Riedra to debate policy, because such councils are held in Dal Quor. To a foreigner, it seems that the bastion lords and generals of the Harmonious Shield operate unilaterally; however, they all act in perfect accord with the plans formulated in the Region of Dreams.

While the destiny of Riedra is set in dreams, a complex bureaucracy manages its daily affairs. The Inspired hold the top tier. A powerful Inspired noble rules each bastion city, and Inspired serve as generals, ambassadors, inquisitors, and high ministers. Although mighty Inspired are rare, lesser Inspired serve throughout society, in positions where trust or psionic power are required.

Beholden to the Inspired, the Chosen dedicate themselves to being worthy of inhabitation by an *il-altas*. They manage the bulk of the administration of Riedra, also serving as officers in the military. Chosen overseers govern

most villages. The most important positions are granted to Chosen who served as Inspired before their quori spirits moved on to other hosts; after decades of possession, the minds of these individuals have been molded by the quori, and they are fully trusted by the overlords.

Whether Inspired, Chosen, or commoner, Riedrans serve in one of four groups: the Unity, the Thousand Eyes, the Harmonious Shield, or the Dreaming Dark.

The Unity

The Unity forms the foundation of Riedra, and the majority of the population serves one of its branches. While each branch of the Unity has its own ministers, the seven arms work together in the service of the nation and answer to the local bastion lords. This arrangement separates the Unity from the Thousand Eyes and Harmonious Shield, which follow different chains of command. All branch high ministers are psions (EPH 19).

Bountiful Horn: This branch oversees agriculture. Farmers are servants of the Horn, while Chosen administrators tend to storage, distribution, and planning. Dul Maar is the seat of the Horn, and its high minister is Lady Tantashar (LE female hashalaq Inspired nomad 14).

Industrious Forge: The Forge manages industry, from the acquisition of raw supplies to the production and distribution of finished goods. Lord Malukath (LE male hashalaq Inspired shaper 15) guides this branch from the massive bastion of Dul Kalent.

Sturdy Wall: This group tends to the infrastructure of the nation, construction, villages, bastions, roads, and the monoliths. It is based in the bastion of Dul Borin under the leadership of Lord Laneth (LE male hashalaq Inspired shaper 14).

Healing Hand: Overseeing the health of the people, servants of the Hand rely largely on the Heal skill to care for their charges. Bastions include multiple halls of the Hand. Most people receive mundane healing, but bastion halls might have access to more powerful tools, such as a *cradle of healing* (page 139).

Although the Healing Hand is generally benevolent, it has its darker side. Euthanasia is perfectly acceptable in Riedran society, and the needs of the nation always come before those of the individual. If someone who has a genetic condition, a grievous injury, or a serious contagious disease cannot be easily cured, he is killed. The Healing Hand also disposes of the dead, typically through cremation.

Lady Xushila (LE female usvapna Inspired egoist 15) leads the Healing Hand from the bastion of Dar Ilash (usvapna quori are also known as dream masters, see *Magic of Eberon* 148).

Sheltering Hearth: The duties of the Hearth range from sanitation to disaster relief. Leaders of the organization serve as liaisons with the other branches of government; if a plague breaks out, the Hearth works with the Healing Hand and the Thousand Eyes to isolate and kill those infected before the disease can spread.

THE LAW OF THE LAND

It is a crime for a Riedran to possess anything that has not come to him through official channels. The method of acquisition is irrelevant. Whether someone deals with the black market or steals goods, possession of unauthorized goods is a crime. Contraband goods are always confiscated. This rule does not apply to foreigners, but no Riedran is allowed to accept goods from strangers.

Any form of violence against a citizen of Riedra is illegal. Thousand Eyes or Harmonious Shield agents can be violent in pursuit of their duties.

It's a crime to challenge anyone who holds a higher rank or disobey a command from a social superior. However, if the challenge proves true, such as when a Taskaan shifter identifies corruption in an officer, the "crime" becomes a rewarded act.

Aside from the Chosen and the Inspired, only authorized individuals are permitted to study any form of magic or psionics. Such abilities are to be used only in the service of the nation. Foreigners aren't persecuted for having supernatural abilities—it's well known that all foreigners traffic with fiends—but they are arrested and punished if they turn these powers against Riedrans.

The widest category of crime is that of corruption. This includes any action that could draw an honest Riedran off the Path of Inspiration and imperil her soul. Challenging the benevolence of the Inspired, teaching new skills or ideas, and offering people goods they don't normally receive are all acts that can draw punishment. Open practice of any religion besides the Path of Inspiration is

also strictly forbidden. A foreign cleric of the Sovereign Host can wear his holy symbol and heal a companion, but he mustn't discuss his beliefs with Riedrans, perform any sort of sacred ritual, or use any form of divine magic—even a benevolent spell—on a Riedran citizen.

Most minor crimes are punished by a varying term of solitary confinement, along with counseling by the local priest. Given their indoctrination and communal nature, Riedrans find isolation frightening and punishment enough. The shame of being marked as even a minor criminal or deviant is weighty to a Riedran as well.

In the case of more serious crimes, the criminal simply vanishes. Sometimes the individual is taken to the local bastion reclamation center, where she is subjected to intense psychological conditioning. Even if someone emerges from a reclamation center, she is assigned to a new community. Otherwise, the criminal is summarily killed. Executions are not public, but it is well known that anyone taken by the Thousand Eyes never returns to her prior life.

As for foreigners, minor crimes performed in ignorance might be dismissed with a warning. In the case of a violent crime or use of magic against a Riedran, the offender's goods are confiscated, and he is usually deported or executed. If the Inspired believe that a criminal has valuable information, he might be held in a reclamation center while they obtain it. Still, the Inspired do not believe in long incarcerations. Captured PCs must escape quickly if they hope to avoid execution.

The Inspired stand above all laws.

The fate of Riedra is determined
on Dal Quor



The Hearth can request the aid of the Thousand Eyes but cannot demand it. Lord Dulatheth (LE male hashalaq Inspired nomad 13) directs the Hearth from the bastion of Dar Uldane.

Guiding Path: This branch oversees education and religion. It is responsible for raising children, a task that involves equal parts education and indoctrination. When a youth becomes an adult, the pathfinders choose his trade and his pairing. The Guiding Path is led by Lord Surasek (LE male kalaraq Inspired seer 20) from the city of Durat Tal.

Iron Gate: The Gate deals with foreign affairs, including trade and diplomacy. It oversees all traffic between Riedra and other nations; any Riedran who could come into contact with foreigners—from sailors to servants—is carefully vetted. Lady Tureya (LE female usvapna Inspired telepath 15) oversees the Iron Gate from the port of Dar Jin.

The Harmonious Shield

The Harmonious Shield is the army that stands between Riedra and the countless dangers of the outside world. Whether they're fighting the treacherous kalashtar on the Adaran front, combating dromite forays, hunting dwarves in Dor Maleer, or battling skulks in the ruins of Ohr Kaluun, the soldiers of the Harmonious Shield serve the Inspired on the field of battle.

The Harmonious Shield maintains garrisons in the bastion cities, and it has independent fortresses spread along the borders and in areas deemed to be especially dangerous. The largest fortresses are called kintams. They

are connected by permanent *teleportation circles*, which allow swift transportation of troops and supplies. Kintams can be the size of cities, and new recruits are usually dispatched to a kintam to learn their trade.

Years of psychic indoctrination teach soldiers that honorable death in battle is the surest path to advancement in the next life. Discipline within the ranks is strict, and looting and rapine are serious offenses. A soldier needs nothing that isn't given to him by the Inspired. The same training burns mercy and empathy from the minds of Riedran soldiers, so a servant of the Shield feels nothing for the people he kills. This conditioning doesn't always take hold, however, and a few recruits find themselves horrified by the brutal actions they must perform. Such a warrior must either suppress these emotions or find a way to escape before his "weakness" is discovered.

Riedran warriors believe they are fighting for a holy cause against monsters and those corrupted by evil spirits. Fiercely devoted to their nation, they are no more evil than the typical Brelish conscript or knight of Thrane.

The Harmonious Shield trains and equips troops for a variety of roles; most soldiers are 2nd-level warriors.

Stone Soldiers: These warriors usually have two feats from among Toughness, Power Attack, and Shield Wall. Most are equipped with chainmail, longswords, and large shields, supplemented by troops wielding reach polearms. Elite stone soldiers have fighter levels, and they're equipped with banded mail and tower shields. Stone soldiers are typically assigned to defend fortresses or to battle the Akiak dwarves or dromite hives—situations where durability is more important than speed.

Air Soldiers: These troops generally have Point Blank Shot and either Far Shot, Precise Shot, Rapid Shot, or Ready Shot (*Heroes of Battle* 99). They are equipped with longbows and studded leather armor, and they're expected to stay distant from the enemy. Elite air soldiers are fighters, taking Weapon Focus or Weapon Specialization in addition to the feats given above. Such soldiers have masterwork composite longbows. Air soldiers can be found on most fronts.

Fire Soldiers: Wearing chain shirts and carrying shortbows and greatswords, these soldiers take Weapon Focus, Weapon Specialization, Power Attack, and Cleave. Physical skills—such as Climb—are also important. Fire soldiers are often used in raids on Adar, when speed and the ability to hit hard and fast are vital.

Water Soldiers: The special forces of the Harmonious Shield, most water soldiers have levels in ranger, scout, or monk. Stealth and perception are critical, along with the ability to move and react swiftly. A water soldier's gear depends on the soldier's specialties and the assignment. Water soldiers work independent of the other units, in small squads. Although they're occasionally sent into Adar, water soldiers are typically used in strikes against dissident groups.

Bastion Guard: These soldiers work with the Thousand Eyes to maintain order in Riedran cities. This is considered the worst duty within the Shield, since bastion guards rarely see combat. Guards who embrace their duties often take ranks in Gather Information, Knowledge (local), and Sense Motive.

Edgewalkers: These survivalists patrol the borders of the wild zones and other dangerous regions, keeping the horrors within from escaping to harm innocent Riedrans. The Edgewalkers are discussed in detail on page 68.

Harmonious Sail: The Riedran navy transports soldiers and patrols the coasts in search of smugglers and would-be infiltrators.

Horned Guard: This elite force is a corps of ogre mages, indoctrinated into service as one of the most powerful weapons at the Inspired's disposal.

Savage Legion: Also known as the Taskaan Legion, this group of shock troops is composed of nonhumans—primarily shifters, but including ogres, half-giants, and a few eneko. Each bastion lord has his own Taskaan guards, raised from birth to serve their Inspired master.

Sleeping Sword: Made up entirely of Chosen and Inspired (tsoreva quori under the command of du'uloraspirits), this elite force is valued both for its power and its unquestioned loyalty. It is assigned missions requiring psionic power and utter ruthlessness. Members of the Sleeping Sword are typically soulknives, psychic warriors, or divine minds; a few are monks, employing the *Tashalatora* techniques also used by the kalashtar.

Others: The Shield also has access to a small corps of clerics of the Path of Inspiration. These holy warriors are reserved for the most dangerous and crucial operations.

Command: Harmonious Shield troops are commanded by Chosen and Inspired, who are typically psychic warriors, soulknives, nomads, or kineticists. The High Minister is the legendary Lord Zoratesh (LE male kalaraq Inspired kineticist 20).



The Thousand Eyes defends Riedra from within

The Thousand Eyes

To a Riedran, no one in his right mind turns against the Inspired. Those who do are clearly victims of *altavar* influence. Someone has to help these victims if possible, or do whatever is necessary to ensure that they do not threaten innocent souls. Those tasks fall to the Thousand Eyes.

The Thousand Eyes administers justice across Riedra and maintains the reclamation centers. Public

agents of the Thousand Eyes—easily identified by their green uniforms and golden badges of office—can be found throughout any bastion, and people take comfort in knowing that these guardians are watching. Far more dangerous, however, are the secret members of the Eyes. Nearly anyone in Riedra could be an agent. Furthermore, even when no one is around, *remote viewing* (EPH 129) allows the Eyes to see the deeds of malefactors.

Agents of the Thousand Eyes are typically human, Chosen, or changeling. The bulk are simply observers, 1st- or 2nd-level experts who have maximum ranks in Disguise, Hide, Listen, Gather Information, Knowledge (local), Move Silently, Sense Motive, or Spot, along with a Craft or Profession skill used as a cover. More capable agents tend to be rogues or monks, specializing in observation and stealth. Chosen and especially honored changelings are trained in the psionic arts—seer, nomad, telepath, and lurk (*Complete Psionic* 13) are the most common paths within the Thousand Eyes. When force is required, the Thousand Eyes calls on bastion guards or the Sleeping Sword, but it also maintains a covert corps of changeling masquers (see page 68), psychic warrior/monks, and soulknife assassins.

The city of Dul Zeer is the Thousand Eyes' greatest stronghold. Here, a network of *remote viewing* crystals allows agents to scry across the continent, and *teleportation circles* let them dispatch forces to any bastion or kintam. Agents in villages can be alerted through dreams. In an emergency, nomads can teleport forces to the site of a disturbance.

The high minister of the Thousand Eyes is Lady Sharadhuna (LE female kalaraq Inspired telepath 20).

The Dreaming Dark

Officially, the Dreaming Dark holds no power in Riedra. Most Riedrans have never heard of it, and they would reject any attempt to link it to the Inspired as kalashtar propaganda. Even if presented with clear evidence of an Inspired working for the Dreaming Dark, a Riedran would likely dismiss it as a tragic case in which one of the noble Chosen fell prey to an *altavar*, not an indication of duplicity on the part of his government.

Nonetheless, the Dreaming Dark wields great influence in Riedra. All quori bow to the authority of the Dreaming Dark, and all Inspired provide the agents of the Dark with whatever they require. Many quori that serve the Dreaming Dark have Chosen vessels spread throughout the Unity, the Thousand Eyes, and the Harmonious Shield. This influence allows agents of the Dreaming Dark to take direct action within Riedra whenever it suits their needs.

The Dreaming Dark has little need to act within Riedra, however. It seeks to destroy the kalashtar and to spread the influence of the Inspired. Agents of the Dark can be found in Sarlona, Khorvaire, and Xen'drik.

Agents of the Dreaming Dark are largely Chosen, although the quori have used *mind seed* (EPH 119) to subvert members of other races. Most Chosen who serve the Dark are groomed for this service from birth, ensuring that they possess the skills and devotion required. These

Chosen families call themselves the shadow lines. They are aware of the power they serve, and they believe that through their service they're destined to become quori after death.

Agents of the Dreaming Dark follow one of three paths. Thoughtstealers are the spies of the Dark, generally trained as seers or telepath/rogues. They're often guided by tsucora spirits. Dominators twist the thoughts of others, and they're usually telepaths tied to hashalag and usvapna quori. Last are the dreamblades, the assassins of the Dreaming Dark. They combine levels in monk, rogue, assassin, or soulknife with a psionic class, typically nomad, kineticist, or psychic warrior. Dreamblade monks take the Ascetic Psion feat (see page 115). Most dreamblade Inspired are bound to tsucora spirits, but a few are tied to du'ulora or usvapna. The Dark has an elite corps of dreamblades trained to fight psionic foes. This unit includes psions who use powers such as *dispel psionics* (EPH 94) and *null psionics field* (EPH 122). Such specialists are deployed against kalashtar and rogue shadows (mind seeds who have turned against their Inspired creators).

The Dreaming Dark has no official presence in Riedra. It's highly decentralized. Nonetheless, Dar Jin contains facilities that function as headquarters for the Dark, especially for those agents moving between foreign assignments. Dul Catun, Dar Ulatesh, and Dul Mirn are centers of the shadow lines.

The Devourer of Dreams is the overlord of the Dreaming Dark. Between his many duties and the risk—however slight—that someone on Eberron could bind him, the Devourer rarely leaves Dal Quor. In

his absence, the most influential member of the Circle of Night is the dominator Tirashana (LE female usvapna Inspired telepath 18), a ruthless and deadly spirit who has spread a network of mind seeds across Eberron.

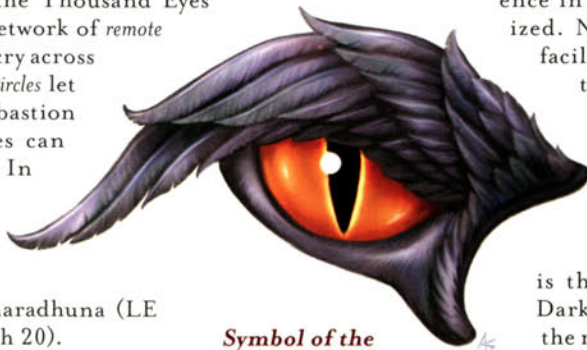
FOREIGN RELATIONS

Most Riedrans never leave their villages, let alone travel to foreign lands. However, the Inspired know of and have plans for the lands beyond Riedra.

Adar

Once Adar was a land of refuge, a sanctuary for those who could find no place in the twelve kingdoms of central Sarlona. Today, it is the one land most Riedrans uniformly despise. Inspired have drilled fanatical hatred of the kalashtar into Riedrans. The typical farmer believes that if the Harmonious Shield let down its guard, the kalashtar could destroy the Inspired and lay waste to Riedra.

Although they would like nothing better than to destroy the kalashtar, the Inspired still remember the losses suffered at Kasshta Keep. They believe that the *hanbalani* will give them the power they need to preserve the Dreaming Dark. The continued siege of and periodic strikes into Adar keep the kalashtar trapped and on the defensive. For now, that's all the Inspired need to do.



Symbol of the Dreaming Dark

Syrkarn

Few Riedran commoners have any interest in the people of Syrkarn. Those who live on the borders occasionally see Syrk merchants. The common folk do not interact with strangers, but a village overseer might engage in trade. Human Syrks aren't trusted or allowed to move deep within Riedra, but if they approach in peace, they're usually greeted hospitably.

Riedra maintains a number of fortresses along the Kasshta River and Jathara Sound between Syrkarn and Adar. These serve as focal points for Inspired operations within Adar. The Inspired have no interest in conquering Syrkarn. The territory is too large, the population too low, and they are still concerned about the lingering threat of the rakshasa rajah buried beneath the realm. However, the Dreaming Dark takes whatever actions it deems necessary to prevent Syrkarn from becoming a threat to Riedra. Thoughtstealers and dominators foment dissension between the tribes, and dreamblades might be sent to deal with truly dangerous leaders or anyone delving too deeply into the dark magics of the past.

Tashana Tundra

Riedra has little use for the Tundra. Like Syrkarn, the land is large, harsh, and sparsely populated. Few people exist to manipulate and draw power from. The Inspired do maintain a few fortresses in the north, both as staging areas to deal with the Akiak dwarves and as bases for mining operations. The continued construction of *hanbalani* requires a constant flow of deep crystal, and the Tundra holds many rich veins of that material. These mines are a frequent target of Akiak attacks, and the soldiers of the north must always be on guard.

Most Riedran commoners know nothing of the north. The humans of Dor Maleer occasionally trade with shifters, but bitterness exists between Tashana's shifters and those of the Savage Legion. Any encounter between the two invariably results in bloodshed.

Aerenal and Argonessen

To date, the Inspired have kept their distance from the lands of the dragons and the Undying Court. Interactions generally occur on foreign soil, either in the courts of Khorvaire or in Stormreach on Xen'drik. No hostility is apparent between these powers, but the ancient elves and mighty dragons watch the Inspired with great interest. Perhaps their inaction means that they're unaware of the quori agenda, or perhaps they feel that they have nothing to fear from the outsiders.

Khorvaire

The first contact between Khorvaire and Riedra occurred on the neutral ground of Xen'drik, and much trade has passed through this gateway. During the Last War, Riedra provided nonmilitary assistance to many of the warring nations. Inspired ambassadors came to the courts of the Five Nations, occasionally serving as mediators between opposing forces. Seen as impartial outsiders, they're respected for their apparent wisdom and empathy. During this time, the Dreaming Dark gained a foothold in Khorvaire. For the last century its agents have been spreading across the continent, sowing dissension and subverting agents for future use.

Today Inspired ambassadors can be found in every metropolis and many of the large cities of Khorvaire. Most ports have small Riedran communities. Riedran goods are becoming more common. On the sordid side of

DRAGONMARKED HOUSES IN RIEDRA

Dragonmarked houses have almost no power in Riedra. The Inspired don't rely on house services, so they've made few concessions to the barons. Further, the resources of the houses are half a world away. The houses operate under restrictions inside the port city of Dar Jin, and they have no operations outside that city.

House Cannith cannot create or sell arms, armor, or magic items of the conjuration, enchantment, evocation, or necromancy schools.

House Deneith is permitted to maintain a force of only fifty soldiers. It has been warned of dire consequences should these troops cause trouble in the city.

House Jorasco is not permitted to raise the dead, and the Jorasco enclave does not have an *altar of resurrection*.

House Kundarak has no outlets for its extradimensional vault network in Dar Jin. It would be all too easy to adapt this enterprise to smuggling.

House Lyrandar has not been allowed to construct a docking tower, and airships that cross the borders of Riedra might come under attack. Lyrandar scions have been warned not to interfere with the weather.

House Orien is forbidden from teleporting anyone into or out of Riedra, although this edict is difficult to enforce.

Although no official restrictions are placed on House Phiarlan and House Thuranni—since they theoretically only trade in entertainment—the Thousand Eyes keeps a close watch on these enclaves, and the elves know it. The houses of shadow are gathering information, but they're keeping a low profile, accepting no tasks that could jeopardize their standing in Dar Jin.

The house enclaves are small, and they're not as commercially oriented as those found in the major cities in Khorvaire. They cater primarily to foreigners. This situation is useful for the Inspired; the presence of Ghallanda hostels means that no Riedrans have to provide hospitality for outlanders within Dar Jin. More important, the enclaves serve as embassies for their houses. As the houses begin to define their role in Riedra, strategic alliances become ever more important.

The possibility lingers that the Inspired opened Dar Jin as a trap, bringing foreign ambassadors and dragonmarked scions into a controlled environment where they can be subverted to the Riedran cause. Regardless, the longer the Inspired observe the dignitaries, the more effective any future substitution or subversion will be.

trade, the sale of dreamlily has become a major industry in the underworld of Khorvaire.

While the Inspired have been providing material aid to many nations, their strongest foothold in Khorvaire is in Q'barra. King Sebastes is currently receiving military support from Riedra—the Harmonious Shield has established garrisons in the region around Newthron to help defend the settlers from lizardfolk attacks. In the process, they are working to spread Riedran values. Rumors say that construction has begun on a *hanbalan*.

Given their extensive presence, the Inspired have much to offer. If war looms anew, Aundair could seek Riedran aid to defend itself from the larger armies of Thrane or Karrnath. A desperate move, certainly, but perhaps Queen Aurala will be swayed by vivid dreams of the power such an alliance might bring.

Kings and queens are not the only people who deal with the Inspired. Even though Riedran commoners rarely mingle with foreigners, Inspired ambassadors and their staff are active in their communities. Exotic and clever, these beautiful strangers fascinate the upper crust of Khorvaire. In Sharn, Ambassador Jorasesh often gives impromptu lectures at Morgrave University. Both Jorasesh and his aide Helkashtai can be found at all of the major galas and social events of the city.

Although the Inspired have extended their hand to Khorvaire, they have been reluctant to let foreigners visit Riedra. It is only recently that any outsider has been granted permission to venture beyond the foreign quarter of Dar Jin and Dar Ulatesh.

Xen'drik

The Riedran city of Dar Qat was established by the Inspired; centuries later, the freebooters who made a living preying on Riedran shipping established Stormreach as a hub for those activities. In time, the Inspired came to power there, interested in the raw resources of Xen'drik, specifically dragonshards, deep crystal, and the raw materials for crysteel. But Xen'drik also holds secrets of the previous age of Dal Quor and the war between the giants and the ancient quori. The Dreaming Dark is eager to learn about the quori of the previous age.

NOTABLE RIEDRANS

Thousands of powerful individuals make up the elaborate Inspired hierarchy. Thousands of aides, warriors, and spies serve them. Here are a few examples.

DEVOTION

LN female changeling rogue 7

Personal identity has no value to Devotion. Service to the Thousand Eyes is the center of her existence, and names, faces, and personalities are simply tools she uses in this task. Her skills and dedication have earned her the personal interest of Lady Sharadhuna. Devotion is often assigned sensitive missions on behalf of her mistress. She could be sent to observe the PCs and to interact with them in a variety of guises, testing their reactions to different situations and offers. Should Lady Sharadhuna decide to involve the characters in her rivalry with the Dreaming Dark (see *Dissension in the Ranks*, page 61), Devotion is her emissary.

Devotion has no single favored form. While she has a few cover identities she uses in her work, if no specific face is required, she wears a new one every day, changing voice and mannerisms to match. Her one defining trait is her utter loyalty to Lady Sharadhuna, and no offer can tempt her to turn on her mistress.

IŁAAN, UNCHAINED DREAMER

CN male human expert 3 (Dream of Contact, Dream Scion, Dream of Truth)

Though only a child, Ilaan has an innate connection to dreamspace—a gift that has given him wisdom beyond his years and hardened his mind against the indoctrination of the Inspired. He can't control his dreaming, and he rarely grasps the cryptic images he sees, but occasionally he wakes with a vital insight about the present or the future, and he always feels obliged to act. These oracular visions guided him to a local cell of the Unchained, and they might guide him to the PCs. In this way, if the characters are in desperate need of direction, this strangely mature boy might approach them. Once the PCs have encountered Ilaan, he might reach them in the future using the Dream of Contact feat.

It might be that Ilaan's youth has shielded him from the eyes of the Inspired. Or it could be that his "visions" are in fact dreams sent by one of Riedra's overlords, who is using the boy to guide the party down a particular path.

KESHRAA THE FALLEN

NE male changeling telepath 13

Once an agent of the dragons of Argonnessen, Keshraa was *mind seeded* by Lady Sharadhuna of the Thousand Eyes. Draconic discipline, an indomitable will, and the innately slippery thoughts of the changeling were pitted against quori power, and a new being arose in the aftermath, one who had the memories and cunning of the kalaraq spirit but no loyalty to Dal Quor or Argonnessen. Now calling himself Keshraa, this changeling eluded his captors and disappeared.

Keshraa is a mastermind engaged in a complex and ruthless vendetta against the quori who created him. Although he frequently works with rebels and dissidents, he is utterly amoral and doesn't care what happens to the Inspired, Riedra, or Khorvaire. His only interest is the game he is playing with Lady Sharadhuna and the Thousand Eyes. He might help those who are working against the Inspired, but Keshraa does nothing out of kindness. If he provides assistance, that help is serving his purposes.

This rebel changeling could hold influential positions in any of the dissident groups described in the *Plots* section, though he considers these groups to be nothing more than tools. He might appear out of nowhere to help PCs in their hour of need, wearing the face of a priest, a soldier, or even one of the Inspired. He has absolutely no regard for human life. Still, in Sarlona, the help of a villain might be the best one can hope for.

Keshraa has turned a number of Chosen against the Inspired, and he could serve as a mentor to a Chosen PC. He claims to see a reflection of himself in the character—the vessel turned against the Inspired. Does he truly have an emotional bond with his protege, or is this one more ruse intended to create a more effective weapon?

When dealing with Keshraa, remember that he has the cold cunning of a prince of nightmares, and that he has successfully eluded the Thousand Eyes for almost a decade. His intellect is a far greater weapon than his psionic powers. If he is forced into battle, something has gone terribly wrong for him.

LORD SULATESH

LE male du'ulora Inspired psychic warrior 12

The du'ulora champion Lord Sulatesh commands Kintam Ulakhun, the great fortress that watches Kaashta Keep from the edge of Syrkarn. Sulatesh has commanded this front since the war began—he was present at the first disastrous siege of Kaashta, and he still thirsts for vengeance. Sulatesh is a cruel being who takes great pleasure in torturing his foes, both on the battlefield and in his dungeons. The kalashtar and agents of the Summit Road who fall into his hands suffer for weeks before being allowed to die. While the tortures Sulatesh devises are horrifying, this obsession could provide the time rescuers need to liberate a prisoner, or it could give prisoners time to devise a plan of escape.

Although cruel to his foes, Sulatesh treats his troops well and is loved by his soldiers. Many are disturbed by the practice of torture, but most accept their lord's explanation that it is a necessary tool to purge the prisoners of the *altavars* that possess them. A few, however, are deeply troubled by what they have seen, and these doubters could come to the aid of prisoners in Kintam Ulakhun.

RUUKRA, HORNED GUARD

LG female ogre mage fighter 1

This ogre mage is an imposing sight, ten feet of muscle sheathed in chainmail. Her skin is icy blue, and her horns are glistening black ivory. Ruukra is especially devoted to the Path of Inspiration and the belief that through good works, she can purify the demon within. She is lawful good, and when she is off the battlefield she goes out of her way to show compassion to others. In battle, she acts with honor—she shows no mercy to those she believes to be tools of evil, but she will not condone unnecessary cruelty among her companions. Although brave, she is a wise warrior and knows when to retreat to fight another day. If she is seriously injured, she typically turns invisible and takes to the air, staying out of her enemy's reach while she regenerates. As with all members of the Horned Guard, she has been forbidden from using her *change shape* power. The priests say that the body of the ogre mage is designed to hold the *altavar*, and changing shape weakens those bonds and lets the spirit influence the ogre.

Ruukra can be encountered on the borders of Adar, or as a guardian of the peace in a bastion city. She initially opposes the PCs, but if they act with honor, she might come to respect them. Ruukra is violently opposed to the Horned Shadow, and a joint battle against the Shadow could easily cement a bond between her and the PCs. Eventually, she might come to realize that the PCs are more honorable than her Inspired masters. Although she will never abandon the Path of Inspiration, she could turn against the Inspired.

Despite her fearsome appearance, Ruukra is calm and compassionate. She never lets anger show, even in battle. She pities her opponents rather than hating them.

PLOTS

Despite the quori's indoctrination and the Thousand Eyes' vigilance, many dissident groups exist in Riedra. Akiak dwarves hunger for vengeance. Kalashtar are always looking for opportunities to strike against the Inspired. Beyond conflict with the Inspired, many adventures await in Riedra.

ANCIENT RELIGIONS

Worship of the Sovereign Host takes many different forms. The giants of Xen'drik and the eneko of Syrkarn worship Banor the Bowhunter. The orcs of the Shadow Marches call this god Baalkan the Beastlord. In the Five Nations, he is Balinor, the Sovereign of Hunt and Horn.

The form of worship common throughout Khorvair had its roots in the ancient kingdom of Pyrine; the people of Ohr Kaluun called on the Dark Six for power. The names and icons of these gods are familiar to any modern student of religion, but what has been lost over the course of thousands of years? What sacred relics are hidden in ruined vaults? Might the inscriptions carved into the walls of a crumbling shrine reveal new ways to invoke the gods, unlocking spells long forgotten or revealing ancient prophecies lost in the Sundering?

The nation of Khalesh was devoted to the couatl, venerating the force of light these beings created through their sacrifice. Despite the differences in doctrine, for all intents and purposes their religion is a mirror of the Church of the Silver Flame. The ruins of a Khaleshite shrine could hold relics or secrets that could empower Thrane's dominant religion or turn it on its head.

Suppressed Sarlonan religions can be a means to introduce divine spells presented in supplements such as *Complete Divine* and *Faiths of Eberron*. Instead of having a cleric suddenly realize he knows about spells he has never used, he could discover those spells in ancient texts. Perhaps any cleric of the Sovereign Host has the potential to cast *recitation*, but the ritual involved has been long forgotten, only to be uncovered in the ruins of Pyrine.

Getting the PCs Involved: The mosaic floor of a Sovereign temple shows a map of Sarlona, but it has no key. A sacred text holds the answer, but the book can be read only by someone wearing a treasured holy amulet. As the adventurers attempt to gather these items, they find themselves under constant attack. But who is opposing them? Agents of the Dark Six? Priests of the Sovereign Host? What terrible secret lies in the Sarlonan shrine?

THE BROKEN THRONE

Twelve nations collapsed during the Sundering, folded into the realm of Riedra. Old customs were wiped away, castles and cathedrals shattered and left in ruins. People were told to forget the past. Sarlona had finally risen from the nightmare of war into an age of peace.

Yet the past held as many wonders as terrors. Art, religion, philosophy, magic—each kingdom had its treasures, and many of those jewels are still out there. Study of the past is forbidden to Riedrans, but some find its lure impossible to resist. Over the centuries, a secret movement has grown, an alliance of those who doubt the Path of Inspiration and seek to reclaim the traditions of the past. These rebels call themselves the Broken Throne.

The Broken Throne is not a violent organization, and its members have no plans to fight the Inspired. They

simply want to preserve ancient traditions. To this end, they gather relics of the past, both physical treasures and knowledge. Illiterate recruits are usually taught to read, so they can appreciate books and scrolls recovered from the ruins. Many learn the traditional crafts of their culture, pushed into obscurity by the Inspired. A few study the priestly traditions of Pyrine and Khalesh, the psionic teachings of the Maleeri wilders, or the arcane magic of the Corvaguran sorcerers and Syrk wizards. Members of the Broken Throne believe these are not the tools of dark spirits but are instead wonders.

The Broken Throne is most active in villages located near ancient ruins. Within the bastions, a few of its members hold significant positions in the Guiding Path (see page 55), and these pathfinders help cells communicate with one another. A passive force, the Broken Throne takes no direct action against the Inspired. Nonetheless, the practices of the Throne are heresy, and the Thousand Eyes (and most Riedrans) eliminate any cell that is exposed.

Getting the PCs Involved: Members of the Broken Throne have a critical trait most Riedrans lack: curiosity about other cultures. They might offer unexpected sanctuary or assistance to foreigners in trouble, and they are often educated about nearby ruins. It's possible to make contact with the Broken Throne in Syrkarn, since those fleeing the Thousand Eyes often come to this land to continue exploring the past. A Throne refugee can also provide a relic hunter with helpful contacts inside Riedra. Of course, the help of the Broken Throne comes at a price—those who plunder an ancient ruin might have to give the Throne access to what they recover.

DISSENSION IN THE RANKS

The quori are far more unified than their counterparts in the Lords of Dust or the Order of the Emerald Claw. Should the quori fail in their task, *il-Lashtavar* and all of its children will be destroyed. The existence of their entire species is on the line, and as a result, the quori don't turn on one another lightly.

Still, some question the methods and authority of the Devourer of Dreams. Riedra has given those nightmare lords a structure to build their own followings.

Lady Sharadhuna of the Thousand Eyes is the Devourer's greatest rival. Although Sharadhuna believes control of humanity should anchor Dal Quor and prevent the turn of the age, she thinks that Sarlona is sufficient to accomplish this goal. Sharadhuna believes that the Devourer is pressing for continued expansion not on the orders of *il-Lashtavar*, but because he draws power from the pacified populace. If Sharadhuna is correct, the Devourer actually seeks to replace *il-Lashtavar*, assuming its place as the driving force of Dal Quor. Sharadhuna believes that the quori need be concerned only with fully securing Sarlona, including Adar, Syrkarn, and the Tundra. She resents the unquestioned authority held by the agents of the Dreaming Dark and believes that the Thousand Eyes is performing the most crucial work of the age. Sharadhuna is gaining supporters, and she hopes to find a way to supplant the Devourer as the voice of *il-Lashtavar*. Still, she has no idea what such a transformation could require.

A third faction is led by Lord Zoratesh, the commander of the Harmonious Shield. He has no patience for the slow manipulation of the Dreaming Dark, and he wants to launch an invasion of Khorvaire. In such a

scenario, *psionic teleportation circles* would be used to launch sudden and decisive strikes against the capitals of Khorvaire, seeking to eliminate nobles, dragonmarked barons, and other threats. Both the Devourer and Sharadhuna believe that this event would be disastrous, providing a common enemy to unite the people of Khorvaire, destabilizing Riedra, and risking the ire of the dragons, the Lords of Dust, and other conspiracies currently watching from the shadows. Zoratesh currently lacks the support required to pursue war, but if an Inspired invasion of Khorvaire were to happen, Zoratesh would be the one to lead it.

Getting the PCs Involved: Lady Sharadhuna can be an unlikely ally for the PCs. When the characters are captured by the Thousand Eyes, to their surprise, they are not executed. Instead, Sharadhuna provides them with information they need to upset some of the plans of the Dreaming Dark. Using the PCs as her catspaws, Sharadhuna can embarrass the Devourer and increase her support, possibly even supplanting the Devourer. If Sharadhuna assumes power, she focuses her efforts on Sarlona, and Khorvaire becomes a safer place for it. Adar, on the other hand, becomes less so. Although she might help PCs fight the Dreaming Dark, Sharadhuna does nothing that could endanger Riedra.

A war between Khorvaire and Riedra would be a devastating conflict, with the widespread magic of Khorvaire and the dragonmarked houses matched against the devastating psionic power of the Inspired and their willingness to sacrifice their fanatical troops. Even if the Riedrans won the conflict, the Khorvairians wouldn't accept defeat easily. The unity of Riedra succeeds because the people believe that the Inspired are saviors, not conquerors. However, a band of adventurers struggling to raise a resistance movement in the wake of a Riedran conquest can form the basis for an interesting campaign, whether it's set in Khorvaire, Syrkarn, or the Tashana Tundra.

THE DREAM MERCHANTS

People always want what they cannot have, and every new law creates a source of profit for those who challenge it. The major challenger in Riedra is a cabal known as the Dream Merchants. The Merchants are smugglers first and foremost—they run dreamlily and other Sarlonan goods to Khorvaire, and they provide a black market for Riedrans who want goods beyond the basic tools of survival provided by the Inspired. In the bastions, the Dream Merchants provide other criminal services: theft, forbidden information, fencing of stolen goods, even assassination. Such actions are extremely dangerous, and the costs of criminal services are four times those listed in *Sharn: City of Towers*—assuming the Merchants are willing at all.

The Dream Merchants, while established in bastion cities, are rarely seen in the villages. Individual merchants sometimes travel between villages, posing as couriers. They carry *bags of holding* containing a wide range of contraband goods they can exchange with villagers. Wandering merchants are generally masters of Sense Motive. They are very careful about whom they reveal their true nature to, since one misstep could bring death. Although most Riedrans have heard of the Dream Merchants, common wisdom is that these people are the direct servants of the *altavars*, sent to tempt and test the devotion of the innocent. Loyal Riedrans report such criminals immediately.

Dream Merchants can be found in most bastion cities with a successful DC 25 Gather Information check; failure by 5 or more results in the authorities learning of the character's interest. The Merchants also maintain a number of outposts on the islands of Ohr Kaluun. Their strongest support on the mainland lies in Rhiavhaar—remnants of the freebooter spirit holding true.

Most Dream Merchants are human experts or rogues. A few manage to unlock innate psionic talents and become lurks; the *dimensional pocket* power of the lurk can be invaluable for a smuggler.

Getting the PCs Involved: The Dream Merchants are great contacts for those who want to enter Riedra by stealth. Characters who are conversant with the criminal underworld of Sharn might be able to make contact with a merchant through the dreamlily trade. The Merchants can smuggle people into Nulakhesh, Pyrine, or Corvagura through their Ohr Kaluun gateway. They can also provide Riedran traveling papers, at a steep cost of 250 gp per person. Within Riedra, Dream Merchants can help with transportation, information, or other needs. They can acquire nearly anything, but exotic goods take time—and prices are modified up to 100% in favor of the merchant.

THE HANBALANI ALTAS

The massive monoliths of Riedra serve many purposes. They draw on the emotions of the nearby populace and transform these thoughts into psychic energy, which is used to power many systems in nearby communities. More important, they allow the quori to shape the dreams of masses of humans, and in so doing, to prevent change in Dal Quor. Most important, the *hanbalani* are slowly bringing Dal Quor into alignment with Eberron, repairing the damage inflicted by the giants ages ago. Already, the quori are able to possess willing humans. As more monoliths are built, quori might be able to possess other willing creatures, and manifest zones tied to Dal Quor could appear across the world. Eventually, the quori should be able to physically manifest on Eberron.

Along with the functions detailed in the Monolith Features section below, these are the known functions of the *hanbalani*, but they could just be the beginning. The monoliths might be physically transforming Eberron into a replica of Dal Quor or granting quori the ability to regenerate power points in every round. Certainly, if the quori build eldritch machines (ECS 273), they would draw power from the monoliths.

Getting the PCs Involved: The Arcane Congress and the Twelve know of the *hanbalani*, but they have little idea what these massive structures do. Explorers might be sent to study a monolith, to try determine what its purpose is. Once this information is known, PCs might find that shutting down a monolith is a vital step in any sort of plan involving a Riedran city. Alternatively, PCs could join a group of Akiak or kalashtar commandos on a mission to destroy as many *hanbalani* as possible.

MONOLITH FEATURES

Here are the features of a monolith needed for their use in an adventure.

Shell

Monoliths vary in size and shape, but they are usually egglike, approximately 300 feet tall and 100 feet wide.

When *hanbalani* are in close proximity to one another, such as within a major bastion, they tend to be smaller. They are constructed of psionically reinforced steel and crysteel. A monolith shell has apertures at the base, and these doorways are up to 15 feet wide.

The "floor" of a monolith is open to the terrain on which it's built. Inside, a monolith is cavernous. It has no features aside from the interior wall, the core, and a small aperture at the top that leads to the controls.

The shape and reflective interior of a monolith, as well as the design, the crystal core, and the control crystals, link each *hanbalani* to Dal Quor. Beings on Dal Quor can contact a particular monolith from a specific corresponding area in a quori city on Dal Quor. Doing so works the same as accessing a monolith from the control crystals on Eberron.

Monolith shells are designed to contain the blast of a detonating core. The shell's two inner and outer layers have 3 feet of space between them. Each layer is nearly 2 feet thick, with hardness 20 and 1,440 hit points per 10-foot-square section.

Core

A 10-foot-diameter pillar of pure crystal, the core of an active monolith is warm to the touch. Its greenish light illuminates the entire interior of the shell and creates shadowy illumination within 300 feet of the apertures.

A monolith core acts as a giant *cognizance crystal*, storing up to 17 power points that can be used by any psionic creature touching it. If expended, the power points replenish at the rate of 1 per hour. This reserve is accessible from Dal Quor, so a monolith usually has 2d8+1 power points at any given time.

Many monoliths enhance psionics used within 600 feet of them. Some are even more powerful, and can increase the area of their effect up to many miles. Psionic creatures within this area can manifest powers as if they have the Empower Power feat by paying that feat's normal costs.

As detailed in the Everyday Psionics sidebar (page 48), a specific monolith is often tied to powering other functions used to maintain order and provide comfort in Riedra. In this cases, the power points and empowering effect are in use or suppressed, respectively, unless the core's function is changed (see Controls).

The core has hardness 10 and 600 hit points. If a monolith's core is broken or shut down, the monolith and all its subsidiary utilities cease functioning. When a core is improperly tampered with, it can explode. It might also explode (50% chance, takes 2d6 rounds) if it takes half its hit points in damage. This explosion deals 20d6 points of damage to all creatures inside the shell (Reflex DC 25 half).

A core explosion might harm creatures standing outside the shell within 60 feet of an aperture. Such creatures gain a +4 bonus on their saves, taking no damage on a successful save and half damage on a failed one. Creatures outside the shell but not near an aperture are unharmed.

Shutting down or destroying a monolith core immediately alerts any quori tapped into the monolith from Dal Quor. If no planned encounters center on such an occurrence, assume a cumulative 1% chance per minute of a quori noticing the problem. Then presume the authorities are notified within d% minutes (or 2d10 minutes in a settled area).

Controls

At the top of a monolith's interior, a cluster of small crystals and Siberys dragonshards pulse and glow with multiple colors, regulating the power of the monolith core. Here, the monolith's functions can be altered and accessed.

A creature that has the Psicraft skill can attempt to manipulate a monolith's functioning. By touching the control crystals and making a successful DC 25 Psicraft check representing 1 minute of effort, the creature bonds with the monolith's control crystals. Failing the check causes the monolith to store the user's identity and description (mental picture), giving that information to any Inspired or quori who contact the monolith within the next 2d4 hours. Once a bond with the control crystals has been established, additional Psicraft checks can alter the monolith's function—see the Monolith Control table.

Increasing the DC by 5 allows a controller to make the check in half the time (a standard action, 5 rounds, or 15 minutes). Adding 10 to the DC allows most checks to be made in a quarter of the time (a swift action, 2 rounds, or 7-1/2 minutes) Failure by 10 or more on any Psicraft check means that contact with the controls has been disrupted and must be reestablished. A roll of 1 on a Psicraft check to control the monolith sends the monolith into a psionic feedback loop, negating all further attempts at control and causing the monolith's core to explode in 2d6 rounds.

In any case, a monolith's secondary functions require power. Powering utilities with a monolith requires it to be at full power (17 power points). While a monolith is performing a secondary function, its power can't be redirected or siphoned, so a saboteur must disconnect a monolith to siphon off its power points. Then the monolith can't be reconnected to the utility until it has regained 17 power points.

MONOLITH CONTROL

Psicraft

DC	Result	Time
15	Lure psionic creatures to monolith	Full round
20	Activate dormant monolith safely	Full round
25	Shut down active monolith safely	Full round
25	Sever connection to public utilities	Full round
25	Feed the core 1 power point	30 minutes
30	Sever connection to Dal Quor	Full round
35	Set the core to explode in 10 minutes	Full round
35	Shut down a self-destruct sequence	1 minute

Special Situations

Here are a couple of special situations involving monoliths.

Creatures: Because the core of a monolith radiates light and heat, as well as psionic power, a monolith built in a remote location attracts psionic creatures from miles around. Tribes that travel on foot in Syrkarn and the Tashana Tundra sometimes use monoliths as shelter. Normal creatures living within a mile of a monolith can have phrenic or psionically gifted offspring, but such an occurrence is extremely unusual and more so if the monolith is used to power a subsidiary function. If a remote monolith ceases working, Inspired agents come and wipe out any creatures in the vicinity, so inhabitants are likely to oppose intruders looking to harm a wilderness monolith.

As indicated on the Monolith Control table, a character can use the controls to lure psionic creatures to a monolith. This call has a range of 1 mile, but it is not a compulsion and requires no save—creatures that have Intelligence of 2 or lower usually respond, but cleverer creatures can choose not to. This tool is often useful to the Inspired or quori. If the call is not expected or planned, they send troops to investigate.

Under Construction: If a monolith is still under construction, it has as many as three hundred workers living in and around it, plus a squad of twenty Riedran soldiers (fighter 1) led by a sergeant (fighter 3). After a monolith is activated, the soldiers and a trained engineer (expert 5) remain stationed there for 2d6 days.

The interior of an uncompleted monolith is filled with wooden scaffolding that rises up to 400 feet off the ground. Workers use this scaffolding to hoist sections of the shell into position during the building process. Ascending the scaffolding requires successful DC 5 Climb checks, while running or charging on an elevated platform requires a successful DC 10 Balance check. In both cases, failure by 5 or more indicates a fall.

THE HEIRS OF OHR KALUUN

If any force in Riedra actually frightens the Inspired, it is the dissident group known as the Heirs of Ohr Kaluun. Long ago, the nation of Ohr Kaluun was a center for sinister magic. Its priests performed terrible rituals invoking the Dark Six, and its wizards trafficked with fiends in their quests for mystic power. In the Sundering, the people of this land were almost completely obliterated. Some of the few who remain are skulks, transformed by foul spells so they could hide from their enemies.

All loyal Riedrans know that the ruins of Ohr Kaluun are the haunts of *altavars*, and that the magic hidden within the war mazes is deadly and damning. Still, some don't care. The Heirs of Ohr Kaluun knowingly embrace this darkness, hoping to gain power to raise themselves above the Inspired. Humans, skulks, ogre mages, dwarves—what binds these people together is a thirst for mystic knowledge and a hatred for the Inspired. Like the first wizards of Ohr Kaluun, they are willing to sacrifice anything—or anyone—to gain the power they seek. They oppose the Inspired, but anyone who allies with the Heirs of Ohr Kaluun soon learns that the enemy of an enemy is not always a friend.

Like the Cults of the Dragon Below, the Heirs of Ohr Kaluun are not a unified force. The Harmonious Shield and the Thousand Eyes are always hunting these foul wizards, and kill those they discover without hesitation. But new sects always rise from the ashes, innocents corrupted by the promises of the darkness.

Despite their name, the Heirs of Ohr Kaluun are not confined to the islands. A Kaluunite wizard could easily take an interest in the forbidden lore of the yuan-ti or the lost magics of the aventi.

Getting the PCs Involved: The Heirs of Ohr Kaluun are Riedra's answer to the Order of the Emerald Claw—they're the people who are unquestionably up to no good. These people willingly accept damnation (or so they believe) in exchange for power and vengeance. They can be disturbing allies or unexpected foes for those exploring Riedra—a surprise for those who think the Inspired are the greatest evil in the land. The Inspired



The Heirs of Ohr Kaluun search for dark power in the ruins of old Sarlona

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have conquered Riedra, but they at least take care of the people. If the Heirs of Ohr Kaluun took power, horror would be the replacement for stability and oppression.

THE HORNED SHADOW

The Horned Shadow is a young alliance of ogres, ogre mages, and eneko working to forge a new destiny for the ogre races. Within Riedra, these efforts are masterminded by ogre mages who have overcome their indoctrination. This is a dangerous game, and the Thousand Eyes swiftly kill any ogre found to be working with the Shadow. But ogre mages are powerful and cunning—thanks to their shapeshifting powers and natural resistance to magic and telepathy, many mages of the Horned Shadow have been able to avoid the gaze of the Thousand Eyes.

The Horned Shadow has spent the last few years building support. As the organization grows, the masterminds of the Shadow debate the best course of action. Some advocate a mass exodus from Riedra and the establishment of a new ogre kingdom in Syrkarn. Others insist on reclaiming Borunan itself, even if this means the utter destruction of the ogre race in battle with the Inspired.

All is complicated by the fact that some of the followers of the Horned Shadow have less than noble intentions. A few ogre mages simply want power for themselves. While they speak of ogre freedom, these mad mages are interested only in bringing chaos and destruction to the world, spilling as much blood as possible. Ogre members of the organization could be noble rebels or bloodthirsty killers whose love of battle comes before any ideals.

Members of the Horned Shadow can be solid allies, but they can just as easily be disturbing adversaries.

Getting the PCs Involved: Ogre mages are powerful and intelligent creatures, and their shapeshifting abilities make it easy for them to slip in and out of Riedra. An ogre mage could come to the PCs in search of assistance or seek an alliance with the party's patron, such as a dragonmarked house. Ogre warriors aligned with the Shadow could come to the rescue when the PCs are about to be captured by the Thousand Eyes. Ogre mages could use their powers to trick the PCs into conflict with the Inspired, or they could steal the characters' identities to perform an act of terrorism. For a darker twist, a party aligned with the Horned Shadow could seek a powerful artifact hidden in Ohr Kaluun or Xen'drik—an ancient weapon designed to kill humanoids by the thousands, allowing the ogres to decisively shift the balance.

THE UNCHAINED

The Unchained practice one of the most subtle and powerful forms of rebellion. They dream. The founder of the movement was a human named Sulaan, a merchant who was fascinated by the free dreams he experienced in other lands. Sulaan eventually learned about the dream-space. He decided to spread free dreams to the people of Riedra, believing that doing this was the key to change in the world.

Sulaan disappeared five years ago, and many assume that he was taken by the Thousand Eyes. However, some of the Unchained have received dreams of contact from Sulaan. None can say if these are truly the

work of the enigmatic founder, or if the quori are masquerading as Sulaan and using this guise to manipulate his followers.

The Unchained are loosely organized, and most members know only others in their own communities. A few gifted dreamers use Dream of Contact (see page 115) to maintain communication between distant villages, but the Unchained have no grand scheme. Members work to identify others who share their ideas and to teach the Dream Scion (see page 116) feat. In the eyes of the Unchained, dreams alone can win the battle.

Members of the Unchained are typically experts or commoners who have the Education (*ECS* 52) and Dream Scion feats.

Getting the PCs Involved: The Unchained can be useful allies for the PCs precisely because of their passive stance. They can be hidden anywhere in Riedra, and as free thinkers, they can choose to help persecuted characters. They aren't willing to use violence and have limited resources, but they can provide advice and shelter, and potentially a dream of contact.

ENCOUNTERS

This section presents statistics for a number of NPCs who could be encountered by those traveling in Riedra.

THE INSPIRED

The Inspired are the master villains of Sarlona, and many who travel there eventually match blades or minds against the psychic overlords.

A *tsucora* Inspired (*ECS* 290) can serve as a researcher, observer, or ambassador. The Dreaming Dark spy (*ECS* 240) is more capable, useful as an agent of the Dark in Khorvaire, a spy for the Thousand Eyes in Riedra, or a cunning emissary.

The Inspired inquisitor (*Magic of Eberron* 146) is a vessel for an *usvapna*. Such a being could be a powerful member of the Thousand Eyes or the Dreaming Dark, or a lord of a large bastion city.

A *tsoreva* spirit inhabits the Inspired shock trooper (*Magic of Eberron* 144). These psychic warriors form the

THE DANGER OF DISSIDENTS

The Akiak. The Unchained. The Horned Shadow. The Summit Road. The Broken Throne. Far from being a monolithic force, Riedra seems to be riddled with dissidents and rebels.

Or is it?

The chance exists that a dissident group is not what it appears to be. What if it's a front for the Thousand Eyes? Even groups that are truly independent can quickly be turned. Torture and brainwashing can create double agents, but a more efficient tool is *mind seed* (*EPH* 119). Kalaraq quori are even more insidious—their *focused mind seed* ability does not destroy the skills or memories of the victim, but simply changes the personality and desires to those of the quori. This allows the Inspired to subvert key figures in dissident organizations. Such plants maintain their positions, unknowingly serving quori goals. Should the cell ever become a serious threat, the Inspired are ready to shut it down or to send it on a suicide mission against another rebel sect.

For example, it is possible that the Dream Merchants are in fact an arm of the Thousand Eyes. It is almost impossible to eliminate crime—by creating the black market itself, the Eyes gain the ability to monitor and control it. The Inspired are in favor of the dreamlily trade, which helps to weaken the people of Khorvaire, but they don't want to be seen as officially condoning it. Instead, they somehow fail to completely exterminate the Dream Merchants. Through this control, the Thousand Eyes gains the knowledge it needs to identify criminals and eliminate the gravest threats to society while controlling the flow of contraband goods and reaping any profits themselves.

The Inspired aren't the only threat. The Lords of Dust have schemes in Sarlona. Evil yuan-ti or ogre mages can use idealistic dissidents to achieve twisted goals. The dragons of Argonnessen are certainly interested in events on Sarlona, and might hide behind a facade

of rebellion. A dissident group could be exactly what it seems to be, but the group or some portion of it could also be subverted, and the proclaimed goals of the rebels could mask a far more sinister agenda.

THE LIMITS OF MIND SEED

The *mind seed* psionic power and the *focused mind seed* ability of the kalaraq quori are perhaps the most powerful weapons in the quori arsenal. So why don't the quori control the world? Why don't they *mind seed* everyone in Khorvaire?

To begin with, *mind seed* is no common tool. Only a telepath of 15th level or higher can manifest the power, and it requires a significant expenditure of XP. Only a select handful of the Inspired can manifest the power, and they can't use it on a regular basis. Kalaraq quori can use *focused mind seed* once per day without any cost, but the kalaraq are few in number and have many important duties in Sarlona and Dal Quor.

Furthermore, *mind seed* is an uncertain tool. The user has no control over the newborn seed. The quori are fanatically dedicated to the *il-Lashtavar*, and usually this is sufficient to ensure the loyalty of seeds—the victim's personality mirrors that of the quori, and usually he serves Dal Quor with unswerving devotion. Nonetheless, a seed occasionally turns against the Inspired and the Dreaming Dark. These rogue seeds possess all the knowledge (if only a fraction of the power) of a potent quori. They can be the most dangerous dissidents of all.

If a party dedicates itself to battling the Dreaming Dark, it is possible that a PC will be targeted with *mind seed*. *Protection from evil* can prevent a seed from germinating, but only *psionic surgery* (*EPH* 126), *reality revision* (*EPH* 128), *miracle*, or *wish* can remove a seed. Few people in Eberron possess such power. The Venerable Thatari of Tashalatora is one; the Keeper of the Flame is another.



A du'ulora champion is a fearsome foe

rank and file of the Sleeping Sword, and they sometimes serve as officers within the Harmonious Shield.

This section presents two additional Inspired, the du'ulora champion and the tsucora dreamblade.

DU'ULORA CHAMPION

The du'ulora are the warlords of the quori, and their vessels are among the mightiest soldiers the Inspired can bring to bear. The vital kintams and the most elite units of the Sleeping Sword are usually commanded by du'ulora Inspired. They are also found as the bodyguards of especially important bastion lords.

A du'ulora champion uses *ubiquitous vision* any time he believes he is in danger. He maintains his psi-like *inertial armor* (+8 to AC) at all times. If he has time to prepare for combat, he uses *animal affinity* (8 pp, 12 minute duration, +4 to Strength and Constitution) and *force screen* (9 pp, 12 minute duration, +6 to AC). By spending 9 pp, he can use *expansion* to increase his size to Huge for 12 minutes.

This character is designed as a combatant. A du'ulora general should replace Heroic Spirit and Speed of Thought with Leadership (*DMG* 106) and Inspirational Leadership (*Heroes of Battle*). A few du'ulora champions also have levels in the legendary leader prestige class.

DU'ULORA CHAMPION

Du'ulora Inspired psychic warrior 12
LE Medium humanoid (human, psionic)

Action Points 3

Init +2; Senses Listen +15, Spot +24

Languages Common, Infernal, Quori, Riedran

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 armor)

hp 81 (12 HD)

CR 13

Resist exorcism (as 22 HD creature)

Fort +12, Ref +8, Will +11; dual mind (single reroll of failed Will save)

Speed 30 ft. (6 squares), 40 ft. while psionically focused

Melee +2 *deep crystal spiked chain* +13/+8 (2d4+5)

Base Atk +9; Grp +11

Atk Options Combat Expertise, *deep crystal weapon* (expend 2 pp, +2d6), Greater Psionic Weapon (expend focus, +4d6), Improved Trip, Power Attack

Combat Gear *durge of body adjustment*

Power Points/Day: 85; Psychic Warrior Powers Known (ML 12th):

4th—*energy adaption*, *psionic dimension door*, *weapon of energy*

3rd—*greater concealing amorphia*, *hostile empathic transfer* (DC 18), *ubiquitous vision*

2nd—*animal affinity*, *hustle*, *psionic darkvision*

1st—*expansion*, *force screen*, *inertial armor*

Psi-Like Abilities (ML 10th):

At will—*far hand* (range 60 feet, 15 pounds), *mindlink*, *psionic rage* (DC 18)

3/day—*id insinuation* (4 targets, DC 19), *inertial armor* (+8 AC), *psionic scent*, *psionic true seeing*, *trace teleport* (range 200 feet)

1/day—*body adjustment* (4d12), *recall agony* (9d6, DC 20)

Abilities Str 14, Dex 14, Con 14, Int 15, Wis 20, Cha 19

Feats Combat Expertise^B, Exotic Weapon Proficiency (spiked chain)^B, Greater Psionic Weapon^{EPH,B}, Heroic Spirit^{ECS}, Improved Trip^B, Power Attack, Psionic Meditation^{EPH}, Psionic Weapon^{EPH,B}, Quicken Power^{EPH}, Speed of Thought^{EPH}

Skills Autohypnosis +32, Bluff +15, Concentration +28, Diplomacy +17, Disguise +5 (+7 to impersonate humans or act in character), Intimidate +28, Knowledge (the planes) +8, Knowledge (psionics) +10, Listen +15, Move Silently +14, Psicraft +10, Search +19, Sense Motive +17, Sleight of Hand +7, Spot +24, Survival +17

Possessions combat gear plus *faceted personality* (Dexterity) +2, *faceted personality* (Wisdom) +2, *glamerweave cloak of resistance* +2, +2 *deep crystal spiked chain*, *glamerweave noble's outfit*

Exorcised Absent the quori spirit, the champion has the following ability scores: Str 14, Dex 14, Con 14, Int 10, Wis 17, Cha 10. His skills are Autohypnosis +15, Bluff +4, Climb +6, Concentration +15, Diplomacy +9, Intimidate +11, Knowledge (psionics) +1, Listen +3, Search +2, Spot +9.

Psi-Like Abilities Psi-like abilities manifest as if powered by power points equal to the manifester level (*EPH* 184). *Psionic rage* is identical to the *rage* spell, but it is 4th level and can be used against an unwilling target. When a du'ulora uses *id insinuation*, add +10 to the d% roll to determine actions each round.

Hook "I strike with the force of Riedra."

TSUCORA DREAMBLADE

Dreamblades are assassins. Although dreamblades are primarily tools of the Dreaming Dark, the Thousand Eyes has a few of them.

This dreamblade is a nightmare warrior who fights with blades formed of pure darkness. She cannot go toe to toe with a fighter of the same level, and she knows it. She relies on stealth and surprise, seeking to overwhelm her target with a devastating first attack followed with *recall agony*. Should this initial attack fail, she uses her *psionic tattoo of dimension door* and her *burst* power to flee.



The soldiers of the Harmonious Shield embody Riedra's might

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TSUCORA DREAMBLADE

Tsucora Inspired soulknife 6/psionic assassin* 2

* see page 113

LE Medium humanoid (human, psionic)

Init +3; **Senses** Listen +11, Spot +18

Languages Common, Quori, Riedran

AC 19, touch 13, flat-footed 16; uncanny dodge (+3 Dex, +6 inertial armor)

hp 53 (8 HD)

Resist exorcism (as 14 HD creature)

Fort +4 (+5 against poison), **Ref** +12, **Will** +10; dual mind (single reroll of failed Will save)

Speed 30 ft. (6 squares), 40 ft. while psionically focused

Melee +1 keen mind blade +10 (1d6+4, 17-20)

Ranged +1 keen mind blade +10 (1d6+4, 17-20)

Base Atk +5; **Grp** +8

Atk Options Combat Expertise, death attack (DC 15), free draw, mind blade enhancement +1, Psionic Weapon (expend focus, +2d6), psychic strike +1d8, shape mind blade, sneak attack +1d6, Thoughtshifter

Combat Gear psionic tattoo of animal affinity, psionic tattoo of psionic knock, psionic tattoo of psionic dimension door

Power Points/Day: 12; **Psionic Assassin Powers Known** (ML 2nd):

1st—burst, chameleon

Psi-Like Abilities (ML 6th):

3/day—body equilibrium, far hand (range 45 feet, 11 pounds), inertial armor*, psionic scent

1/day—body adjustment (2d12), id insinuation (2 targets, DC 16), mind-link, psionic charm (affects animals, fey, giants, humanoids,

CR 9

magical beasts, and monstrous humanoids; DC 15), recall agony (5d6, DC 16)

*already manifested

Abilities Str 16, Dex 16, Con 12, Int 17, Wis 18, Cha 17

SQ poison use

Feats Combat Expertise, Psionic Weapon, Speed of Thought^B, Shield of Thought (*Races of Eberron* 113), Thoughtshifter (*Races of Eberron* 118), Weapon Focus (mind blade)^B, Wild Talent^B

Skills Autohypnosis +18, Bluff +16, Climb +7, Concentration +19, Diplomacy +18, Disguise +9 (+11 to impersonate humans or act in character), Hide +13, Jump +10, Intimidate +18, Knowledge (the planes) +11, Knowledge (psionics) +13, Listen +11, Move Silently +20, Psicraft +14, Sense Motive +14, Spot +18, Tumble +17

Possessions combat gear plus faceted personality (*Strength*) +2, cloak of resistance +1

Exorcised Absent the quori spirit, a champion has the following ability scores: Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 8. She loses 1 power point. Her skills are Autohypnosis +15, Bluff +4, Climb +6, Concentration +10, Diplomacy +2, Disguise +6 (+8 to act in character), Hide +12, Jump +9, Intimidate +4, Knowledge (psionics) +2, Listen +9, Move Silently +10, Spot +7, Tumble +16.

Mind Blade Enhancement The keen property of a dreamblade's mind blade can be replaced with defending, lucky, mighty cleaving, psychokinetic, sundering, or vicious.

Hook "Darkness calls you."

TASKAAN SHIFTER

Shifters of the Savage Legion are few but all are bred for battle. The Taskaan adhere to a strict code of discipline and loyalty to the Inspired. Although furious in battle, they act with skill and wisdom.

Although the beasthide trait is the most common among the Taskaan, shifters who have other traits are also found in the legion. Some Inspired lords prefer to maintain a corps of shifters each of whom has the same trait, while others strive for diversity in their house guards.

MASQUER

Male or female changeling expert 2/rogue 3

The masquers are the elite spies of the Thousand Eyes—exceptional changelings trained in the arts of subterfuge and observation. A masquer seldom carries weapons and never initiates combat. Her job is to infiltrate, observe, and report, allowing others to do the messy work. Those who encounter a masquer rarely know it, but any foreigner who spends time in a bastion is observed by one.

Masquers always take changeling rogue substitution levels (*Races of Eberron* 122). They also wear psionic shift-weave outfits (*Sharn: City of Towers* 170), which are universal items based on metacreativity.

EDGEWALKERS

"Sword against shadow. Faith against fear. I walk the edge of the world, and no horror shall pass my blade."

—The Vow of the Edgewalker

The wild zones of Sarlona are filled with terrors. When Riedra took shape, it was clear that someone needed to protect the people of the newborn nation from the horrors that lie beyond the world. Thus, the Inspired assembled a corps of soldiers possessed of the utmost integrity and skill. For nine hundred years these warriors have held the chaos of the outer realms at bay.

These are the Edgewalkers, heroes of Riedra . . . and possibly its greatest hope for salvation.

JOINING THE EDGEWALKERS

Service in the Edgewalkers is not a choice. It is an honor and a duty, a calling from the Inspired themselves. Many Edgewalker soldiers are drawn from the other branches of the Harmonious Shield; these are among the most skilled and dedicated. Others are chosen to serve the corps at an early age and spend their adolescence in intensive training.

Edgewalkers are the shield of Riedra, and it would be almost unimaginable for a foreigner to be drawn into the service. As such, an Edgewalker PC is most likely a Riedran who already meets the entry requirements at the start of the campaign, and who can be assumed to have been raised as an Edgewalker.

ENTRY REQUIREMENTS

Region of Origin: Riedra.

Skills: Knowledge (the planes) 2 ranks, Survival 2 ranks.

Special: Must be chosen by Riedran authorities.

Most Edgewalkers have levels in PC classes. The majority are rangers, with a number of psychic warriors and scouts. The corps also has a unit of psions, primarily nomads and

seers, along with a handful of clerics of the Path of Inspiration. However, any class can find a place in the Edgewalkers. While the Inspired have purged arcane magic from the common populace of Riedra, when it comes to defending against extraplanar threats, they are willing to make exceptions. The Edgewalkers feature a few diviners and abjurers, and if a Riedran child develops the talents of a warlock or a sorcerer, he might be claimed by the Edgewalkers. Such characters believe that it is dangerous to use arcane forces, but that devoted service to the Inspired is a shield—an Edgewalker warlock should never use his powers for his own benefit, but as long as he uses them solely in defense of Riedra, his devotion should save him.

DMs using *Complete Psionic* can add ardens and divine minds to the mix; Edgewalker ardens most often choose the mantles of Life and the Planes.

EDGEWALKER BENEFITS

The Edgewalkers are an elite military force trained to deal with the myriad dangers of the wild zones and other supernatural and extraplanar threats.

Economics: An Edgewalker receives free room and board in any Riedran community.

Gear: Edgewalkers are assigned equipment. They do not have to pay for basic goods, and might even receive minor psionic or magic items at no charge—though they must account for such items at the conclusion of an assignment. Although they could receive free supplies, Edgewalkers have no access to nonstandard equipment, since Riedrans are not expected to purchase goods, and any unusual requests must be justified.

Services: For a Riedran, an Edgewalker has an unusual level of access to divine and arcane magic. Edgewalker spellcasters might be motivated by the needs of a mission or by friendship with a character, but their services cannot be purchased with gold.

Information: The Edgewalkers are the ultimate authority on the wild zones of Riedra. By consulting at an Edgewalker stronghold, a member can attempt a Knowledge (the planes) check with a bonus of +2 to gain information on any wild zone, or +5 on one of the zones specifically overseen by the fortress. Alternatively, he can call on an NPC sage to make a Knowledge (the planes) check with a modifier of +12, or a Knowledge (arcana) or Knowledge (psionics) check with a modifier of +8.

Access: Through intensive training and hands-on experience, Edgewalkers gain access to a number of special options. At the DM's discretion, Edgewalkers can learn manifest spellshaper feats (*Player's Guide to Eberron* 124–126), or feats from *Planar Handbook*.

PLAYING AN EDGEWALKER

You are a warrior on the front lines of a war beyond imagination. Other soldiers of the Harmonious Shield chase dromites through tunnels or glare at the Adarans across mountain walls. You? It's your job to go toe to toe with demons and monsters shaped by forces of madness. You've stared into raw chaos, and felt the heat of elemental fire. You'll be lucky if you live ten years in the service, but you wouldn't have it any other way. These horrors can't be left to prey on the innocent.

As an Edgewalker, you know just how fragile the world is. The wild zones are permanent battlegrounds, but the walls of reality can be breached anywhere, at any

time. Also, extraplanar threats are only the beginning. Vampires, ghosts, rakshasas—fiends, undead, and aberrations are all your concern. You are the sentinel who walks the line between the natural and unnatural world. Your greatest challenge is to hold to your faith, lest you become the darkness that you battle.

You have no use for humor and no time for leisure. Evil is out there, and every minute you spend at peace is a moment you could serve in battle. Study those around you for any signs of possession or corruption. Never lower your guard, and never pass up an opportunity to defend an innocent from harm.

Not all soldiers live up to this ideal. Perhaps you are a fallen Edgewalker, one who has seen the power that lies in the darkness and now pursues it. You have abandoned the Path of Inspiration, and you care nothing for innocents. You conceal your true motives from your comrades, but when you enter the wild zones, you aren't thinking of the safety of Riedra; your only interest is your own gain. You intend to be a demon prince, the equal of any of the Inspired . . . and woe betide anyone who stands in your way.

Fallen or true, you were indoctrinated from birth in the Path of Inspiration. You were taught to believe in the *il-altas*, to believe that the Inspired are guided by the spirit of Riedra itself. You have seen the good that the Inspired have done for your people; you have fought beside Inspired lords against aberrations and fiends. Nonetheless, of all the people in Riedra, you are best equipped to realize the true nature of your overlords. But what do you do if you determine your beloved masters are alien terrors? If you speak out, you will be denounced as a heretic and slain. Perhaps you can work from within, helping dissidents and gathering information. Or you might flee to a foreign land. You know that the battle of the planes stretches beyond national borders; if you decide to fight the quori, you can fight them anywhere in the world.

Some Edgewalkers remain loyal to the Inspired even after learning the truth about the quori. The quori might be alien spirits, but they have brought peace and security to the people of Riedra. In many ways, the kalashtar agenda is as selfish as that of the Dreaming Dark. Finally, you might decide that you can no longer work for the Inspired, and that you must find your own path, fighting both the kalashtar and the quori.

Combat: You are a mortal fighting fiends and horrors. You expect to be outmatched by your enemies, and you must look for every possible advantage. Study your enemy. Don't just charge into battle and fight until you fall. Study. Observe. Adapt. If need be, retreat and reequip. You are not afraid to die in battle, but if there's a possibility of buying a later victory with retreat, do so.

You are always ready to do battle, but you know that violence is not always the best solution. Many spirits can be bound by oaths or flattery. In such situations, words can be far more effective than weapons. Know your enemy, and choose your tools wisely.

Advancement: Edgewalkers are divided into two orders, the sentries and the inquisitors. A sentry might spend his entire career at one fortress. You most likely follow the path of the inquisitor, a roaming agent who can be sent anywhere in Eberron. Edgewalker inquisitors are unlikely to ever get promoted: Your skills are too

useful in the field. You go where the Inspired send you. If you are true to your cause, personal wealth and luxury mean very little. If you are a fallen Edgewalker, you hope to use your knowledge of the planes to gain personal power. If you are a rebel, you seek to protect the people from supernatural danger, but this struggle could bring you into conflict with your former masters.

Missions: An Edgewalker sentry guards a specific manifest zone. Often this duty involves patrolling the perimeter, which is slashed and burned to provide a clear line of sight. Other times, you might be sent into the zone itself, to recover valuable resources or monitor experiments set in motion by the Inspired.

Edgewalker inquisitors are constantly in motion, and might be called in to investigate any supernatural threat or flare in planar activity. Your duties are not limited to Riedra. You might be sent to Syrkarn to battle rakshasas or to Xen'drik to investigate the planar magic of the giants. You could even be sent to Khorvaire to uncover the secret of the Mourning. This sort of assignment would provide you with a solid base for traveling the world and working with Khorvairian adventurers, while still remaining loyal to the Inspired.

Responsibilities: Whether you are a sentry or an inquisitor, your duties are simple. Follow the orders of the Inspired. Defend the innocent people of Riedra from extraplanar and supernatural horrors. In many ways, you have much in common with a templar of the Silver Flame, but you serve the Path of Inspiration, not a flame whose own followers admit is tainted by demonic influences.



The Edgewalkers protect Riedra from extraplanar threats

EDGEWALKERS IN THE WORLD

"I am impressed by how efficiently these soldiers contained the eruption from Fernia. Nonetheless, I continue to question the wisdom of training mortals in the techniques of exorcism and dimensional binding."

—Lord Xerakhesh, Dominator of the Dreaming Dark

Wild zones hold a wealth of opportunities for adventurers, and the Edgewalkers are the gatekeepers of these regions. They might oppose adventurers who seek to release or remove something held within a wild zone, or who seek to destroy an Inspired installation based in a wild zone. But Edgewalkers can just as easily be allies who come to the aid of adventurers who underestimate the danger of the planar breaches. Most Edgewalkers are good people who have sworn their lives to protecting innocents—even innocent foreigners.

Organization: The Edgewalkers were founded in 390 Unity (88 YK), in response to a disastrous planar incursion in the province of Nulakesh. However, the group has its roots in the nation of Khalesh. Before the Sundering, the couatl-worshiping people of Khalesh sought to eliminate all supernatural threats in Sarlona. Although most Khalesh were killed during the Sundering, their legacy lives on in the Edgewalkers.

The Edgewalkers are a military corps, but the hierarchy is simple and promotion is rare. The bulk of the members belong to the Order of Sentries, soldiers assigned to a specific region. All soldiers begin with the rank of sentry. A sentry guide commands a squad of sentries.

A sentry warden commands a small watchtower. These posts are generally held by Chosen, though a few gifted humans have risen to this rank.

A sentry lord commands a fortress. Chosen who advance to this rank are usually *tsucora* or *du'ulora* Inspired.

A lord commander coordinates efforts across an entire province. The posts are all held by Inspired.

The supreme commander of the order is Lord Kaltaresh, Keeper of Seals (LN male *du'ulora* Inspired nomad 13). Kaltaresh guides the Edgewalkers from the bastion of Dar Mun.



Seal of the Edgewalkers

FV

A fraction of Edgewalkers belong to the Order of Inquisitors. There are no ranks within this order; technically, an inquisitor stands between sentry guide and sentry warden, and the activities of the inquisitors are coordinated by the lord commanders.

Edgewalkers Headquarters: The seat of the Edgewalkers is the bastion of Dar Mun (large city, population 19,320) in the province of Nulakesh. Dar Mun is located between four separate wild zones; two are tied to Shavarath, one to Daanvi, and one to Dolurrah. Despite the Dar prefix (see Bastion Cities, page 71), the city is an inland community; the Riedrans view it as a "world port." In addition to holding garrisons and training facilities for Edgewalkers, Dar Mun has one of the finest arcane libraries and workshops in Riedra. A permanent *psionic teleportation circle* links the bastion to Durat Tal. The Inspired conduct most of their planar research in Dar Mun, and PCs could be sent to steal data from the bastion or to sabotage an eldritch machine (*ECS 273*) being constructed there.

NPC Reactions: Edgewalkers are heroes and always receive a friendly welcome in Riedran communities. Beyond Riedra, Edgewalkers are much less well known; even in Adar or Syrkarn, few can tell the difference between Edgewalkers and other Riedran soldiers, and they react accordingly. The exceptions are communities close to wild zones. Lord Kaltaresh has occasionally sent Edgewalkers to counter dangerous planar surges in Syrkarn and the Tundra. In these areas, locals might be friendly to Edgewalkers despite a general hostility toward Riedrans.

EDGEWALKER LORE

Characters who have ranks in Knowledge (geography) can research the Edgewalkers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. Knowledge (the planes) can be used instead, but the DCs all increase by 5.

DC 10: The Edgewalkers of Riedra are soldiers who guard the wild zones. They prevent innocents from wandering into the zones, and keep the evil from escaping.

DETECT EVIL?

Might an Edgewalker spellcaster who has access to *detect evil* learn that the Inspired are evil? Perhaps. That spellcaster would have to have not only the impetus, but also the temerity to use *detect evil* on one of the Chosen or Inspired. Even in so doing, however, after decades of indoctrination, a Riedran is more likely to question the veracity of his spell, which could have been tainted by an *altavar*, than to instantly turn against his lord. Behavior

is the critical factor. If an Inspired is given to public displays of needless cruelty, the Edgewalker might become convinced that this particular lord has fallen to corruption. But typically, the deeds of the Inspired, beneficial as they are to maintaining the safety and stability of Riedran society, overcome any doubts raised by the use of magic. It takes more than one spell to shake a Riedran's faith.

DC 15: Edgewalkers are trained to fight all forms of supernatural evil. They are not simply border guards; they often venture within the zones and might be called in by the Harmonious Shield wherever unnatural evil is found.

DC 20: Many of the creatures the Edgewalkers fight cannot be harmed by steel or crystal. Edgewalkers are blessed by the Inspired, and often have magical or mental powers that they use to battle such evil spirits.

A character who has ranks in Knowledge (history) can make a successful check to learn the following fact.

DC 25: The wild zones predate the coming of the Inspired, and have posed a threat throughout history. Many of the Edgewalker techniques are derived from the Order of the Silver Blade, a league of Khaleshite knights wiped out when that kingdom was targeted in the Sundering.

Edgewalkers can be found near any dangerous wild zone. Depending on the threat presented by the zone, there might be a full fortress or simply a squad of Edgewalkers living off the land. More often than not, adventurers won't have to seek out Edgewalkers—if PCs attempt to enter a zone, there's a good chance Edgewalkers will come to warn them away.

EDGEWALKERS IN THE GAME

Edgewalkers can serve as allies, enemies, or sources of information. If PCs are wandering through the Riedran wilds, an Edgewalker patrol might warn them of the dangers that lie ahead. Should the tide of battle turn against adventurers, Edgewalkers could show up to provide assistance. Alternatively, PCs could encounter embattled Edgewalkers and decide whether to aid them. Such encounters are most likely to occur in Riedra, but could occur in Xen'drik, the Frostfell, or even Khorvaire.

The Edgewalkers present a chance for PCs to deal with Riedrans who are not drones or servants of the Dreaming Dark agenda. Edgewalkers might be enemies or allies, but they show PCs that there are noble Riedrans—even among those who willingly serve the Inspired.

Adaptation: As presented here, the Edgewalkers are strongly focused on the wild zones of Riedra. However, they could be a more active covert strike force that has been engaged in international operations for centuries. In this scenario, the Edgewalkers would seek to curtail any supernatural force the Inspired see as a threat to

order, including the daelkyr, the Lords of Dust, the Chamber, and the Undying Court. Such Edgewalkers should include changelings, rogues, lurks (*Complete Psionic*), and other character types suited to covert operation and observation.

Encounters: A first encounter with an Edgewalker is likely to be tense. PCs might assume the worst about a Riedran soldier, while the Edgewalker might jump to the conclusion that the PCs are doing the bidding of *altavars*. However, if level heads prevail, an Edgewalker can be a valuable ally in any environment.

EL7: The Edgewalker Khern (LG male Chosen ranger 3/psychic warrior 3) is a gifted inquisitor. He has been sent to investigate the recent developments in the dark jungle of Shanjuered, a quest that happens to coincide with the PCs' arrival in the wild zone. Khern is very suspicious of the foreigners and their motives, and he acts to prevent them from forming an alliance with the *altavar* of the jungle. However, his primary interest is gathering information, and if the adventurers are diplomatic, Khern's knowledge of the wild zone could help them all get out alive.

PLACES OF INTEREST

The networks of Riedran bastions and villages are intentionally uniform in design. Over the course of a thousand years, the Harmonious Shield has eliminated most dangerous monsters and other threats from the areas around Riedran villages. Life in a village is stable, secure, and quite similar to life in any other Riedran village a hundred miles away.

A few of these places of interest are described below.

BASTION CITIES

Cities of the Inspired

The central territories of Riedra are dominated by the massive bastion cities, which serve both as military garrisons and industrial centers. Riedran communities can be identified by prefix. Nearly all bastions use one of three prefixes: Dul (an inland metropolis), Tol (inland city), or Dar (a port, regardless of size).

Bastion cities are built using spherical wards. A Tol might be contained in a single sphere, while Dul and Dar bastions are typically composed of multiple linked wards. These wards are divided into districts based on industry. Each district includes a major workhouse or factory,

LORD KALTARESH, KEEPER OF SEALS

Inspired Lord Kaltaresh (in a long-dead vessel) organized the soldiers who opposed the Nulakesh incursion in 390 Unity (88 YK). Thus, among the Edgewalkers, he is known as "the First."

Kaltaresh is especially powerful and cunning for a *du'ulora*; he has 24 Hit Dice, and his mental ability scores are Int 20, Wis 23, Cha 21. Two thousand years ago, he was one of the commanders in the battle against the *quori* who eventually became the *kalashtar*, and he learned much of the planes during this hunt. He hates the *kalashtar* and believes that the followers of the Path of Light must be

destroyed. However, Kalataresh is one of the few *quori* of the age who is not actually evil. He does what he must to protect his people, but he is not cruel by nature and he does not savor violence. He is truly concerned with the stability of Eberron and disturbed by the Mourning, believing the fate of the *quori* to be linked to Eberron.

For now Kaltaresh follows the guidance of the Dreaming Dark, but he could ally with Lady Sharadhuna if she opposes the Devourer. Other *quori* know of Kaltaresh's aberrant alignment, but so far his personal power and reputation have kept him alive.

along with dormitories for the workers and a central assembly hall similar to what would be found in a village. Many Riedran workers never leave their districts; food, shelter, and work can all be found in this one region, and people spend most of their spare time in their assembly halls or meditating in dormitories.

In bastions, child-rearing is considered an industry. Children are raised communally in districts dedicated to this purpose, and are rarely seen in other districts.

The primary military garrison is located at the center of a district, so most of the troops are equidistant from any disaster. Smaller outposts are placed along the outer walls. A bastion with a population of 100,000 or more will usually have a permanent *psionic teleportation circle* at the disposal of the Inspired, but smaller communities might lack this valuable resource.

Dar Ulatesh (metropolis, population 113,106):

The western gate of Riedra is the seat of trade across the Sea of Rage. A foreign quarter has recently been established, although it is smaller than its counterpart in Dar Jin. Dar Ulatesh is a stronghold for the Harmonious Sail, but there are shadier elements here as well (this is a good place to contact the Dream Merchants). In addition, the city is a training ground for the Dreaming Dark, and it is home to a number of the shadow lines. Dar Ulatesh is ruled by the Inspired Lord Ulatorn (LE male *usvapna* Inspired telepath 13), a minister of the Iron Gate.

Durat Tal (metropolis, population 631,022):

The largest city in Riedra is the administrative heart of Riedra, and from this glittering capital the mighty pathfinder Lord Surasek (LE male *kalaraq* Inspired seer 20) guides the nation. In addition to being the center for the Guiding Path, Durat Tal trains and houses a vast number of soldiers, which can be dispatched across the realm through *psionic teleportation circles*. Durat Tal is the hub of the *teleportation circle* network, and most traffic between circle-equipped kintams and bastions passes through this city.

Tol Deth (large city, population 14,410): This Nulakesh bastion lies close to a wild zone linked to Shavarath—the Inspired are studying the zone to find a way to tap its energy and breed superior soldiers or war-beasts. If House Vadalis learns about this, PCs could be sent to see what the Riedrans have done. Alternatively, a party of Riedran adventurers could be dispatched to destroy an experiment gone horribly wrong.

DAR JIN

Primary Riedran Port; Metropolis; Population 392,000

Dar Jin rises up from the waters of the Barren Sea, and stretches along the coast. The city's massive walls are smooth red stone with wide lines of blue crystal embedded in the surface—these labyrinthine patterns glow with an inner light. The towers that rise up above are whorled and rounded, and seem to have been blown from colored glass.

Dar Jin is the greatest port of Riedra. It is the terminus of the Xen'drik trade route, and much of the industry of the city is devoted to processing the goods from that land. Trade goods are organized and stored in preparation for transport across the nation, and crystal foundries transform shards into crysteel and other useful forms.

The walls of the city extend for miles, and the slender towers stretch hundreds of feet into the air. The harbor is filled with ships, and the docks are thronged with people. But the people of Dar Jin go about their business silently, speaking only when it is absolutely necessary.

Throughout the history of Riedra, all trade has been conducted on foreign soil. In 1300 Unity (998 YK), that curtain was lifted. Today, merchants can petition Inspired ambassadors for the right to dock in the harbor of Dar Jin.

Leadership: Lady Tureya (LE female *usvapna* Inspired telepath 15) is the Eidolon of Dar Jin. Thousands of lesser Inspired and Chosen labor beneath her.

Demographics: 94% humans, 2% Chosen/Inspired, 1% ogres, 3% others (changelings, dwarves, elves, gnomes, half-elves, half-orcs, halflings, ogre mages, shifters, skulks).

Economics: 25,000 gp purchase limit; no asset limit. Larger transactions could be arranged in time for the purpose of international trade, but expensive single items are rarely found here.

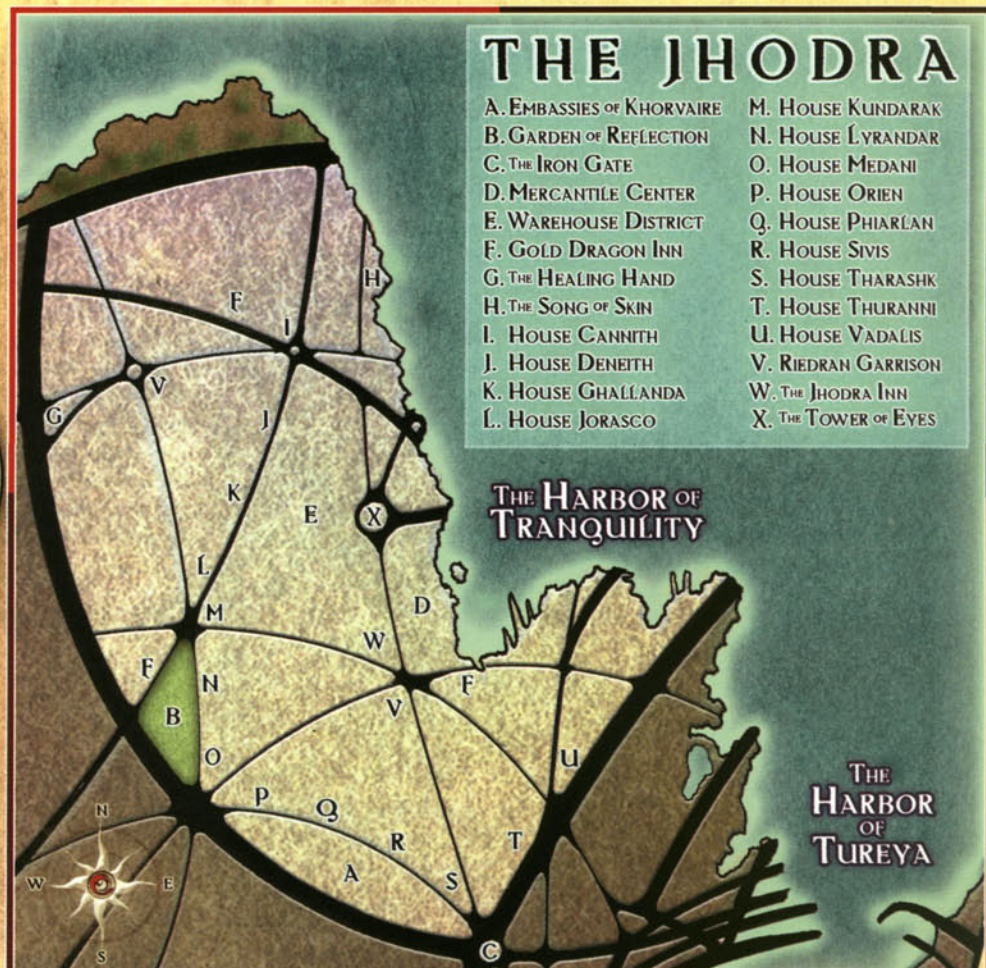
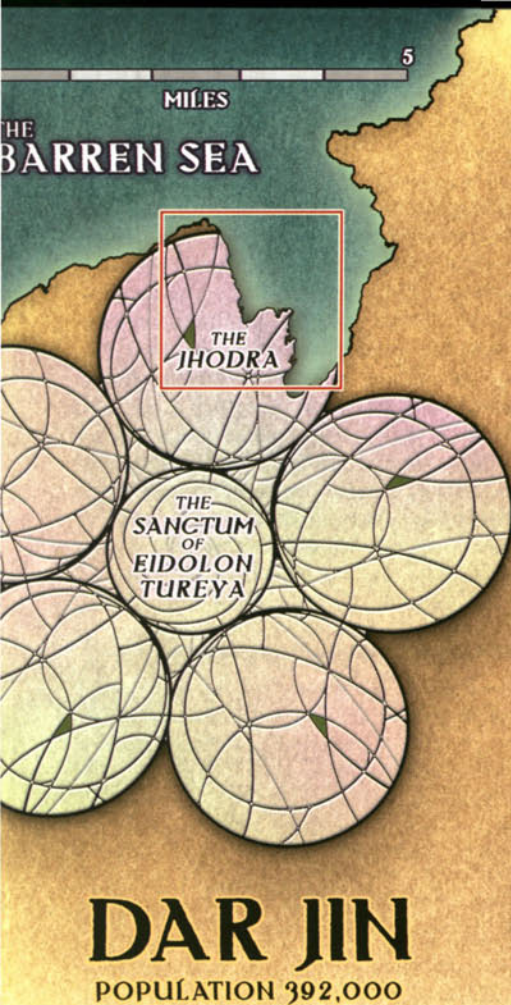
Notable Features

Dar Jin is larger than any city in Khorvaire. It is composed of five spherical wards, each a metropolis in its own right. Four of the wards are almost identical. The streets are paved with smooth black cobblestones, interspersed with squares of clear crysteel. When darkness falls, the crysteel blocks glow with a soft light. Workhouses, dormitories, and storehouses are made of blocks of black and white stone; crysteel panels serve as skylights during the day and glowing lanterns at night. Most buildings are curved or whorled; hard angles are few and far between. The city is beautiful in its way, but is extremely repetitive—every dormitory looks exactly the same.

The Sanctum of Eidolon Tureya: This massive keep is a district in its own right, filling the space where the five wards come together. The heart of the sanctum is an ovoid tower built from stone, crysteel, and *sentira*. Almost eight hundred feet in height, it can be seen across the length of the city. The outer foundation is a fortress in its own right, housing the Eidolon's personal troops: over a thousand Taskaan shifters, along with Inspired shock troopers and members of the Horned Guard. Farther in lie the quarters of the Chosen, where young Chosen train in the *psionic arts* and prepare to take their places in Riedran society. The central tower is the heart of the Iron Gate, and Tureya and her subordinates analyze Riedran trade and diplomacy and discuss plans for the future. If someone was looking to recover a manifest of Riedran shipping imports for the last year, or to determine if the Iron Gate was supporting the dreamlily trade, odds are the knowledge is locked away in the great tower.

The Jhodra

A section of the harbor ward has been transformed into a foreign quarter, called the Jhodra (Riedrans refer to it as "tainted land" outside the hearing of foreigners). Most Riedrans are forbidden to enter the Jhodra; those who work and live in the area are carefully trained to deal with foreigners. Likewise, there are only two ways for foreigners to leave the ward—heading back to sea, or acquiring a transit visa from the Iron Gate.



As in most Riedran cities, the streets and buildings beyond the Jhodra are not marked with signs. These signs, however, have been embedded into the sentira engravings; by concentrating on the pattern, a traveler can feel the image as a faint memory in his mind. The inhabitants of the outer wards avoid foreigners, while bastion guards challenge any foreigners found beyond the Jhodra.

Much of the Jhodra is devoted to the shipping trade and is taken up with warehouses, shipyards, and the customs and inspection facilities of the Iron Gate. There are only a few Riedran businesses that cater to foreigners. However, the Inspired have leased property to each of the dragonmarked houses. As such, adventurers who want a familiar meal can dine at House Ghallanda's Gold Dragon Inn. The Jhodra also contains a number of embassies. To date, Aundair, Breland, Karrnath, the Mror Holds, Q'barra, and Zilargo have established consulates in Dar Jin. The Inspired have not yet extended an invitation to the elves of Aerenal or Valenar. The Thousand Eyes keeps a very sharp watch on these embassies. As a result, the ambassadors might turn to unfamiliar faces—such as adventurers—if they need to engage in subterfuge.

Although violence is rare, the Inspired maintain a strong military presence along the docks. Hundreds of bastion guards patrol the Jhodra, along with dozens of Thousand Eyes guardians and a handful of masquers. Fifty Taskaan shifters are kept on alert, ready to respond to any report of violence. Ten Horned Guards are also assigned to the Jhodra, with six on duty at any given time. Four of these ogre mages observe from the air,

using *invisibility* to hide from the eyes of criminals. The other two wander the streets, providing an imposing visual deterrent.

It is worth noting that the Jhodra has an unusually high concentration of medium- to high-level Chosen (9th–12th). The Inspired are rightfully afraid of foreign espionage in the Jhodra and have devoted considerable resources to the district.

The Harbor of Tranquility: Dar Jin maintains a specific harbor for all foreign ships. Outlander vessels are met and escorted in by small Harmonious Sail warships. Anyone who wants to enter the foreign quarter must pass through a customs inspection. *Clairsentience* is used to detect magic, and inspectors confiscate any magic items that has a moderate or strong aura of the conjuration, enchantment, evocation, or necromancy school; confiscated items can be reclaimed upon departure.

The customs inspection is relatively brief, however, compared to the interrogation process required to gain a transit visa beyond the Jhodra. The visitor is questioned about his reasons for coming to Riedra, his occupation, and whether he is carrying dangerous goods or has any criminal intent. A typical customs agent specializes in Sense Motive, giving him a +13 modifier to his check.

The Iron Gate (C): The Jhodra is separated from the rest of the Harbor Ward by high walls; the only exit is a massive iron-bound gate. Anyone who wants to leave must obtain the approval of the aptly named Iron Gate. These diplomats process all requests for information and transit visas, in addition to negotiating with ambassadors and influential merchants. Every two weeks the

Gate hosts a meal for influential foreigners; this is a good opportunity to meet the local ambassadors and dragon-marked barons.

The Gatekeeper of the Jhodra is Lord Helkadesh (LE male *usvapna* Inspired telepath 10). Tall and thin, Helkadesh is charming and witty—but iron lurks beneath the velvet, and anyone who wants to obtain an entry visa is personally questioned and *mind probed* by Lord Helkadesh. Helkadesh is an Inspired inquisitor (*Magic of Eberron* 146; replace the powers *catapsi* and *psionic plane shift* with *psionic true seeing* and *shatter mind blank*, and replace Body Fuel with Expanded Knowledge [*psionic dimension door*]).

Garden of Reflection (B): Each ward includes a place for people to come and meditate. These gardens of reflection contain lovely foliage, but the primary

attractions are the mosaics of crystal and sentira. These psiaactive displays hold specific emotional chords; Riedrans focus on these mosaics to clear their own thoughts. Priests of the Path of Inspiration are always present, willing to offer spiritual guidance to anyone in need—even troubled outlanders. Those who undergo meditation with a priest occasionally have guiding dreams the following night; this could be the work of manipulative quori, a dream scion using Dream of Contact, or the spirit of Riedra itself, if such a thing exists.

The Mercantile Center (D): The Jhodra was opened to facilitate trade, and all trade with Riedrans occurs in the mercantile center. The center is divided into sections, showcasing textiles, glassworks, medicinal supplies, and foodstuffs. Basic goods—tools, beasts of

BUYING AND SELLING IN DAR JIN

Most mundane goods—food, clothing, expedition supplies—can be found at the Mercantile Center. Anything not mentioned below—including weapons, poisons, and magic items—can be obtained through the Dream Merchants.

ARCANE SPELLCASTING

Dragonmarked Houses: The Inspired have not allowed any of the wizard's circles of Khorvaire to establish themselves in Dar Jin, and arcane magic is hard to come by. The dragonmarked houses have heirs who possess the least and lesser dragonmarks of their houses, and might have low-level wizards or magewrights specializing in spells tied to house services.

Rhuun: Dissident wizard. See description under notable NPCs, page 75.

COMMUNICATION

House Sivis (R): The Sivis enclave has three *speaking stones*, but it can take up to three days for a message to reach Khorvaire. Swifter communication can be purchased from Master Speaker Tesser Torralyn d'Sivis (N male gnome expert 4/dragonmarked heir 5), who can use *sending* twice per day at a cost of 250 gp per use. The Thousand Eyes keeps an especially close watch on the Sivis enclave. The gnomes fight to preserve the security of their communications, and they consider this war of espionage and counterintelligence to be a wonderful challenge.

DIVINE MAGIC AND HEALING

The Healing Hand (G): The Healing Hand maintains a large infirmary that provides mundane healing to those in need. In addition, the overseer Taan (LN male Chosen ardent 6) possesses the Life and Repose mantles (*Complete Psionic*), and can perform psionic healing. He usually reserves this power for Riedrans in need, but could help foreigners who have somehow earned his respect. At the DM's discretion, Taan could be a member of the Unchained.

House Jorasco (L): The enclave in Dar Jin provides typical Jorasco services, including the sale of healing

potions. The baron of the enclave is Dorial d'Jorasco (NG male halfling cleric 9), a devout worshiper of the Sovereign Host who requested the post in the hopes of serving his faith. Although he is forbidden from openly practicing his religion on the streets of Dar Jin, he might secretly assist adventurers who serve the Sovereigns. This enclave is the only place where *raise dead* is available in the Jhodra.

FOOD, SHELTER, AND ENTERTAINMENT

Gold Dragon Inn (F): House Ghallanda has three of these inns spread across the Jhodra. All three are virtually identical, providing reliable room and board for 2 gp per night. A House Phiarlan entertainer is typically on duty in the each inn; the lineup changes each night, alternating between song, dance, and comedy.

The Jhodra Inn (X): A simple inn provides Riedran cuisine and sparse dormitory lodging. It's austere, but inexpensive—a mere 3 sp/day covers both room and board. Private rooms are not available.

The Song of Skin (H): A tea house conducive to quiet conversation.

MAGIC ITEMS

House Cannith (I): Baron Sien Vown d'Cannith (LN female human magewright 1/expert 6) represents Cannith West in Dar Jin, but adventurers are more likely to deal with forge master Killian "Blacklion" d'Cannith (CN male human magewright 12), a jovial and eccentric man who demanded the Sarlonan post. The Inspired allow House Cannith to sell utilitarian magic items at its Jhodra enclave, with a maximum market value of 25,000 gp. Weapons, armor, and magic items based on conjuration, enchantment, evocation, or necromancy are strictly forbidden. While common Riedrans are taught to shun this place, the Inspired certainly recognize the value of items such as *cloaks of resistance*.

PSIONIC ITEMS

The Song of Skin (H): Produces psionic tattoos for favored clients.

burden, and such—can also be purchased at the mercantile center. Weapons and armor are not available.

The Song of Skin (H): This establishment serves hot beverages and simple food. Unusual in that most of its clientele are changelings, it is a place for quiet conversation and meditation. Song of Skin changelings perform guided meditations in which a dozen people travel through a journey of different bodies, forming and abandoning a dozen different forms. The proprietor is a changeling named Silence. It is quite likely that Silence is in fact a group identity shared by multiple changelings; his alignment and abilities could change each day (his statistics are left to the DM). Silence enjoys listening to the tales of travelers, and has a special service for favored customers: he produces and sells psionic tattoos. It is up to you to decide what he has available at any given time and what it will take to convince him to sell.

There are many questions surrounding the Song of Skin. Why do the Inspired allow Silence to sell tattoos? What is his motivation? It's quite possible that Silence is a creation of the Thousand Eyes and passes all information along to that group. On the other hand, perhaps Silence is a spiritual creation of the changelings of Dar Jin who serves as a focus for their belief in the Path of Inspiration. Either way, the Song of Skin could serve as a sanctuary for changeling dissidents such as Keshraa the Fallen.

The Tower of Eyes (W): The Thousand Eyes makes no secret of its presence in the Jhodra. The Tower of Eyes is a spire of whorled black stone. Chunks of embedded glowing green crysteel give the impression of gleaming eyes gazing out across the foreign quarter. While the Eyes have hundreds of hidden agents, the streets of the Jhodra are patrolled by overt guardians dressed in distinctive green-and-black uniforms. Any Riedran can come to the tower to report criminal or suspicious activities, and the Thousand Eyes will either respond alone or bring in bastion guards to deal with the problem.

The commanding officer of the Jhodra Thousand Eyes is Lady Malesha (LE female *usvapna* telepath 11), who personally handles interrogation of prisoners. Other important figures are Lord Tulkath (LE male *hashalaq* Inspired kineticist 10), who can use *trace teleport* and *psionic dimensional anchor* to help apprehend criminals, and Lady Dardhuna (LE female *hashalaq* Inspired seer 9), a specialist in *remote viewing*.

Notable People

Most of the Riedran inhabitants of Dar Jin are commoners who use Skill Focus to specialize in a particular trade. These people are devoted to their work and to the Inspired, and they avoid conversation with foreigners. A few of the more important inhabitants of the city are described below.

Lady Tureya, the Jewel of Corvagura (LE female *usvapna* Inspired telepath 15): The eidolon of Dar Jin and high minister of the Iron Gate is a brilliant strategist who has steered Riedra's foreign policy for centuries. She keeps a close watch on events in the Jhodra. Should a group of powerful adventurers stir up trouble in her city, she will be quick to notice—the question is what she chooses to do about it. She is a master diplomat with a talent for finding people's weaknesses and making offers that are simply too good to pass up.



Lady Tureya, the Jewel of Corvagura

RI

While Tureya is loyal to *il-Lashtavar*, she is an administrator of Riedra, not an agent of the Dreaming Dark. She wants what is best for the quori, and so far she has taken no side in the building struggle between the Thousand Eyes and the Dreaming Dark. It's up to the DM to decide which path she'll take—and how this choice might affect PCs who come to her city.

Lord Sulakhal of the Silver Shield (LE male *du'ulora* Inspired psychic warrior 12): The commander of the military forces of Dar Jin is rarely seen on the streets, but should a major riot or other disruption occur, the *du'ulora* champion will appear to take personal action.

Gusan (NE changeling rogue 3/expert 2): This former masquer for the Thousand Eyes now serves as the face of the Dream Merchants in Dar Jin. He is the contact any PCs eventually reach with Gather Information checks, and most likely the only Dream Merchant they'll ever see (it's up to the DM to decide who else is lurking in the shadows or if, in fact, Gusan is still working for the Thousand Eyes). Gusan enjoys playing psychological games, and he always investigates clients before he deals with them, searching for something he can use as a handle.

Rhuun (NG human male expert 1/wizard 5): This magically gifted member of the Broken Throne in Dar Jin might be a street sweeper, a dock worker, a clerk in the Mercantile Center, or in any number of other guises. If the PCs come to his attention, Rhuun might seek them out, perhaps asking their help in exploring a ruin of the Twelve Kingdoms. Of course, while Rhuun claims to be a Broken

Throne devotee seeking to restore lost knowledge, he could in fact be one of the Heirs of Kaluun—in which case he could be considerably more powerful and dangerous.

Tulaar (N female shifter ranger 3/barbarian 2/weretouched master 3): The captain of Lady Tureya's Taskaan guards spent her youth fighting in the mountains of Adar and has a bitter hatred of kalashtar. When she is not stationed in the sanctum, Tulaar patrols the Jhodra, searching for suspicious individuals and memorizing their scents. She might antagonize PCs to see if they can be provoked into unlawful behavior, but she will not start a fight without reason.

RIEDRAN FORTRESSES

Tams and Kintams

Bastions defend the inner regions of Riedra, but the Inspired also maintain purely military outposts on the frontiers. Riedran forts can also be found in Syrkarn along the Adaran border, and two fortresses have been built in the Tashana Tundra, to secure the Inspired's claim on deep crystal mines and other resources.

A tam is a fortress. Its size and population varies based on the dangers of the region, ranging from 200 people for a small fort to 800 troops in a typical Adaran garrison.

Kintams are military citadels, and all military activities in a specific region are coordinated from a central kintam. *Psionic teleportation circles* allow supplies and troops to be brought directly into a kintam from the heart of Riedra; these can then be distributed to the tams in the region using traditional caravans. A kintam can hold up to 2,500 people, although typically only 1,200 to

1,800 are present unless there is ongoing military action. Kintams are designed to serve as training facilities, and during peacetime young soldiers undergo continuous training and indoctrination.

SHATTERED CITIES

Ruins of the Twelve Kingdoms

The old cities of the twelve kingdoms were razed during the Sundering. Many cities were completely leveled, but a few old buildings remain. Some of these were abandoned because they are in or near wild zones; others were simply overlooked. Today these are ghost towns, often literally—the vast emotion and anger unleashed during the Sundering created many restless spirits. Although few of these ruins are filled with gold and jewels, there is always the chance of finding valuable knowledge or other treasures—a hidden Pyrinean shrine might hold the key to a new divine spell.

WAR MAZES OF OHR KALUUN

Mystic Labyrinths

The people of Ohr Kaluun were obsessed with protecting their dark secrets from the world. Engaged in endless struggles within and outside Ohr Kaluun, the Kaluunite wizards devoted vast material and magical resources to their labyrinthine fortresses. Although the mazes couldn't save the Kaluunites from the cunning of the Inspired, many of these wondrous edifices remain, testaments to the power and skill of their builders. Ancient treasures and hideous dangers, all created by human magicians, still wait within the remaining war mazes.



Deadly secrets lie hidden in the war mazes of Ohr Kaluun

For someone who knows its keys, a war maze is a sanctuary, but to others, all war mazes are deathtraps. Walls and doors are reinforced with *hardening*, and most war mazes are shielded against scrying and teleportation. Ancient restless spirits and constructs roam many war mazes. Today, skulks, smugglers, and other rebels have taken shelter in these crumbling wonders.

ADVENTURE SITES

Befitting a nation that stretches the length of the land, Riedra features massive cities, strange artifacts, dangerous wild zones, concealed ruins, and vast unexplored areas. Here are a couple of possible adventure sites in Riedra.

DAR MYAN

Bastion City; Large City; Population 19,390

Dar Myan is a bastion in Corvagura. Built on the floodplain of the Koralanda River, it is a center of distribution and agriculture, as well as the home of important Inspired. It has training facilities for both the Dreaming Dark and the Thousand Eyes. A major military installation also calls Dar Myan home, providing training for soldiers of the Savage Legion and other military branches. The monoliths of Dar Myan play an important role in powering the bastion and could be a target of any anti-Inspired operation inside the city.

The accompanying map details the eastern portion of Dar Myan, a center for trades and shipping, along with its monoliths and palace. Dar Myan proper is four times this size, shaped like a bulbous cloverleaf and riddled with channels and canals. A fortress for the Inspired, surrounded by wide waterways crossed only by drawbridges, occupies the center of the city.

Leadership: Lord Baalnakosh of the Bountiful Horn (LE male hashalaq quori Inspired psion 10) rules Dar Myan and oversees its important functions. He is aided by hundreds of Chosen and served by thousands of servants, agents, and troops.

Demographics: 93% humans, 2% Chosen/Inspired, 5% other (changelings, ogres, shifters). Most Dar Myanans are lawful neutral or lawful good.

Economics: Irrelevant. Foreigners aren't welcome in Dar Myan, and locals don't buy goods.

Notable Features

The major features of this section of Dar Myan are detailed here.

Wall and Gate: Dar Myan's wall is about 80 feet thick. The sides and top are honeycombed with military posts, storage facilities, and barracks. Bulges in the wall form larger command posts and troop rallying points. The command posts, set every 500 feet in the wall, are the only places where the wall can be entered at ground level inside Dar Myan.

Dar Myan's gates are immense, swiveling slabs of stone and sentira that can be closed and locked by the effort of a few soldiers using the machinery within the towers flanking the gateway.

Gate Monolith: At the gate, this imposing edifice stands as a tribute to the might of the Inspired and the industriousness of Dar Myan's people. The monolith here powers nothing—it is held in reserve to defend the eastern walls of the bastion.

Trades District: In this district of the bastion, people practice crafts to supply their fellow citizens, as well as Riedra's military and nobility, with needed finished goods. Priests of the Path of Inspiration live among and guide the common folk. Raw materials are barged in from the river to the channel here and unloaded at warehouses. No barge traffic passes the first bridge on the channel. Excess production is shipped out the same way.

People's Monolith: In the center of the trades district stands the People's Monolith. This *hanbalan* powers the conveniences of city life and is a broadcast center for the Soothing Voice (see page 48) in the eastern reaches of the city. The people of the trades district are allowed to come here for spiritual inspiration, and all of them gather here for the annual Feast of the Founding, during which the monolith is disconnected from the power grid and used to gather energy for the city's Inspired overlords. Similar monoliths exist in the city's other districts. Each has a raised platform, a spacious hall underneath for public functions and meals, and pools of purified water churned by small fountains. These pools also serve as public wells, though some areas of the trades district actually have running water.

Military District: Across the channel from the trades district is a military district where soldiers train and live. The common folk who provide the military's mundane needs also work and dwell there. Bridges into this district are heavily guarded and regularly patrolled. Only those who have proper identification and essential business enter this zone. Across the channel from where barges unload in the trades district is a similar facility for military supply and troop deployment. Comparable sections of the city near the central fortress provide shelter for lesser nobility, centers of learning, and training grounds for the elite agents of the Thousand Eyes and the Dreaming Dark, although few beyond the Inspired know the true nature of the Dreaming Dark facility.

Honor's Monolith: Honor's Monolith is a power center for the military district and a center for spirituality among the soldiery. Soldiers gather here for speeches from their Inspired leaders and to march with pride and respect to the People's Monolith. Furthermore, the open area around the monolith is used for special training and troop inspection. The pools here serve the same function as those near the People's Monolith, but one can serve secondarily as a facility for training in aquatic combat.

Fortress Palace: The central fortress of Dar Myan houses the living quarters of Lord Baalnakosh and his staff. Within the compound are facilities for all the needs of the Inspired ruler, as well as a monolith for his personal use. Baalnakosh's palace is kept comfortable throughout the year by the power of the monolith, but the hashalaq sometimes uses the *hanbalan* for other purposes. The wall around the fortress has two gates—east into the military district and north into the Chosen district.

Notable People

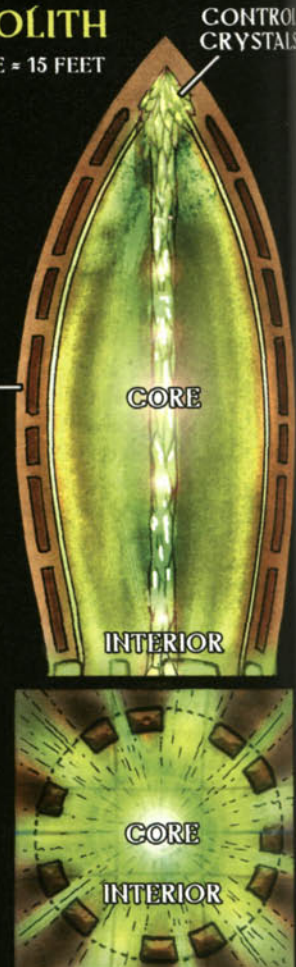
The people of Dar Myan are normal Riedrans for the most part, but some stand out.

Naldhuna (LE female tsucora Inspired telepath 8): Overseeing the daily needs of the eastern arm of Dar Myan and reporting both to Baalnakosh and the Thousand Eyes, Naldhuna is an ambitious and vindictive



MONOLITH

1 SQUARE = 15 FEET



creature who uses any tool available to her in her subtle quest for prominence. Naldhuna must approve any business or operations of significant scale in Dar Myan's eastern arm. Her subordinates handle lesser concerns.

Orakhun (LE du'ulora Inspired psychic warrior 7): The local commander of the Harmonious Shield is in direct control of any response to unwanted visitors. A large number of officers serve under Orakhun, and his death could cause some disarray.

Jhaasha (LG female human expert 3/adept 3): The prominent priest of Inspiration in the trades district of Dar Myan is well loved, and she loves right back. Her unswerving loyalty and dedication have allowed her to come by and continue to possess a small amount of divine magical power. She uses her spells only to aid the folk of the district, and she is an enemy to any who infiltrate Dar Myan or harm its people.

Clade (LE male human rogue 4): Clade is the first level of underworld power for the Merchants in Dar Myan. Seemingly a mousy and reserved man, Clade wears a mask of calm, pretending to be nothing more than an apothecary. He is discreet and observant, cunning and careful. He's also a cold killer who helps facilitate the dreamlily trade through Dar Myan. Long ago, he lost all faith in the Path of Inspiration, but he doesn't know the true power behind the Dream Merchants.

Encounters

Response to intrusion is fast and brutal. At the first sign of trouble, military forces mobilize and the citizens lock down their quarters and workshops. But the city's roads

and alleys are easy to hide in, and the troops tend to go to obvious trouble spots (such as a nonfunctioning monolith). Dar Myan's people are likely to fear anyone brave and capable enough to take out a monolith, but they are unwilling to aid intruders.

Stealth, speed, and evasion are the best approaches. Hiding within the city is a possibility, but when the situation calms after a raid, Baalnakosh has his troops do a systematic search of the bastion.

Within Dar Myan, intruders have a 15% chance of an encounter every 10 minutes. If the city is on alert, the chance rises to 50%. The typical meeting is with a squad of four 2nd-level warrior bastion guards led by a 3rd-level fighter. Specialist squads include two or more 2nd- to 4th-level fighters, a 2nd- to 5th-level rogue, and a 2nd- to 5th-level psychic warrior or psion. Psionic troops are always Chosen or Inspired (usually *tsoreva* or *tsucora quori*). A standing force of *Taskaan shifters* is also available. Finally, a troop of soldiers of the *Sleeping Sword* is largely made up of 2nd-level Chosen and Inspired psychic warriors and soul knives—the Inspired shock trooper (*Magic of Eberon* 144) is a good base for a psionic squad. Such units are usually led by a *tsucora dreamblade*.

Development

The channels and canals of Dar Myan are its weak points—the arrogance of the Inspired is another. A clever assault squad could breach the bastion at the river and come in by way of the channel. Then it's a matter of assaulting the proper points in the city to complete a mission's objective.

Curfew occurs at two hours after sundown every day. Lights are shut down then, and any person caught on the streets is subject to arrest and punishment. Even so, illicit activities do take place in the dark of Dar Myan's nights.

Treasure

Raiding Dar Myan for treasure is not an ideal heist, but riches can be had within the bastion. Storehouses of the trades district house all kinds of mundane wealth and commodities. Of more interest are the military district's special equipment stores (and similar caches in the places that intelligence agents train). In the noble district, treasure can be had aplenty in the form of art objects, jewels, and psionic items. Here also are stores of ancient Sarlonan lore and magic of bygone ages. The same can be had within the palace of Baalnakosh, but who would dare trespass there for gold and trinkets?

Adaptation

Dar Myan's map could be used for a section of any bastion in Riedra. It can also be the foundation for your designs of Riedra's infrastructure and settlements. The focus here is on how the monoliths are integrated into the culture and construction of the cities. Many adventures could hinge on taking out the monoliths in a fashion that allows some type of assault on the Inspired or an important military or intelligence facility.

MOKUSH

Ogre Village; Small Town; Population 980

Mokush is a town of ogres and ogre mages on the Borunan frontier near Syrkarn. Ostensibly ruled by an aging Chosen lady, Mokush's residents are builders, miners, and farmers. Quarterly caravans come from other settlements to pick up rock, iron, and Khyber shards from the town, and perhaps some ogre laborers for other parts of the Inspired's empire. The ogres of Mokush are honest and hard-working—they believe wholeheartedly in the Path of Inspiration.

Leadership: Yrnuxi (LE female ogre mage sorcerer 7) is the actual power in Mokush; she and a small subsection of the village are members of the Horned Shadow. She masquerades as the Chosen lady Galshani, who seems to be a healthier and more spry of late, despite her advancing years. The real Galshani spends a lot of time sleeping, and is under Yrnuxi's power, but not in such a way that the ogre mage could easily be given away if Galshani were to be possessed by a quori (which hasn't happened in over a decade). Most of Mokush's ogres know Yrnuxi as a harsh and influential reeve, unusual for an ogre mage, and nothing more.

Demographics: 98% ogres/ogre mages, 2% others (humans, shifters).

Economics: Irrelevant. Foreigners aren't welcome in Mokush, and locals don't need to buy goods in the conventional way.

Notable Features

Wall and Barbicans: Mokush's wall is an edifice of earth and stone built to withstand an attack from Syrkarn that has never come. It is about 30 feet thick, and its inside halls are big enough for ogres to fit through. While the officers of Mokush are almost all humans or

shifters, the ogres are expected to form a militia if the town is attacked.

The gate towers are massive structures obviously built by giant hands. Each houses a small indoor courtyard overlooked by murder holes and two portcullises. All the barbicans have ballistae.

Monolith: In the center of Mokush stands a monolith that is smaller than those commonly seen in the bastions of Riedra. The village's two large wells flank the structure.

This monolith is only about 60 feet wide and 200 feet tall. A mute representative of the Path of Inspiration, the "small" monolith is still a point of pride for the ogres. They and their priest gather at the monolith for the Feast of Founding, sharing the customary meal in the large community hall south of the *hanbalani*.

Unknown to most of Mokush, the hall has a secret area underneath, dug secretly from the mines. In this secret chamber, the members of the Horned Shadow meet and plan to free Mokush. Stored here are a good amount of Khyber dragonshards (some tainted), iron bars, and finished weapons.

Town: In the town, ogres live communally in small buildings, each rotating living spaces regularly to better know one another. Ogres are usually segregated by gender, though some groups are allowed to mingle on a schedule dictated by the Inspired long ago. New ogres are essential to keeping Mokush alive. The races of Mokush do not mix, though—the Path of Inspiration forbids such behavior.

Manor: In the deepest section of Mokush, walled away from the ogres and protected in the west by a tall mesa, live the elderly Chosen lady Galshani and her small staff. Many of the buildings in this compound are empty, showing signs of neglect. However, Galshani maintains a stable of quorbond creatures that she dearly loves, including horses, hounds, and even a few birds. Those few who care for the animals are the luckiest of citizens in Mokush, treated better by Galshani (and Yrnuxi in her stead) than any others.

Yrnuxi and the inner circle of the Horned Shadow have a secret shrine under the manor, which can be entered from the mines as well. This foul place is dedicated to fiends. It's also where Yrnuxi keeps some magic items she has managed to acquire in clandestine trades with dromites from the nearby city-hive Talcheka.

Watch Towers: On rotating shifts, ogres stand watch at these squat towers set atop pinnacles of red rock. The towers cannot be accessed other than by climbing the rough stone or flying. Within the towers are stores of stones for throwing and horns for warning the town. Most ogres see their time on watch as a restful reward, and they don't shirk their duty.

Mine and Quarry: Behind a stone wall thinner than the main fortifications and a small watch tower is Mokush's mine. Iron is the principal product of the excavation, but a few years ago the ogres stumbled onto small deposits of Khyber dragonshards. Mokush is supposed to export all such shards, but Yrnuxi has been skimming the production and replacing a few of the shards with tainted ones she has received from the dromites.

The upper level of the mine is also a quarry. Here the ogres dig and cut blocks of rock to ship to other parts of Riedra. Red blocks from Mokush can be found in buildings as far away as Dar Jin.

Ruins: The ruins of an ancient village stand near the mine. Mokush's ogres have tumbled most of it to the foundations and plundered the structures for useful building materials. The place is abandoned.

Notable People

Although most of the inhabitants of Mokush are typical ogres, a few creatures in the town are worth mentioning.

Galshani (LE female Chosen telepath 6): This Chosen supposedly rules Mokush, though she is lazy and decadent, and very resentful of being housed with ogres. Her tedious nature, lack of focus and discipline, and childish petulance have gained her no friends in the courts of Riedra. Now, she feels she has wasted her life and deserves her exile. She has given up. Only when Yrnuxi assumes Galshani's form does the lady of Mokush seem interested in goings on in the town.

Roorprek (LG male human fighter 5): The commander of the small military contingent in Mokush and a militia captain, Roorprek is a dour and pragmatic man who takes the Path of Inspiration, and his position, seriously. Roorprek has compassion for the ogres and wants to help them on their journey along the Path. His patience with Galshani has been strained, but he's happy now that the Chosen lady seems to be more involved in Mokush's running.

Ignra (LE female ogre expert 3/adept 1): The village priest of Inspiration is thoroughly corrupted by the Horned Shadow and is Yrnuxi's devoted lackey. Worshiping fiends has sparked Ignra's spirit, and she can now

actually cast spells for the first time in her life. She's careful to keep her wicked talent a secret.

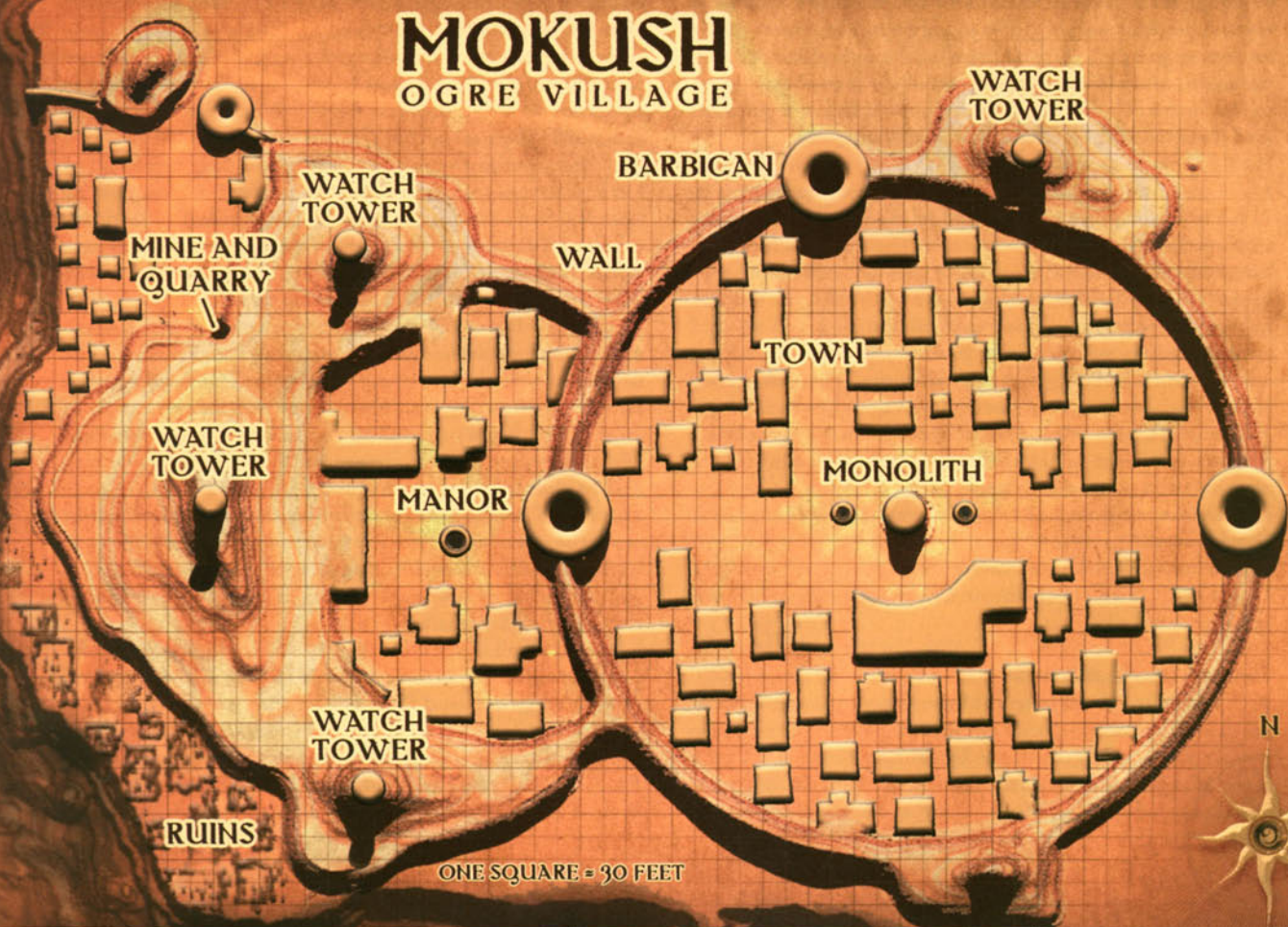
Korac (LN male shifter ranger 1/expert 3): The chief of Galshani's animal caretakers has noticed no odd behavior from the animals when dealing with the disguised Yrnuxi, so they aren't a weak point in her ruse. While he has no real love for Galshani, Korac still suspects something strange is happening in Mokush's manor. He's eager to help anyone who comes to investigate Mokush.

Encounters

The ogres of Mokush are largely dispersed to the fields or the mine during the day, with a few in the town practicing some craft or another. Most rest inside the town walls at night. They don't trust visitors unless they are members of the Riedran military or agents of the blessed Inspired. Hostile intruders have a hard fight ahead of them. Unlike typical citizens of Riedran villages or cities, the ogres take up arms to defend themselves.

For invaders, almost every encounter in Mokush is with a gang or band of ogres, or one or two ogre mages. The ogres fear the taint of the ogre mages (according to the Path of Inspiration), and they prefer not to fight alongside them. Officers (fighter 3 or higher) lead the militia. Mokush's citizens fight bravely and to the death. If invaders seem likely to win, however, those who follow the Horned Shadow (about 10% of the ogre population) switch sides immediately.

The quarry and upper mines are usually safe, protected by soldiers and ogres. Underground creatures do live in the deep earth here, though, and if the PCs enter



the deep caverns to investigate or look for more dragonshards, they have a 10% chance per hour of an encounter. Roll on the following table.

MOKUSH DEEP MINE ENCOUNTERS

d%	Creatures	EL
01	Delver	9
02	Salt mummy (<i>MM3</i> 146)	8
03–04	Stonesinger (<i>MM3</i> 168)	7
05–20	1d3+1 ankhegs	5–7
21–30	1d4+1 crysmals (<i>EPH</i> 194)	5–8
31	Basilisk	5
32–44	2d4+1 darkmantles	2–7
45–55	1d2 folugubs (<i>EPH</i> 197)	2–3
56–60	Skulk (3rd-level ranger; <i>Fiend Folio</i> 154)	5
61–65	Phase spider	5
66	Ogre ghost	5
67–70	1d4+1 boggles (<i>MM2</i> 33)	5–8
71–80	1d4+1 minor xorns	5–8
81–85	Xorn	6
86–99	Dromites (four 1st-level warriors, one 3rd-level rogue, and one 4th-level wilder; <i>EPH</i> 194) ¹	6
100	Roper	12

¹ These dromites are hostile to surface folk, unless ogres (especially Yrnuxi) are with the party.

Development

Riedran PCs are likely to come to Mokush to track tainted Khyber shards. In the mines, they find no evidence of such shards, so investigating the village becomes necessary. In doing so, they might eventually uncover the Horned Shadow and root out the evil and its connection to the dromites. War with Yrnuxi could follow. In so doing, however, they also have to deal with Galshani's utter incompetence and their feelings about the obvious failings of this Chosen.

Infiltrating Mokush isn't difficult if such a plan is worked out with Yrnuxi through Syrk intermediaries. The ogres accept that strange folk sometimes arrive with caravans or at other times when the mysterious and glorious Inspired order them to appear. Yrnuxi plays the part of the downtrodden serf if possible, hoping to ally with those powerful enough to improve her position. If foreign adventurers come to Mokush, Yrnuxi is a willing ally—and she has the means to disguise her evil if she must.

Treasure

Within Mokush, Khyber dragonshards are the most valuable treasure. Yrnuxi's stores amount to a small fortune in shards, and the mine still has small deposits as well. Getting the shards out of the mine is the hard part.

Despite the backcountry setting, Galshani lives in the comfort any petty noble might enjoy. She has plenty of pretty baubles and even a few psionic items. Yrnuxi has enjoyed the comforts of masquerading as the Chosen lady—as mentioned, she also has a small store of magic items. Some of these items are evil.

Adaptation

Mokush can be used to represent any Riedran border town or any ogre settlement in Borunan. The town could be relocated to Droaam, where ogre mages can hold leadership positions. In this case, Yrnuxi is the open leader

of the settlement, and the population is more diverse: 37% gnolls, 20% orcs, 18% goblins, 10% ogres, 15% other (monstrous races, humans, shifters).

SHANJUEED JUNGLE

Wild Reserve; Mabar Manifest Zone; Warm Forest, Dense; Warm Marsh, Swamp

Long ago, the quori meddled with the bloodlines of all sorts of creatures in Sarlona in their efforts to create perfect vessels. They quickly discovered their interference had created a backlash in nature—quorbred, creatures antithetical to psionics (see page 151). One such place was the Shanjueed Jungle in western Corvagura near Adar, where the quori had manipulated the fauna for centuries, testing their ideas on material hosts.

Wyndurgha, an Inspired lady who controlled western Corvagura, conceived a plan to destroy the beasts of the Shanjueed. She had discovered a strange focused energy near the forest's heart. Her people built a monolith in the center of the jungle and a wall around the woodland to contain its *altavars*, or so Wyndurgha told them. The workers cleared all the remaining vestiges of the jungle from outside the wall, killing any creatures they found. Wyndurgha then went inside to destroy the evil spirits forever. She never returned. Her people claim she sacrificed herself to protect them. The truth is, Wyndurgha's plan failed catastrophically. Her attempt to use the monolith amplified the forest's connection to Mabar, infecting the Shanjueed with a creeping undeath that has now reached the walls built to contain it.

Notable Features

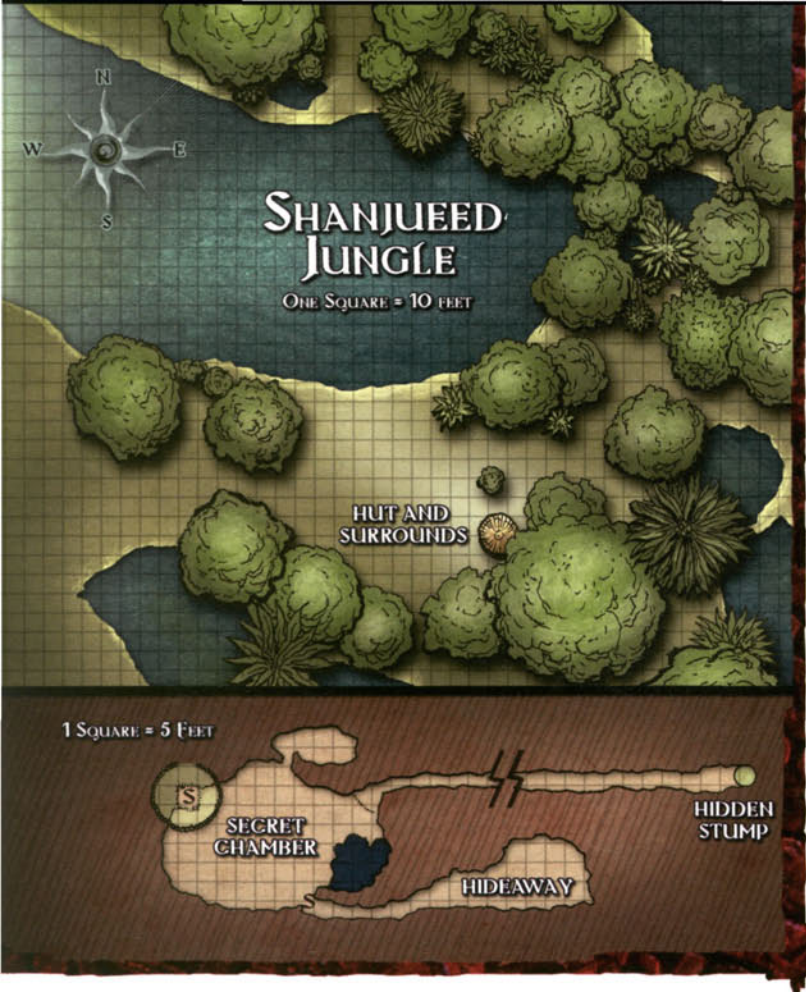
Shanjueed Jungle is one of the largest Mabar manifest zones on Eberon. The center of the zone lies in the heart of the forest. It expands slowly each year and now covers a circle nearly as wide as the forest. Within the zone, it is as if Mabar were coterminous with Eberon (*ECS* 97). In addition, anyone slain in the forest rises as a random type of undead the next night (usually a zombie). Several *terrible cysts* (*DMG2* 248) also exist within the corrupt jungle. At the forest's very heart, where Wyndurgha's monolith once stood, the traits of Mabar hold complete sway in a 300-foot sphere that is also expanding.

The wall that holds the jungle back is manned by Edgewalker troops who see it as their honor to keep the evil within. No gate bridges the outside world and the jungle. Nobody is allowed to enter or leave the Shanjueed, under penalty of death.

Still, the forest does have uncorrupted inhabitants. A woman (CN female elan druid 13/telepath 7) with wild red hair and a young face lives in the southern jungle. Animals and plants are her only friends, and she speaks only with her mind. Following are the details of her living area in the Shanjueed.

Hut and Surrounds: A plain wooden hut sits in the midst of many trees and under one particularly massive one. Its roof is made of bark and grass. The doorway faces north, covered only by a tangled curtain of vines. No windows are set into the walls.

Near the hut, the ground is clear, but elsewhere it is choked with light and heavy undergrowth. Freshwater bogs, shallow and deep, make the area treacherous. A dire ape (*MM* 62, the elan's animal companion) watches the hut from nearby if the druid is home.



Secret Chamber: Although the hut appears simple and has a grass pallet for sleeping, underneath a grass rug in the center is a hidden trap door (Search DC 20). Beyond the door is the nameless druid's true living space carved out of living rock. The place is cool and dry, except for a small pool of pure water that wells up from deep underground. A comfortable bed of furs occupies a small place on the floor, which is otherwise empty. The whole cave is painted with scenes of life and death in the Shanjueed, images layered one over another.

A small side cave contains paints, brushes, and the tools for making them. It also holds the blackened and polished skulls of three humans and two shifters (one of these is all that remains of Bruus—see Development).

A woven vine curtain hangs over a portion of the eastern wall, barely hiding a passage there.

Hideaway: A natural rock seals this hidden area (Search DC 25). The elan hides here when she needs to, but the sealed wall would make it dangerous to sleep here or stay here long.

Hidden Stump: A passage from the secret chamber runs nearly 300 feet to a stump. Actually a doorway into the druid's abode, the entrance is nearly impossible to detect from the surface (Search DC 30).

Encounters

Getting into Shanjueed means passing the wall and the Edgewalker guardians. Edgewalkers—3rd level or higher—attack first and ask questions later. Still, they're the easy part. Navigating the nightmare that is the Shanjueed is far more difficult.

While characters travel through the Mabar part of the jungle, they have a 10% chance each hour of a significant

encounter (see the table below). This chance doesn't change if the characters are camping, and it doubles at night. Feel free to substitute any undead you want. The untainted parts of the forest are home to more normal animals and dinosaurs than supernatural creatures. About 30% of the creatures in the Shanjueed have the quorbred template (see page 151).

SHANJUEED JUNGLE ENCOUNTERS

d%	Creatures	EL
01	Necronaut (MM3 108)	14
02–03	5d4 gambols (MM2 108)	10–14
04–10	1d4+1 blood apes (MM2 32)	8–11
11–18	1d4+3 dire apes	7–9
19–35	1d4+2 barghests	7–9
36–37	Bodak	8
38–40	Mudmaw (MM2 153)	7
41–47	1d4+1 shadows (night only)	6–8
48–58	Vasuthant (MM3 182)	2
59–70	1d2 shadow mastiffs	5–7
71–75	Succubus	7
76–80	Trilloch (MM3 176)	8
81–85	Dire tiger	8
86–91	1d4 girallons	5–10
92–97	2d4 megaraptor (10 HD) skeletons	7–11
98–99	Crimson death (MM2 53)	11
100	Hullathoin (Fiend Folio 96)	15

Development

The nameless druid attracted the attention of the Edgewalkers one day when she approached the wall. Thinking she was an *altavar* come to free the forest from the bonds of the wall, the soldiers on the wall attacked her. The bravest among them, a mighty shifter ranger named Bruus, went into the Shanjueed with several hand-picked warriors to find and slay the evil spirit. They never returned. Since then, lightning storms, unnatural hail, swarms of insects, and even fire have assaulted the wall at unpredictable moments. A few of the fallen have risen as zombies and ghouls. Clearly the *altavar* still lives, and it must be put down for the good of Corvagura.

News of the *altavar* of Shanjueed has reached the elders of Tashalatora. They suspect this spirit isn't a spirit at all, but the creature that was once Wyndurgha. If she could be secured as an ally for Adar . . .

Treasure

Legend speaks of a Corvaguran necromancer who lived in the center of the Shanjueed Jungle in Sarlona's ancient past. He is said to have had great power. Some who know the tale, such as the Keepers of the Word in Tashalatora, say it indicates he found a relic left by giant explorers in ancient times. Who knows what other magic lies hidden within the Shanjueed.

Adaptation

This forest doesn't need to be in Corvagura. It can be placed anywhere in Riedra, Xen'drik, Aerenal, or even the Gloaming in the Eldeen Reaches. Outside Sarlona, the nameless one is a powerful and legendary drow druid 13/rogue 7, Aereni elf druid 13/necromancer 7, or half-orc Child of Winter druid 15/barbarian 5 respectively.

SYRKARN

"What do you mean, you don't intend to stay? Where are you bound, traveler? Riedra? Without the rare permission of its lords, you enter the land of the Inspired at your peril. The Tundra? If the shifter hordes don't get you first, its weather will slay you outright, friend. Adar? Passing its mountain walls will as likely get you killed by the monks who hide there as the Riedrans who hunt them. But if you seek Sarlona, traveler, you have already found it. Welcome to Syrkarn."

— Opilano, human sahar of Ardhmen

Five thousand years before the arrival of the Inspired and the present age, the nations now known collectively as Syrkarn were the jewels in the imperial crown of old Sarlona. Today, only ancient stonework and half-forgotten legends mark the fall, passing, and rebirth of this land. Still, to those who have inherited this seemingly inhospitable kingdom, Syrkarn offers a gift denied to both the warring nations of the past and the Inspired-dominated lands of the present. To its people, Syrkarn is the promise of freedom.

LAND OF THE FAR HORIZON

Syrkarn is an arid landscape of harsh deserts, lush grasslands, and endless steppes sloping up from the southern extent of the Sea of Rage. Its population consists of an almost equal mix of Sarlonan human clans and tribes of eneko—the mongrel ogres who trace their lineage back to the nation of Borunan.

Though the climate and the isolated life of this land are never easy, the coastal steppes and inland savannah of Syrkarn offer limitless range for animals and agriculture. Herds of wild bison and domesticated goats, deer, and horses roam the grasslands, while cultivated fields of oat grass and flax spread across the Itzaina plains and the steppes of the Lamecha lowlands. The natives grow a range of vegetable crops, including the gnarled root known as sepse, native to Sarlona and prized for its high nutritional value. Exotic spices found nowhere outside Sarlona thrive in the heat of the savannah, as does dreamlily. Use of the drug is rare among the Syrk humans, but the eneko (who are immune to dreamlily's narcotic effects) grow it for its medicinal value. Harvests are hard in some years, but the clans and tribes of Syrkarn know bounty more often than not.

Though the ruins of great cities dot the landscape, modern-day Syrkarn is predominantly a land of hamlets, villages, and nomadic town sites. The remnants of human cities are common in the former lands of Mae Khree, Sunyagir, and Lamecha, but the plains and savannah that were once Khunan are marked exclusively by the ruins of the yuan-ti. Shulassakar and yuan-ti ruins are especially common on the Hailana Islands, said to be the site from which the yuan-ti launched their desperate voyage to Argonnessen and left their homeland behind.

Planar Elements: Wild zones linked to Fernia, Risia, and especially Lamannia are found throughout this land. Like all of Sarlona, Syrkarn is beset by





western shores must ply the Barren Sea and the Sea of Lost Souls. In either case, the journey is long, and ships must pass through the waters of unwelcoming Riedra. Most ships traveling to Syrkarn are privateers from the Lhazaar isles making trade runs, and the majority of adventurers arriving in Sarlona take passage on a Lhazaar ship.

The privateers' destination is almost always the southern port of Ardhmen, but explorers expecting to find themselves landing in the Stormreach of Sarlona are in for a somewhat muddy letdown. Even after decades of Lhazaar trade, Ardhmen remains little more than clusters of fishing huts, transitory nomadic trader enclaves, and the ancient stone dock remnants of the port city that was leveled in the ancient magewars.

Khorvairians attempting to travel to Adar make landfall at Ardhmen, for the coastline of that besieged mountain land is all but impassable. Attempting to land an unauthorized ship in Riedran-controlled territory is almost as dangerous. As a result, travelers who have secret dealings often enter Riedra across the Syrkarn frontier. Likewise, kalashtar pilgrims and refugee Riedrans seeking to escape the gaze of the Thousand Eyes usually make their way to Khorvaire by way of Syrkarn.

Khorvairian ships traveling east often stop at Stormreach before returning to Sharn, seeking to maximize their profits on the long voyage with a quick pickup of Xen'drik goods. Those half-giants who leave Syrkarn typically book passage on that route, seeking to experience the lands of their forgotten giant explorers.

storms whose force borders on the unnatural, and planar disturbances flare and flood across the steppes like unnatural wellsprings. Still, these rifts are seldom as haunting or destructive as the reality storms of the Tundra. The prominent planar connection in Syrkarn is the Whitewater, the crystal-clear lake believed to mark a manifest zone linked to Lamannia. The rocky land surrounding the area remains wet and cool year-round, even as the sands that give the lake its name burn white beneath the equatorial sun.

GETTING THERE

As with any other destination in Sarlona, travel to Syrkarn is never undertaken lightly. The direct sea route from eastern Khorvaire covers the entire length of the Sea of Rage. Ships embarking from Khorvaire's

A DAY IN THE LIFE

Batukuam sits alone beneath the endless darkening sky, the bonfires of the night-revels just visible in distant Maszani. The village is a sprawling mass of farmsteads and stone buildings flanked by raised berms of rock and earth. There have been settlers here since before memory, building alongside the low hills that catch the spring rains and slow the ever-present wind.

This night, the wind blows warm. Batukuam can smell the sweet tang of the dry grasslands, already dark to the east. He feels a thousand memories wrapped in that scent, of boyhood on the steppes and years traveling the trade roads. At the end of this harvest, his two-year term as sahar of Maszani is up, and Batukuam will be glad to get back to those roads. He takes pride in what the settlement has accomplished under his leadership, but he

SYRKARN AT A GLANCE

Estimates based on and extrapolated from the Varmanc expedition.

Population: 260,000 (44% human, 42% eneko, 12% half-giant, 1% kalashtar, 1% other).

Area: 1,320,000 square miles.

Sovereign: None.

Capital: Nderitese (unofficial).

Major Settlements: Per, Gjitha, Maszani.

Climate: Temperate to tropical throughout; equatorial heat tempered by proximity to the Sea of Rage.

Highest Point: Mount Athay in the Kushtuar Hills, elevation 4,408.

Heraldry: None.

Founder: Unknown.

National Motto: None.

knows that both pride and accomplishment are fleeting in the end. The beauty of the steppes and the sensation of weightlessness as the ground falls away beneath the winged steed you ride—these things are eternal.

As in any Syrk settlement, life in Maszani is equal parts toil and reward. The crop of sepe and flax has been good this year, but bounty does not pick and dry itself. The overflowing sun racks spread behind the windwalls. The woodcutters and carpenters of Huaja Corner work day and night to build the crates that will seal and pack the harvest once dried. It is a good harvest, more than enough for the winter and the spring beyond. The weavers' output will be sent to the trade roads, bartered for salt bison and cheese. This season, they have enough of the finer cloth to send to Ardhmen, where the pale sailors come to trade from across the Raging Sea.

As he has done every day since midsummer, Batukam arrived in the fields before dawn and worked alongside his people to the sound of laughter and song. Today is done, tomorrow would come, tonight is here now. The bonfires are burning. Still, he is troubled.

Laurendi had come to his thoughts that morning, her voice arriving unexpectedly as it always did. Where she was, he didn't know. She had been bound for the clans of the hill folk close by the seaway and the Riedran forts when he'd heard from her last, but that had been months ago. The message had been brief as always, but even now, Batukam felt the darkness in his friend's voice.

Thoughtstealers have crossed the sound. Word of the alliances and the Concord of Maszani has reached them. They will kill you if they can.

Batukam is proud of what he has done.

He loves this land and its people, but even after the bounty of the last two years and the grasslands turning gold now under the late summer sun, he sees the better future that he has seen since he was a child. For him, the infighting and bickering of the Marrah Plains tribes has always carried a greater cost. A drain on precious resources, a drain on lives thrown away to bravado and petty raiding. Along the trade road, he has heard dark rumors that place the cults of Karrak behind the recent rise in aggression that has seen Maszani post sentries for the first time in memory.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Syrkarn is a nation of arid steppes and desert, but its grasslands are fertile and its climate fair. Its people have a long tradition of herding and agriculture, and a scattered population makes good use of the land's natural resources.

DC 15: Like all of Sarlona, Syrkarn is affected by unnatural weather and planar disturbances, but these wild zones are less common and their effects typically less severe than in areas such as the Tundra.

Knowledge (history)

DC 10: Away from Inspired rule, fragments of the culture and art of old Sarlona still survive in Syrkarn. However, the humans of this land are descended from Riedran refugees, not the Sarlonans of old.

DC 15: Syrkarn was once the site of four human nations, chief of which was Khunan, but was emptied by ruinous wars and an Inspired-ordered exodus. Its people are now a mix of humans descended from Riedran exiles, and the mongrel ogres called eneko.

DC 20: Dig deep enough into the history of this land and dark truths emerge. It was the yuan-ti who once controlled this territory, and who named it Syrkarn. The destruction of the nations of old was not just a product of war, but of dark magic.

DC 30: Details of the magewars that destroyed the great nation of Khunan hint of the release and rebinding of a rakshasa rajah. If this fiend was the power that destroyed Khunan and gave rise to the yuan-ti, it might explain why the Inspired have no designs to control this land.

Knowledge (local)

DC 10: The Riedrans did not first call the eneko "mongrel ogres," but have since claimed the name in order to twist its meaning. "Mongrel" in the context of eneko culture implies a strengthening of bloodlines by mixing, as opposed to the weakening effects of inbreeding. The eneko wear their diverse lineage with pride.

DC 15: First and foremost, Syrks are Syrks. Though the eneko tribes and the human clans maintain their own traditions, no innate sense of conflict or competition exists between them. Permanent settlements in Syrkarn are usually a homogenous mix of the two races.

DC 20: Though Riedra has no apparent designs on Syrkarn, its agents are active throughout the land. However, such agents seem most concerned with simply observing Syrk life and society.

DC 30: The agents of the Inspired do far more in Syrkarn than simply watch. Riedra's mandate is to ensure that Syrkarn never rises above a state of isolation and marginal tribal conflict. Whether eneko or human, leaders who seek to unite the tribes and clans have a habit of dying before their time.

Knowledge (nature)

DC 15: The eneko carry a mix of ogre and half-giant blood, but have long since become a distinct race that breeds true. Certain physiological similarities indicate that the mongrel ogres evolved from half-giants, rather than true giants.

Knowledge (arcana) or Knowledge (psionics)

DC 25: Discovery of the otherworldly dreamspace energy is attributed to Sudeva, a Riedran exile psion who settled in Syrkarn.

Posting the sentries was Batukuam's decision in the end, just as it was his decision to call the Maszani Concord—a meeting of tribes and clanholds from across the steppes. It was his passion, his dream, his vision of the future that he set out over that winter-long month of feasting and negotiation. A better future.

Before him, old Abdiri had spoken of the future. She had spoken of Syrkarn growing strong as the nations of old once had. Abdiri had urged that Ardhmen be rebuilt as the great port it had once been.

Then Abdiri had been killed by an upstart thug. Laurendi had told Batukuam the Riedrans were behind Abdiri's death. Their thoughtstealers used mind power to corrupt a boy into committing murder, because Abdiri's dream of Syrkarn growing strong was something the Riedrans could not abide.

As he stares at the fading sun, Batukuam feels a restlessness that he cannot name.

As a rule, he puts little faith in conspiracy and rumor. As a rule, he neither hates nor fears the Riedrans. Syrkarn is free and has always been. Syrkarn will endure.

The sun is red-gold, slipping down across the endless line that marks the sharp edge of the sky.

No matter what might happen to him, Syrkarn will endure.

THE SYRKS

The population of Syrkarn is largely a mix of eneko and human clans descended from Riedran refugees. Half-giants are common in Syrkarn, but the nomadic lifestyle of the Sandstrider family in the Andnemum Desert keeps them removed from the affairs of the tribes and clans. Human and eneko settlements dot the plains, and seminomadic clans wander regular hunting grounds in the forests and river valleys with the changing of the seasons. The clans and tribes both see themselves as the only truly Sarlonan culture left

on the continent—avoiding the stagnation of Riedra and the rigid culture of Adar as they build their lives in the shadows of the past.

Whatever their race, Syrks are thoughtful and hardworking folk who believe that celebration should be the end result of all honest labor. Their love of freedom leads Syrks to respect privacy and the individual, but they balance this with a sense of community that allows them to thrive in the sometimes hostile plains. A Syrk neither seeks to lead nor to follow. He does the job to the best of his ability, and expects the same in return from those he trusts and depends on.

The love and celebration of freedom is central to the Syrk spirit, and nearly all disputes between Syrks concern obligation, restitution, or a sense that someone desires power not rightly his. Such disputes are not infrequent, but rarely lead to more than threatening standoffs. Those unfamiliar with Syrk customs can sometimes find themselves caught off guard when angrily accused of some affront by a Syrk native. Those who don't know the appropriate Syrk response (be fierce, be truthful, and apologize when truth turns against you) sometimes needlessly respond with violence that the other party never anticipated.

Syrkarn is a rural and agrarian nation, but that nation is built on the bones of old Sarlona. As a result, Syrks appreciate art, architecture, and formal music that contrasts with their humble lives. From field laborers to nomadic hunters, Syrks take as much pride in their appearance as they do their work and skill. Textiles are one of the primary trades of Syrkarn, and those too young or too old for harder labor spend their days at the loom or with needle and thread.

Nearly a third of Syrk society leads some form of nomadic life, but no great differences can be seen between the Syrk nomads and their brethren who settle in villages and towns. In fact, many Syrks live a cyclical life—wandering the steppes in their youth, later settling

FIVE COMMON SYRKARN LEGENDS

1. Syrkarn is free. Though nominally a protectorate of Riedra, Syrkarn and its people owe no fealty to that land or its Inspired overlords. When occasional muttering chalks this fact up only to Riedra's apparent lack of interest in Syrkarn, a pint or two of ustah and a toast to the past will drown it out.

2. In the past, greatness lingers. The eneko are descendants of ogres and half-giants, the latter thought to be the progeny of Sarlonan humans and giant explorers from ancient Xen'drik. From this lineage, the mongrel tribes believe that the blood of both the mighty titans of Xen'drik and the former sorcerer-kings of Sarlona flows in their veins.

3. The yuan-ti once held this land in the iron grip of dark magic—and seek to do so again. The yuan-ti empire that rose in the ruins of Khunan is one of the few pieces of old Sarlonan history still predominant in the age of Riedra. Some speculate that this is so because Riedra wants it that way, and many Syrks

question whether the yuan-ti are a force to be fought along with the Inspired, or a potential ally in the fight against Sarlona's masters.

4. The giant-based faiths of the mongrel ogres hide dark secrets. The eneko tribes follow religious traditions drawn from the faith of ancient Xen'drik. However, it is said that dark cults among the mongrel ogres use the veneration of Karrak (thought to be an aspect of the Keeper) to conceal the practice of dark magic.

5. Beneath the beauty of Syrkarn, dark things abide. No one who has ridden the Itzaina range or spent a night within sight of the Whitewater can deny the natural splendor that is Syrkarn. At the same time, whispered rumors speak of a nameless darkness in the desert, and of voices that call to those who walk the plains alone. Some who seek to define this darkness speak of connections between the fragmentary legends of the yuan-ti and the lore of the Age of Fiends. What the truth is, none can say.

in a community to raise children or pursue a formal vocation, then breaking away to take up the life of a nomad or trader in their twilight years.

Likewise, the harmony between Syrkarn's two main races is remarkable, given Sarlona's long history of conflict. Though the human clans and eneko tribes maintain their own separate ways and traditions, little sense of division exists between the races, and virtually all settlements and nomadic groups feature members of both races living alongside each other. Humans and eneko often form lifelong romantic bonds, but they cannot interbreed. Mixed couples do adopt orphaned kin of either race.

Syrks typically define themselves by vocation and deed. A majority of traders and herders happen to be eneko; most farmers and artisans happen to be human. Still, these happenstances are unimportant next to the quality of the artisan's goods, the shot that brings a bison down, or the strength that drives a plow. Syrks take great pride in their work, and they spend as much time as that work allows celebrating the wealth and heritage their land has bequeathed them.

SYRK RELIGION

Derived as it is from Riedran refugees and their descendants, Syrkarn's human population is uniformly contemptuous of the Path of Inspiration. Nearly half of all human Syrks follow no gods at all, instead placing their faith and devotion in the land itself. For Syrk clerics, the spirit of Syrkarn is treated as a neutral force that provides access to the Animal, Healing, Plant, Sun, and Travel domains. Its favored weapon is the sickle.

In much of Syrkarn, humans have reclaimed the worship of the Sovereign Host from contact with Lhaazarites. At the same time, the eneko have always invoked aspects of Arawai and Balinor, naming these Rowa of the Enduring Trees and Banor the Bowhunter. Human Syrks thus focus their own worship on Arawai and Balinor, with this accidental meeting of traditions underpinning the long-term social stability in the region.

Among the eneko, some worship Karrak the Final Guardian. No analogous faith exists among the humans, and Karrak's sects are among the few eneko-only enclaves in Syrkarn.

SYRK STYLE

A nation of farmers and hunters would seem an unlikely place to seek the highest artistic traditions of an empire. Syrkarn is the only place where the legacy of old Sarlona still lives—a legacy that spreads through Syrk culture on every level.

Art

The cloaks and clothing of the Syrks are decorated with intricate line-art patterns in a style reminiscent of the architecture of old Sarlona. The images are created using long-lasting red and black inks created from the berries and leaves of the hardy hilp bush. Given most Syrks' dismissal (or outright distrust) of Riedra, the modern artistic style of that land, with its flowing lines and curves, is all but unknown here.

Architecture

Because Syrkarn has never been subject to Inspired rule, it has been spared the cultural purges the Inspired used to build monolithic Riedra over the nations of old. Syrkarn is thus one of the few places in Sarlona where a significant portion of the architecture of the past survives. Across this land, derelict castles stand atop wind-swept tors, their stark lines seemingly thrust up from the living rock. Where the villages of the mongrel ogres have been built on the central plazas of the ruined cities that came before them, ancient avenues and neighborhoods (called "corners") still radiate out through the surrounding grasslands like ghostly spokes. Along isolated mountain passes and long-lost wayroads, fortresses stand whose foundations are as solid as when they were laid two thousand years before.

Dominated by columns, straight lines, and square arches, the architectural style of old Sarlona still affects this land and its people. Even the most utilitarian

SYRK NAMES AND SPEECH

The mongrel ogre tribes typically use a first name and a clan name. Because clan names are fixed in number, eneko traveling outside their homeland often add their place of birth or vocation as a de facto third name.

Male Eneko: Alimbida, Ametzama, Baraxil, Eusko, Iker, Kaxen, Kusko, Perutxo, Txartiko, Urtungo.

Female Eneko: Agosti, Denlilla, Eninnuta, Immasa, Iziaka, Jhaszuurra, Nahia, Ospinu, Szagani, Urumea.

Eneko Clan: Dgatumdut, Galgalmemean, Gararanan, Hrursagat, Ididignaam, Lagaskiaker, Maraadun, Numanigar, Tartarredar, Tumagin.

Humans: Humans newly fled to Syrkarn bring their names with them from Riedra (see page 49). The long-established human clans maintain Riedran surnames, though human given names have evolved a Giant-inflected flavor over time.

Half-giants: The half-giants of Syrkarn originated in the deserts of Andnemun, and they use the standard names for their race (EPH 12).

Phrases: The following turns of phrase are unique to Syrkarn, and are expressed in both Giant and Riedran.

"Serpent's eye." A catch-all expletive or curse, as in "The serpent's eye take you!"

"Arch-strong." "Long as a column stands." General expressions of praise or commitment are often drawn from the long-lasting architecture of old Sarlona.

"Shackled." Cowardly, vacillating, a general term of contempt. All Syrks value freedom, and while the realm is far from lawless, being beholden to the will of others is seen as a sign of weakness.

*For the eneko and humans
of Syrkarn, honest labor
is its own reward*



structures are built to a standard of stark beauty, and whether of wood or stone, are typically buttressed, arched, and reinforced to last a lifetime. The nomadic tribes are no less inventive than their brethren in Syrkarn's fixed settlements, building their mobile homes from elaborate frameworks of interlocking poles and light beams over which decorated hides are stretched and sealed.

Cuisine

Food in Syrkarn is plentiful, well spiced, and served with copious amounts of *ustah*—a potent liquor brewed from honey and wild berries, reportedly from an ancient ogre recipe. The demands of rural life limit the choices available to the Syrk palate, with meat, fruits, and vegetables all typically dried for storage and transport. However, Syrks treat cooking with the same reverence as their other arts, and need no excuse for a feast.

Fashion

True to Syrkarn's reputation as a land of freedom, the fashions of its people encompass an eclectic range of styles, and a remarkable artisanship can be seen in the textiles, cloth, and weaving of Syrkarn. Among both the mongrel ogres and the humans, a wild aesthetic predominates, combining utilitarian function and the simple beauty of old Sarlonan design.

Despite their nomadic lifestyle, the half-giants of Syrkarn hold an edge over both the human clans and ogre tribes in armorsmithing and weaponry.

STATE OF THE NATION

Syrkarn is a vast expanse of arid plains where four nations of old once stood. Its history is rich with conflict and conquest, and it is one of the few places in Sarlona where the devastating effects of the ancient magewars can still be seen, untouched by Inspired reconstruction. A land surrounded by Riedra yet distinct from it, Syrkarn has long been left to its own devices for reasons that none but the Inspired understand.

Nearly all settlements in Syrkarn are agricultural centers—communal farmsteads (*daabi* in the Giant tongue) that trap the windblown soil of the steppes behind vast networks of berms and stone walls. However, nearly a third of Syrkarn's population lives on the open steppes. Though most are nomadic herders or hunters, a distinct class of traders (mostly *eneko*) are the lifeblood of commerce across the nation. Regular trade roads carry goods, laborers, and knowledge between the larger settlements, allowing the Syrks to maintain a social infrastructure that belies the land's isolation.

WHO RULES SYRKARN

According to the Unity of Riedra, Syrkarn is a protectorate of that nation, and ostensibly owes fealty to Riedra and the Inspired. In truth, however, the Inspired's last act of governance in Syrkarn was to order the land emptied of its human population in the aftermath of a victorious purge of the *yuan-ti* more than twelve centuries ago.

"Sahar" is a general term of leadership common among both humans and *eneko*, but it can cover a wide

range of power. The sahar of a nomadic tribe might rule only two dozen people, half of them her immediate family. The sahar of a large settlement might rule a mixed population of a thousand humans and eneko, and have ultimate authority over security, trade, and commerce in a wide region.

In larger settlements, sahar are usually elected to fixed-year terms, the exact length of which is set by tradition. Among the tribes and clanholds, leadership is a matter of strength or will, with warriors, spellcasters, or manifesters often taking up the mantle of power. Whether by social accident or design, no central leadership exists in Syrkarn, though the sahar of Nderitese—at 5,000 inhabitants, the territory's largest settlement—is sometimes asked to broker disputes between other settlements and larger clans.

Smaller disagreements on trade, tariffs, and power sharing are typically handled by the time-honored tradition of threats and force, but the reality of Syrkarn means that its people typically have little reason to fight. Resources and land are plentiful, and the common culture forged by eneko and human has created social customs and a rule of law unheard of in agrarian tribal societies.

However, those Riedran exiles who monitor the activities of the Inspired in Syrkarn often claim to see signs of subtle manipulation of the clans and tribes that hint of psionics. Rival chieftains who have long histories of being at each other's throats will suddenly declare a mutual commitment to peace and allegiance. Smaller factions will suddenly gain tactical sophistication that allows them to thwart the expansionist plans of more powerful nomadic tribes, or force the larger settlements into a defensive stance.

The least populous (and most mysterious) residents of Syrkarn are the yuan-ti. Descended from the few of their kind who did not flee to Argonnessen when their nation was overthrown, these serpentfolk keep themselves well hidden. Even after twelve hundred years, the utter destruction of the yuan-ti at the command of the Inspired remains a potent reminder of the power the lords of Riedra can bring to bear.

FOREIGN RELATIONS

Syrks are content to leave others alone and hope for the same in return. For all intents and purposes, Riedra is the nation's only neighbor, and the monolithic and isolationist bent of that land means that Syrks frequently define themselves as its antithesis.

Riedra

The Inspired in Riedra clearly have the resources and the military might to take Syrkarn in a heartbeat, driving its people into the sea if they so chose. Although desert and mountain marks much of Syrkarn's inland frontier, unlike Adar, no natural or mystical defenses protect this land from invasion.

The fact that the Inspired have chosen not to invade suggests that they have strong reasons to leave Syrkarn as it is. The Thousand Eyes has agents throughout the land, but these seem primarily focused on maintaining the status quo among the tribes and clans. Isolated skirmishes are sometimes made against the human exiles, but clear benefits can be seen in Riedra's allowing the exile clans to survive as a beacon to the like-minded. No

matter how many exiles swell its population, vast Syrkarn will never have the resources or the population to challenge the Inspired. Better to have those who oppose Inspired rule flee for the "freedom" of the barbarian frontier than to disturb the Riedran peace.

Riedran agents harass the mongrel ogre tribes with greater frequency than they do the human clans. Some speculate that this behavior marks a fear that the ogres are more apt to pursue dark magic, as has been seen in the recent rise of the Karrak cults. It is known that the Horned Shadow has sought to recruit both half-giants and eneko from Syrkarn in recent years, but whether any connection exists between the rebellious ogre mages and the cults remains to be seen.

More than anything else, Inspired agents seek signs of magic use in Syrkarn. They are especially watchful for any sign of the Heirs of Ohr Kaluun in the steppes and the yuan-ti ruins. When it is found, the arcane is exterminated. Riedra is intent on seeing that Syrkarn's lost lore stays that way.

Sharing a desert border as it does with Borunan, Syrkarn has a more open relationship with the former ogre kingdom than with the other Riedran provinces. Just as the ogres made their way south centuries ago, more than a few eneko make the trek north today. The eneko in the Savage Legion are drawn from the ranks of such Syrk exiles.

Adar

The lands of the mountain refuge border Syrkarn to the southeast, and the outposts of that frontier are firmly in Inspired hands. For the Syrks of the border territories, the land along Jathara Sound, guarded by a series of coastal forts, is merely another part of Riedra, and that nation's business with the folk of the distant mountains is none of their concern.

However, for those Syrks who actively oppose the rule of the Inspired, the Adarans are brothers in arms. The treacherous seas and inhospitable cliffs of Adar channel those seeking to enter the mountain refuge to Syrkarn, where they land at Ardhmen or the smaller fishing villages of the western coast. They then make their way inland, crossing into Adar between Riedran outposts and patrols.

Syrkarn is also the departure point for the goods that Adarans trade to Khorvaire, and a steady flow of couriers passes along the Summit Road throughout the year.

Other Nations

Outside of academic circles, few non-Sarlonans even know of the existence of Syrkarn. Unlike the Adaran monks and the kalashtar who have established enclaves on Khorvaire, Syrks have little reason to leave their land.

Since the end of the Last War, Lhazaar traders have made their way to Ardhmen in order to barter for spices and dreamlily. However, with the Inspired now actively directing trade between Riedra and Khorvaire, Syrk merchants are seeking contacts among the Riedrans, hoping to broker more profitable trade in mainstream Khorvaire. The merchants of the Lhazaar Principalities have largely turned their own trade to Syrk art, antiquities, and textiles—their quality as high as Riedran goods, but their design incorporating an old-Sarlonan aesthetic lost to Riedra.

NOTABLE SYRKKS

With no overarching authority in Syrkarn, no central leadership figure exists. Banigar Bihurrani could be used as the local headman of any number of towns, while Gerazan Sandaili exemplifies those who struggle against the Riedrans.

Banigar Bihurrani

NG male eneko warrior 4/expert 4

Sahar of a small village on the Marrah plains, Banigar is an elderly hunter determined to die in the saddle. Jovial to friend and stranger alike, he has a thoughtful side that he shows only rarely. His village's lands extend to within sight of the Whitewater, and he has spent long years watching the activities of the Karrak cults in the area. As such, he is an excellent resource for PCs investigating the activities of the cults, or seeking background information in the course of investigating the presence of Inspired agents in Syrkarn.

Gerazan Sandaili

NG male human telepath 5/expert 2

Gerazan Sandaili is a master weaver in Nderitese, Syrkarn's largest settlement. He has lived in Syrkarn since fleeing Riedra some fifteen years ago, but unknown to even those closest to him is the full story of the life he led there. A secretly practicing psion, Gerazan was a member of the Broken Throne, studying the mental techniques of old Dor Maleer. As a law-abiding Riedran, Gerazan fully expected to be punished should his gift be discovered. What he hadn't counted on were agents of the Thousand Eyes slaying his wife and child when they finally came for him.

Gerazan is now part of the Watch—an unofficial organization of Riedran refugees who make it their business to uncover agents of the Inspired in Syrkarn's larger centers. No stranger enters Nderitese without passing through the market corner. No stranger leaves the market corner without having come under Gerazan's watchful eye.

PLOTS

For those who live there, Syrkarn is as close to idyllic as Sarlona can be. For those who have a more detached view, however, this breathtaking land hides intrigue that its people never see.

THE EYES OF RIEDRA

The great nation of Riedra spreads around Syrkarn like a dark shroud—or at least this is the belief of the exiles who have fled that land. The more cautious refugees are ever watchful for signs of Riedran influence in Syrkarn, and what they see is cause for fear.

Far from Riedra maintaining only a token watch along the borders, more than one exile claims that agents of the Inspired move freely within Syrkarn in significant numbers, and with dark purpose. They believe that the Inspired have reasons to keep Syrkarn as it is—isolated, fractious, and never rising to a higher level of political union than the thousand-year tradition of tribes and clans. Rebel agents point to the deaths of a number of promising eneko and human leaders, and of the strategic precision with which land squabbles and intertribal

raids undercut any movement toward central authority in Syrkarn.

Still, even those who believe these claims are forced to wonder why. Since the Riedrans clearly have forces and numbers that would allow them to easily claim Syrkarn as their own, what purpose can this subtle manipulation serve?

Getting the PCs Involved: Characters might find themselves working with a popular local sahar who is attacked by a rival tribal leader. Signs of psionic control in the rival seem to support the idea of a greater power behind the clandestine assassination attempt. The Inspired are not the only ones in Syrkarn capable of such control, and rogue half-giants or yuan-ti might become suspects—or diversions leading the PCs away from the truth.

If the PCs investigate, an intricate web of Inspired espionage might lead to their uncovering tantalizing clues to Syrkarn's darkest secret. Are the Inspired's actions in this land driven by the knowledge that a rakshasa rajah is bound beneath the yuan-ti ruins of Sustrai Mor? And if fear of this fiend has seen Syrkarn stand all but empty for a thousand years, what will happen to PCs who interfere with the Inspired's plans?

THE YUAN-TI

An almost pathological fear of the yuan-ti still runs rampant across the territory that bears the name of the serpent kingdom that preceded it. Today, purebloods are virtually the only yuan-ti that a Syrk ever encounters, but such meetings are almost never recognized as such. Purebloods in human form act as emissaries for secret enclaves in the Kushtuar Hills, and some have even been known to live full-time among the human clans. Some such yuan-ti act as spies for their brethren; others simply seek a life in the wider world denied them by the fear and contempt that dogs their kind.

Tales abound of enclaves of halfbloods and abominations around the Whitewater and in the Itzaina Plains. Whether these are simply the fears of the past given voice, or new rumors started by the Inspired to keep that fear alive, remains to be seen.

In contrast to the legends, what little contact has been made with the yuan-ti (mostly by half-giants seeking psionic training) suggests that they tend toward neutrality, in stark contrast to the evil race of legend. This observation is consistent with scholarly speculation that the yuan-ti of Xen'drik turned to their rapacious ways only after migrating to that continent by way of Argonessen. According to legend, the shullassakar believe that all yuan-ti were originally descended from the couatls. This might suggest that the yuan-ti of Sarlona were created not by fiendish corruption, but by the as yet unknown benevolent magic that helped put the Syrkarn rajah down—or even from some unique combination of the two forces.

Many Syrkks believe that the Sarlonan yuan-ti want nothing more than to be left alone. Others, however, suspect that the isolation of the yuan-ti has a very specific purpose—giving the Inspired no reason to take notice of them while they rebuild the numbers and power necessary to one day reclaim their nation.

Getting the PCs Involved: Finding actual yuan-ti in Syrkarn is rare, and those encountered are typically purebloods passing as human. PCs might ally with a faction

of Syrks opposing Inspired rule, only to find themselves dupes of the yuan-ti. Before the motivations of these yuan-ti can be assessed, PCs who are familiar with the evil yuan-ti of Xen'drik might jump to their own conclusions.

PCs who come to understand the nature of the neutral yuan-ti of Syrkarn might discover evil yuan-ti enclaves tired of hiding in the shadows. These yuan-ti seek to make the Inspired pay for past slaughter. They could be uncomfortable allies for PCs seeking to do likewise.

Alternatively, the number of yuan-ti hidden in Syrkarn might vastly exceed even the Inspired's most paranoid guesses. Breeding undetected for twelve centuries, these yuan-ti are a force capable of tipping Sarlona's balance of power if they ever emerge from hiding.

ENCOUNTERS

A few of the characters PCs might run into while in Syrkarn are detailed here.

Fraihna Lohazzen

Fraihna is the best tracker in the steppes—hard to find and expensive to hire, but well worth both effort and price. A lifetime in the wild has burned his leathery skin to the color of a Syrkarn sunset, and his distinctive shock of bleached hair is often the first indication of his approach across the plains. Fraihna roams at an easy pace between the giant-run farmsteads of the Lamecha Lowlands and the clanholds of the Marrah. Messages can be passed to him through any of the veteran drovers of the trade roads, and such are usually returned within the month.

It's possible that Fraihna could be an adversary of the PCs, hired to track them for an enemy or rival group. The eneko ranger cares more about survival and his reputation than about the moral particulars of a given situation.

FRAIHNA LOHAZZEN

Male eneko ranger 8

CN Medium giant

Action Points 3

Init +2; Senses darkvision 60 ft., low-light vision; Listen +11, Spot +11

Languages Giant, Riedran

CR 8

AC 18, touch 12, flat-footed 16

hp 55 (8 HD)

Fort +8 (+10 against poison), Ref +8, Will +2

Speed 30 ft. (8 squares); woodland stride

Melee +1 Large greataxe +12/+7 (3d6+5)

Ranged +1 Large composite longbow +12/+7 (2d6+4) or

+1 Large composite longbow +8 (4d6+8) with Manyshot or

+1 Large composite longbow +12/+12/+7 (2d6+4) with Rapid Shot

Base Atk +8; Grp +15

Atk Options favored enemy giants +4, favored enemy humans +2

Combat Gear 2 potions of bear's endurance, 2 potions of cure moderate wounds

Ranger Spells Prepared (CL 4th):

1st—animal messenger, magic fang

Spell-Like Abilities (CL 4th):

1/day—endure elements, pass without trace

Abilities Str 16, Dex 15, Con 15, Int 12, Wis 12, Cha 6

SQ animal companion, link with companion, powerful build, share spells, swift tracker, wild empathy +6 (+2 magical beasts)

Feats Endurance^B, Heroic Spirit, Manyshot^B, Point Blank Shot, Rapid Shot^B, Weapon Focus (longbow), Track^B

Skills Handle Animal +9, Heal +11, Knowledge (nature) +14, Listen +11, Ride +15, Spot +11, Survival +11 (+13 aboveground)

Possessions combat gear plus +1 chain shirt, +1 Large greataxe, +1 Large composite longbow (+3 Str bonus) with 20 arrows, amulet of natural armor +1

Hook "Big country, Syrkarn. Lot of places for someone to hide. Just not from me."

GREYSAA, HUNTING HOUND COMPANION

CR -

N Medium magical beast (augmented animal)

Init +2; Senses low-light vision, scent; Listen +3, Spot +3

AC 18, touch 12, flat-footed 16

hp 45 (6 HD)

Resist evasion

Fort +5, Ref +5, Will +1 (+5 against enchantments)

Speed 50 ft. (10 squares)

Melee bite +7 (1d8+2)

Base Atk +4; Grp +6

Atk Options trip (+6 melee touch)

THE SYRKARN RAJAH

From fragments of yuan-ti lore and contemporary human records, some scholars assert that a rakshasa rajah exists in Syrkarn, possibly beneath the ruined yuan-ti city of Sustrai Mor. The eneko Karrak cults are said to be numerous within the wasted plain that surrounds the ruins. Among the Syrk nomads, the city has a reputation for being haunted or overrun with secret sects of yuan-ti. Whatever the truth, the Syrks avoid the place.

Whether the Inspired or the Dreaming Dark have reason to fear the might of a bound rajah is an open question. It seems likely, though, that the Inspired's unwillingness to risk the resources necessary to destroy

the Syrkarn fiend drove the decision to simply empty that land—denying the fiend (and its inevitable Lords of Dust allies) the followers it would inevitably seek.

At the same time, the Inspired show little of the same concern for the rajahs thought to be trapped in the Tundra and Adar. Perhaps the lords of Riedra have some plan for keeping these other fiends in check, either before, or preferably after, they run rampant in those lands. At the same time, the fall of Khunan and the subsequent rise of the yuan-ti suggests to some that the Syrk rajah was once unbound—and that whatever act saw it put down might not have bound it as strongly as the Inspired would like.

Abilities Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6
SQ 3 bonus tricks
Feats Track³, Improved Natural Attack (bite), Skill Focus (Survival), Weapon Focus (bite)
Skills Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +8 (+12 tracking by scent)

Trip (Ex): A hunting hound that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the hound.

Ky

N female eneko cleric 4

A former member of the Karrak cults, Ky is one of the best sources of information on cult activity—she remains one of the few people to flee their ranks and live to tell about it. Though she prefers the crowds of Ardmen and Nderitese to the open plains where ambush is easy, Ky is a loner. She remains a disciple of Karrak, and the scythe she carries has never seen a wheat field. Those seeking information on the cults inevitably find themselves pointed in her direction, but seekers must spend time and money (mostly at the ustah taverns) to win her trust.

Laddin Tho

LG male human wizard 7/lore master 5

A wandering historian, Laddin Tho is the best source of general and historical knowledge on the plains. The problem for most of those who seek his knowledge is pulling the useful details from his endlessly meandering tales. Tho is nearly as tall as the eneko laborers he drinks with constantly, but his gaunt frame gives him the look of an oddly mustached insect. His apartments in Nderitese are rumored to hold one of the largest collections of arcane scrolls outside the enclaves of the Keepers of the Word, but Tho's days as a hired spellslinger (which he happily recounts in excruciating detail) are long behind him.

ADVENTURE SITE: SARLONAN RUINS

Thirty centuries after its fall, the ruins of an old-Sarlolan settlement rise like bleached bones in the middle of the empty steppes. They are a stark landmark, avoided by the herd animals in the area.

APPROACH

The tracks you've been following suddenly break and scatter around a low rise of hill. Rising above the waist-high plain of golden grass, distant standing stones mark off the edge of a field of rubble and low walls.

No sign of current or previous habitation can be seen from outside the ruins. A successful DC 15 Knowledge (local) or Knowledge (architecture and engineering) check notes more destruction here than would be expected of the enduring ruins of old Sarlona. A successful DC 25 Survival check anywhere around the rubble determines that the grass shows signs of rain more recent than has occurred in the area (a product of the elemental effects from area 5).

TERRAIN FEATURES

The open plain marks the edge of the territory of a hippogriff herd that adventurers might be seeking or protecting. Alternatively, the PCs could be tracking a nomadic tribe with which they have pressing business. The ruins are at least a day's ride from the nearest settlement or trade road.

The combination of tall grass and rubble makes movement in the area challenging. Characters can move within the ruins without difficulty, but those attempting to run must succeed on a DC 10 Balance check or fall.

KEYED AREAS

Ruined Buildings: The ruined foundations of a mid-sized town spread through the wind-swept grass. The shattered walls vary from 3 to 5 feet in height, though higher walls appear at intervals. Where multi-story buildings have collapsed, time and weather have reduced their stones to little more than gravel. Place specific ruins (apartments, stables, warehouses) and encounters as desired.

Guard Posts: The 20-foot-high standing stones marking off the area are the remains of a great wall that once surrounded this settlement. Climbing to the top of a guard post stone reveals holes in the top where a wooden platform was once attached. Each standing stone has a 5% cumulative chance to collapse for each character who climbs it (Reflex DC 20 to avoid 2d6 points of falling damage and 1d6 points of bludgeoning damage).

From the top of any guard post, a successful DC 20 Spot check enables a character to notice the hidden campsite.

Well: Any animals with the party catch the scent of water in this area. A low mass of rubble covers a capstone leading to a long disused well. At the bottom of a 15-foot shaft, a natural spring flows slowly but is fresh and clear. Alternatively, ice mephits from the wild zone in area 5 have settled here, and PCs seeking precious water find themselves led into an icy trap.

Spell Turret Trap: An aura of magic fills this area, centered on a single black pillar. This spot once marked the entrance to a secret chamber, its roof and walls fallen long ago. The pillar's magic protected it from the ravages of time.

Any creature touching the pillar activates a spell turret trap of appropriate Challenge Rating for the party. See *Dungeon Master's Guide II* for more information on spell turret traps, or replace it with any appropriate magic trap from Chapter Three of the *Dungeon Master's Guide*.

In addition to the dangers of the spell turret trap, this potent defensive magic might bring one or more essence reavers (see page 147) to the area.

Wild Zone: Twisting through the ruins, a planar gateway to Risia surges from time to time. At times of connection, wide vents crack open among the rubble and blast the area with elemental cold. Such an occurrence is what drove the recent inhabitants of the secret campsite away.

A planar shift occurs about an hour after the PCs arrive. A sudden chill fills the area, followed by a low rumbling that might be mistaken for an earthquake. Then the ground is torn through by freezing winds and bolts of elemental ice. Treat the ice bolts as a 5th-level *call lightning* or 9th-level *call lightning storm* effect.

OLD SARLONAN RUINS



1. RUINED BUILDINGS
2. GUARD POSTS
3. WELL
4. SPELL TURRET TRAP
5. WILD ZONE
6. HIDDEN CAMPSITE
7. SHALLOW GRAVE

SCALE: ≈ 5 FEET

SARLONAN RUINS ENCOUNTERS

d%	Encounter	EL
01	1 ice devil	13
02–05	1d4 essence reavers (page 147)	9–13
06–15	1 eneko 8th-level ranger sahar and 1d6 eneko/human 4th-level warriors	8–10
16–20	1d6 rejkar (MM3 140)	5–11
21–25	1 eneko 7th-level cleric of Karrak and 2d4 eneko 2nd-level warrior cultists	7–9
26–35	2d4 hippogriffs	4–8
36–40	1d4+1 quorbred cheetahs (page 151)	6–9
41–50	1d6 ice mephits	3–8
51–55	1d3 phrenic lions (EPH 205)	4–6
56–65	1d2 dire lions	5–7
66–75	1 half-giant 4th-level nomad	5
76–80	1 snowflake ooze (MM3 161)	5
81–90	1d3 half-giant 3rd-level psychic warriors	3–6
91–100	1d3 quorbound wolves (page 150)	3–6

(depending on party level) that deals cold damage instead of electricity damage. Treat the areas within 30 feet of each breach as severe cold or extreme cold, depending on party level.

Once the planar activity diminishes, the ground closes up again, but creatures escaping from the manifest zone might remain in the area. Any investigation concludes that much of the destruction here has been caused by previous planar events.

Hidden Campsite: Sheltered behind a mostly intact stone wall, a blackened fire pit and a pile of well-charred

bones points to recent occupation of this site. A successful DC 15 Survival check determines that it has been approximately two weeks since anyone was here.

Shallow Grave: If the PCs investigate the hidden campsite, a successful DC 22 Search check shows that more stones have been removed from the site than can be accounted for in the construction of the fire pit. A short distance away, a makeshift cairn has been placed over a shallow grave. If the party is pursuing Karrak cultists, this could be the remains of a victim ritually sacrificed and buried. If they are involved with Inspired activity in Syrkar, the body could be that of a Riedran exile tracked down and killed by the Thousand Eyes—or the remains of a Riedran agent murdered by those he pursued.

REWARDS

Treasure appropriate to the party's level can be found protected by the spell turret trap or inadvertently buried with the victim in the shallow grave. As well, the ruins might hold magically protected lore of old Sarlona that could drive further adventures.

DEVELOPMENT

The ruins are suitable as the beginning of an adventure arc, with the PCs either stumbling upon the ruins randomly or seeking them out. Evidence of murder there can drive the party to seek further information of plots among the Karrak cultists or the Inspired. Alternatively, this scenario can mark the end of a campaign arc, with the party pursuing some ancient treasure or lore protected by the spell turret trap.

THE TASHANA TUNDRA

This is Tashana, our home. It is land and sky, empty and endless.

—Tel-Marq, Saartuk shifter ranger

Yes, yes. Big and cold. Now let's find the village, shall we?

—Clovis Forlaine, Whitetooth merchant

The Tashana Tundra is a land of vast, open spaces and endless sky. Home to the great shifter nation of Sarlona, the Tundra consists mainly of grassy, treeless plains that stretch without interruption from horizon to horizon. For many thousands of years, these seminomadic tribes have roamed the grasslands, isolated from the rest of the world and left in relative peace to contemplate the cold, pure spirit of their ancestral homeland.

LAND OF MANY WATERS

Tashana means "many waters" in an ancient, nearly extinct shifter dialect. The plains are dotted with hundreds, if not thousands, of small glacial lakes. Many of these remain frozen year-round, but the southern waters thaw in summer. In these months, the Tundra is a place of pure and unspoiled natural beauty. The landscapes are regularly interrupted by huge mounds of rocks and boulders, some miles wide, that seem to have fallen from the sky. Remnants, presumably, of an earlier glacial age, these rock mounds have a strange and otherworldly beauty.

The majority of the Tundra is covered with frosty grasslands. To the north the Eska Mountains rise, and the northern foothills of the Paqaa Mountains encroach upon the southern border. In the far north, the dreamlike and ghostly Tashyar Islands reach into the Sea of Rage. Finally, the mysterious Krertok Peninsula extends northeast of the Eska Spines.

The climate is mainly subarctic, with true arctic conditions in the northern plains and mountains, and short summer months of near-temperate conditions in the south. If anything definitive can be said of the Tundra as a whole, it is this—it is a land of strange weather. Blizzards, snow squalls, and whiteouts sometimes descend in an instant, but also common are strange heat waves, downpours of inexplicably warm rain, and savage lightning strikes.

Planar Elements: The southern border of the Tashana region is marked by a gradual elevation shift

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Great shifter nations dominate the northern part of the continent of Sarlona, and an integrated society of dwarves and duergar lives in the Paqaa Mountains.

DC 15: There are actually three shifter nations in the Tashana, and a second dwarf nation resides in the northern Eska Mountains.

DC 20: A community of maenads inhabits the Tashyar islands, with several colonies on the western Tashana shoreline. Nomadic half-giants can be found throughout the Tundra.

DC 25: The Krertok Peninsula is home to the savage human barbarians known as the Kalaak.

Knowledge (the planes)

DC 15: Rogue manifest zones, called *aukaraks* or reality storms, drift throughout the Tundra.

DC 20: The southern border of the Tashana region is marked by an intermittent manifest zone tied to the Plane of Ice, giving the appearance of perpetual winter from south of the border.

DC 25: *Aukaraks* can manifest planar crossover effects from any of Eberron's twelve coterminous planes.

DC 30: Some *aukaraks* warp the very fabric of time and space, teleporting travelers great distances, or trapping them in temporal loops.

Knowledge (local)

DC 10: The Qiku and Saartuk shifter nations are generally peaceable toward travelers; the northern Chuniigi nation is more warlike.

DC 15: Tashanan coastal communities and pirates of the Lhazaar Principalities have maintained secret trading and smuggling routes across the Lhazaar Sea for many years. Khorvairian merchants seek certain valuable lichens of the Tundra, and Tashanan shifter art is in high demand among some rich collectors.

DC 20: The southern Qiku shifters are aiding the refugee Akiak people in their war of resistance against Riedra.

DC 25: A civil war is brewing in the Dorann Holds, with an ancient order of paladins rising up against the authority of the Stone Council.

Knowledge (history)

DC 10: The Tashana region is the ancestral home of Eberron shifters and lycanthropes.

DC 15: The shifter nations of the Tundra have enjoyed a remarkably long period of relative peace, with intertribal warfare all but unheard of in recent generations.

DC 20: The refugee Akiak people were once a great and powerful nation, but were betrayed by the leaders of Riedra.

DC 30: Legends speak of an ancient evil located deep within the Krertok Peninsula—the petrified remnants of a rakshasa rajah from the Age of Demons.

THE TASHANA TUNDRA



and what appears to be an intermittent manifest zone tied to Risia, the Plane of Ice. All along these borderlands, planar manifestations of ice and snow have given the appearance of a land of perpetual winter to those south of the border. This geographical isolation has resulted in a land that is remarkably insular and self-sustaining.

The Tundra is well known for reality storms (*aukaraks* in the ancient Shifter dialect), rogue planar breaches and manifest zones that drift over the landscape.

GETTING THERE

Although no more difficult to travel to than other locales, the Tashana Tundra had few visitors in the past. The austere beauty of the place and its peoples drew little interest. Recently, however, things have changed.

Intercontinental trade on a significant scale has developed on the western Tashana coastline. Exports of medicinal and magical lichens from the Tashanan interior have resulted in expansion of the port communities of Winterstead and Whitetooth, at the respective openings of the Qonama and Tiiki rivers. Although the Tundra does produce some unique herbs and spices, the true reason for this rapid growth is less savory—coastal Tashana produces a particularly potent strain of the fatigue-alleviating lichen known as *muqqa*, or icewild. Also, Tashana shifter art is currently in vogue among a few wealthy collectors in Zilargo. As a result, there's a great demand for brave souls willing to discover and barter for genuine artworks.

Recent years have also seen a significant influx of shifters from Khorvaire—both individual pilgrims and entire communities. Khorvarian shifters have been

TASHANA TUNDRA AT A GLANCE

Information provided by scholars from various academic institutions in Khorvaire.

Population: 400,000 (70% shifters, 20% dwarves/duergar, 5% humans, 3% half-giants, 2% maenads).

Area: 1,500,000 square miles.

Sovereign: Sky Tellers (shifter nation); Stone Council (Dorann Holds); Jade-Lin (de facto Akiak leader).

Capital: Nasq (unofficial capital of Qiku nation).

Major Cities: Whitetooth, Winterstead, Tannishold.

Climate: Subarctic to arctic.

Highest Point: Mount Jorl, elevation 18,320 feet.

Heraldry: Pigment-on-sealskin of an abstract rock mound on a field of three feathers (shifter nation); various clan heralds (Dorann Holds and Akiak).

Founder: Unknown.

National Motto: "Banded we live!"

arriving by boat in greater numbers since the end of the Last War, with charismatic leaders often at the head of entire naval convoys of pilgrims. Individual shifters might want to travel to Tashana for personal or spiritual reasons; other characters might sign on as escorts and defenders of the larger shifter migrations.

And as with any place, not all visitors arrive by choice. The Akiak people maintain their community-in-exile in the northern foothills of the Paqaa Mountains. While the shifters of the southern Qiku are careful not to overtly oppose the Riedrans, they are providing material support to the Akiak fighters and harboring some civilian communities.

Internal travel is not difficult despite the lack of good roads. Shifter and dwarf communities have long traded among themselves, and limited trade exists between the shifters and the northern border communities of Riedra.

A DAY IN THE LIFE

Tel-Marq wakes as the morning light shines through the small opening of his sealskin tent. Exiting into the bright glare of snow and sky, he squints to survey the horizon. Subtle indications of wind, light, and scent tell him that a storm is coming. It will be white snow, dry and cold. And much of it, indeed.

After feeding himself and his team of sled dogs, Tel-Marq gathers his gear. About 200 yards away, a hole is cut into the ice of the frozen lake upon which the camp is set. The dogs guard the equipment and the meat gleaned from the hunt so far. They and the sad bundle—the remains of his hunting companion, Tel-Ruq.

No time to dwell on such things, Tel-Marq tells himself as he sits next to the hole in the ice. It is only a matter of time, he knows, before a seal or walrus spots the hole from below and takes the opportunity for a breath of fresh air. Then Tel-Marq's spear will fly, and another kill will be added to the take for this hunt. Tel-Marq braces himself against the cold and begins what could be a long wait. He lets his eyes gaze off to the horizon and feels the calm and patient spirit of the land flow through him. Ice and sky. Wind and snow. Emptiness and endlessness . . .

Tel-Marq reacts in an instant as the water before him erupts, his spear flying straight and true as an old walrus breaches the surface.

Tel-Marq secures the carcass with the others. It is enough; the hunt is finished. He lets his eyes fall again on the bundle of Tel-Ruq's remains frozen among the carcasses. Tel-Marq had found him the previous day, by one of the more distant hunting holes, felled by wolves. Tel-Marq had driven off the lone, wounded creature that remained, then gathered up his friend and brother to return him home to the tribe.

The dogs bristle with anticipation as Tel-Mark mounts the sled. Looking again to the horizon, he squints into the glare. Could it be? Yes, there. A hundred yards away, the spectral wolf regards Tel-Mark with utter calm. A sense of peace washes over Tel-Mark as he acknowledges the presence of the spirit animal. It is a benediction of sorts, a sign from the animal spirits that the hunt has been well and proper.

Tel-Marq drives the dogs hard through the afternoon, hoping to return to the village before nightfall. The predicted snowstorm arrives. There is little wind, but the large, dry flakes drift gently to the ground as if an entire ocean

A Qiku shifter hunter contemplates the vastness of the Tundra



of snow were falling to earth. Navigating by instinct alone, Tel-Marq rides though the blinding white.

The snow begins to taper off slightly when Tel-Marq rounds a large rock mound and catches a scent in the air that makes his blood freeze. He halts the dogs, calming and quieting them with a series of hand signals. Convinced that he is safely upwind, Tel-Marq clammers up the glacial rock pile and peers down the other side.

Two figures clad in fur and skins—shifter skins, Tel-Marq notes with fury—are fighting over the scraps of a fox carcass. Sharpened bones pierce the barbarians' skin in multiple places, entire strips of flesh deliberately pulled and torn. The faces are a ruin of scars and dead or dying flesh. They are Kalaak.

Scouts, Tel-Marq thinks, and there were likely more, hidden by the swirling white. The wind and snow meant neither Tel-Marq nor the raiders would likely be able to follow a trail. Slowly, Tel-Marq nocks an arrow in his massive bow. They would not be able to scale the rocks before he felled them both. And they would not flee. Kalaak never fled.

Tel-Marq gathers the cruel metal morningstars from the arrow-riddled bodies. Best to return to the village and warn the elders. Kalaak! This far south! A bad omen, indeed. Time to move the village again.

That evening, the tribal drummers whirl in a frenzy of celebration as other hunting parties return. Around the fire in the large black sealskin tent of the elders, Tel-Marq makes his report—the death of Tel-Ruq and the appearance of the Kalaak raiders. Having done his duty by his tribe and his family, Tel-Marq sets off for his own lodging. Time now for sleep.

THE TASHANANS

No single civilization graces the Tashana Tundra. The people of the Tundra include numerous races, each separate and distinct.

Shifters: The Tundra shifters are divided into three great nations, the Qiku tribes of central Tashana; the coastal Saartuk people, and the more warlike Chuniigi

in the north. Although intertribal skirmishes and raids are not uncommon, the elders of all three nations work hard to maintain the peace of recent generations.

Whereas the shifters of Khorvaire tend to value self-reliance and personal freedom, the Qiku and Saartuk shifters place much more importance on the community. Allegiance is to the tribe, the family unit, and the nation—in that order. The harshness of life in the Tundra has dictated this be so—rugged individualism in the Tundra is not advised. Going it alone, to a Tashana shifter, is dangerous, stupid, and spiritually misguided.

Tundra shifters do not struggle against their bestial nature, but rather embrace it as a sign of their oneness with all living things. Shifting is a profoundly exhilarating and joyful experience, even when the aim is aggression. Tashanan shifters have a remarkable ability to accept violence and death as part of the natural order. If it's necessary to tear an enemy to pieces, a tundra shifter does so with great passion.

Tundra shifters who choose to explore the wider world might be doing so at the bequest of the community. Such braves gather ideas and knowledge before returning to the tribes, seeking to make the nation stronger. Because Tashana shifters place a premium on community, such a character is likely to be fiercely loyal to his companions. Possessions mean little to shifters aside from their utility. Although they understand the concept of currency, hoarding coins and gems is a strange practice to them.

Shifters from the northern Chuniigi tribes have a simpler, more aggressive viewpoint. While the community concept is still very strong, these are desperate times for the Chuniigi. A tribe might raid another tribe to supplement its hunt, and intratribal conflict can pit factions and families against one another.

Dwarves: The Eska Mountains are home to the isolationist dwarves of the Dorann Holds, who are thought to have migrated from Frostfell over an ancient land bridge. Little is known of these clans today. The dwarves and duergar who eventually migrated to populate southern regions appear to have split from the Dorann centuries

FIVE THINGS EVERY TASHANA SHIFTER KNOWS

1. The Way of the Brothers: A practical code at heart, The Way of the Brothers is imperative in the harsh lands of the Tundra. This code has only strengthened in recent generations as Tundra shifters have learned the value of cooperation and peaceable relations.

2. How to Live off the Land: Even in unfamiliar climes and surrounds, tundra shifters persevere. All Tundra shifters have high ranks in the Survival skill, which is crucial in their home environment.

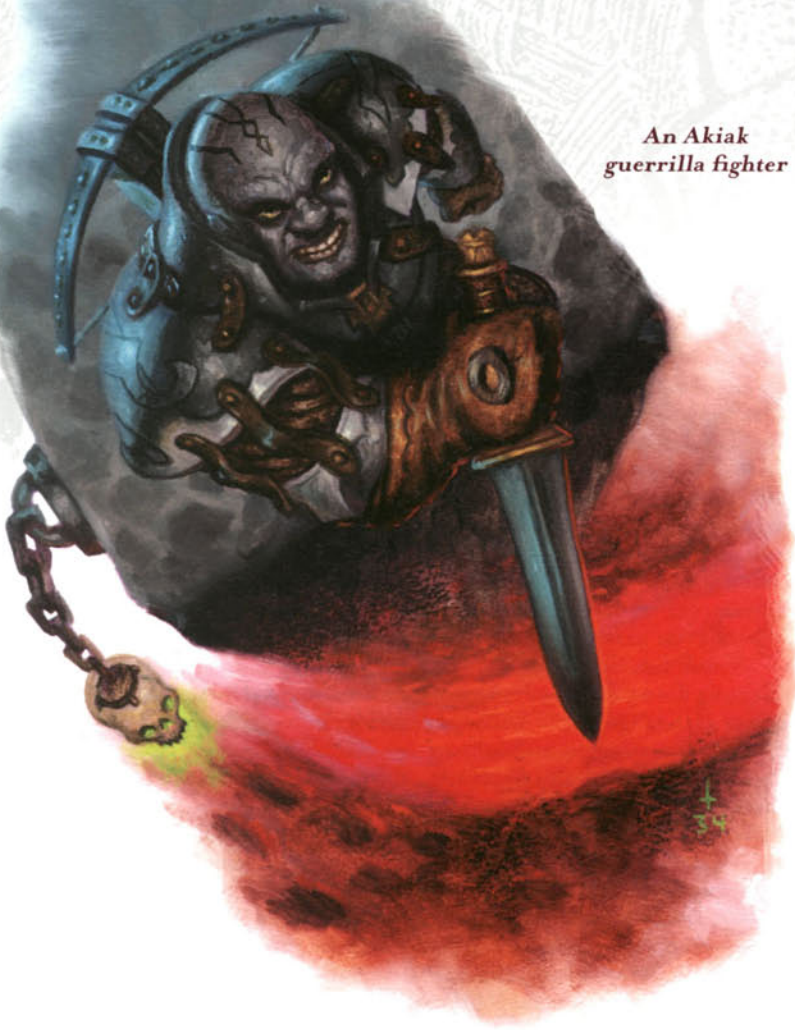
3. Flee the Planar Breaches: In the Tundra, planar breaches are particularly wild and unpredictable. Most of them drift over the landscape like small weather fronts. The unnatural sensation of planar leakage within these zones is profoundly painful and upsetting for tundra shifters, who feel a spiritual bond with the land.

4. The Betrayal of the Southern Shifters: Tundra shifters' feelings for their martial Riedran cousins fall

somewhere between loathing and pity, depending on the individual. Most shifters neither know nor care about the particulars of the Riedran nation, but they feel their distant relatives who serve as Riedran enforcers have sold their souls to the corrupt humans. Attempts in the past to "liberate" their brothers from their human handlers have all ended tragically—the Riedran shifter samurai like what they do. To shifters today, they are lost causes, and a tundra shifter might kill a Riedran shifter out of pity as much as anything.

5. How to Play Music: Tashana shifter tribal music is at once an art form, a style of meditation, and a powerful source of magic. All adult shifters craft their first instrument—usually a bone pipe or sealskin drum—as a puberty rite, and this act, along with one's first hunt, signifies passage into adulthood. The Tashanans have developed ingenious collapsible drums made of bone and hide, and virtually every Tundra shifter keeps drums or pipe with her at all times.

*An Akiak
guerrilla fighter*



ago. Since then, the Dorann dwarves have maintained a policy of political isolation, although they still trade with the northern shifter tribes and Inana maenads of the Tashyvar Islands. It is said that an increasing number of the Dorann clans are feverishly mining the Eska Mountains, stockpiling raw minerals as they dig.

The dwarves of the Dorann Holds are a mixed lot. Northern clans tend to be more primitive, clannish, and warlike than their distant cousins in the Mror Holds. Whereas the Khorvairian clans settled into a prolonged peace under Karrnath annexation, the dwarves of the northern Dorann Holds have never known such an era, and the typical state of affairs is one of low-simmering clan conflict. The southern Eska clans, by contrast, have much more arable land to work, and hence more peaceful relations, trading among themselves and the nearby humans and shifter tribes. Still, all Dorann dwarves tend toward mild xenophobia and isolationism, and as such have little contact with the world beyond their borders.

These days, a Dorann dwarf adventuring in the larger world is likely to have chafed under the oppressive policies of the recent Stone Council leadership. As the northern clans fall into line under the Hammerhand leadership, southern clans are rallying to the cause of the resurgent Clanguard paladins. A Dorann character is certainly concerned about potential civil war, and might feel compelled to choose a side and take a stand.

When the last Akiak strongholds in the Paqaa Mountains fell to the Riedrans, the scattered remnants of this once-great nation were forced to the north, where they lived in small mobile refugee camps. The few remaining Akiak are an intriguing people—a fully integrated society of dwarf and duergar, attempting rebuild and fight back against their Riedran enemies. The Akiak are fighting a guerrilla-style war against the Inspired, launching forays into their occupied homelands while constantly defending themselves against counterattacks by Riedra's death squads. An Akiak character is likely to be driven to take back the Paqaa Mountains, and to eventually bring the fight to the corrupt heartland of Riedra.

Maenads: The Tashyvar Islands are home to the Inana maenads. Victims of an ancient tragedy, these psionically powerful beings are the last survivors of an island nation that sank beneath the waters of the Lhazaar Sea two thousand years ago. The Inana have recently established a

THE WAY OF THE BROTHERS

Probably the most central and unifying code of Tashana shifter culture, the Way of the Brothers is based on an ancient myth. While the details of the myth vary from nation to nation, and even from tribe to tribe, the essential story is always the same. Soon after the dawning of creation, the first shifters were tricked by demons into fighting one another in a devastating civil war. Three great nations fought until the snows of the Tundra had melted away from the heat of spilled shifter blood.

Gravely wounded and near death, a sole surviving Warrior of the first nation walked the carnage of the battlefield. He presently came to an ancient glacial slab of rock, where a Shaman from the second nation lay unconscious and dying. Exhausted and weary of death, the Warrior put away his knife and instead cleaned and dressed the wounds of his enemy.

To his surprise, the Shaman awoke the next morning to find his wounds tended and a pack containing meat and

water lying nearby. The Shaman set off for the horizon and came across another ancient rock. Upon the rock, an Elder from the third nation lay dying. The Shaman wordlessly tended to the Elder, and resumed his wandering.

The Elder in turn awoke to find meat and water laid aside, and set off for the horizon. He too came upon a glacial rock, upon which the Warrior of the first nation had finally succumbed to cold and hunger. And so the Elder tended to the Warrior.

Thus began the Great Healing of the Tribes. The spell of the demons had been broken, and the shifters of the Tashana lay down their spears and sheathed their claws. When the tribes finally united in a summit, the Warrior, the Shaman, and the Elder met upon a great glacial stone and realized that each had circled back to the same place in his delirium. The three embraced one another as true brothers, and brought peace to the Tashana people.

series of small coastal hamlets on the western seaboard of Tashana proper.

Others: Scattered throughout the Tundra are the Icebinders, wandering bands of half-giant psions. Other nomads include many independent neutral- and good-aligned human barbarian groups. The terrifying Kalaak—a sect of savage, self-mutilating barbarians said to be in league with an ancient evil—plague the central and northern Tundra.

TUNDRA RELIGION

Eschewing technological and industrial advancements, the majority of Tashana shifters choose instead a path of simplicity and union with their natural surroundings. Although much of this choice is strictly a practical matter, it is also a defining spiritual aspect of the shifters of Tashana. Where a foreigner might see the Tundra way of life as primitive, the native sees it as pure and spiritually powerful.

The central nations of the Qiku and the Saartuk have enjoyed relative peace for many generations, and as their communities continue to grow and prosper, the shifter mind has turned inward to more spiritual matters. They are no longer driven by a struggle to survive, and now their shamanistic traditions grow more advanced with every generation. This advancement is evidenced by the shifters' sophisticated use of medicinal and magical lichens native to the Tundra (see page 138).

TASHANAN STYLE

Of the peoples of the Tashana Tundra region, only the shifters of the Qiku and Saartuk tribes have developed a cohesive culture that can be effectively chronicled. The dwarves of the Dorann Holds have isolated themselves for generations, and only the occasional artifact finds its way out of the Eska mountain passes. The culture of the Akiak clans has been all but destroyed by the genocidal machinations of the Inspired.

Art

Currently in vogue among a small circle of influential collectors in Khorvaire (Zilargo in particular), Tashanan art is surprisingly sophisticated and powerful for such a "primitive" culture. "An unmatched sophistication of simplicity," says Morgrave art scholar Mentarian Palinostrum.

Most prized are animal sculptures made of ivory, whalebone, antler, and stone, often found as ornamental parts of utilitarian objects. These figurines reveal a highly developed aesthetic style, with a meticulous exactness of anatomy and proportion. Tashanan paintings employ natural oils and pigments with hide canvases, and display complex techniques that are the envy of many a Khorvairian art student. The popular dreamscape style features dense and surreal landscapes of the natural world with an overlay of strange shapes, colors and images.

Architecture

Virtually all Tashana shifters were at least seminomadic until only a few generations ago. Now, many tribes of the Qiku and Saartuk nations have established permanent settlements and a nascent architectural tradition. In the central plains, sprawling villages built in and among the strange rock mounds combine stonework and tunneling with traditional shelters of seal or caribou skins. This dreamscape style features odd, otherworldly totems and ornamentations. In the coastal settlements of Winterstead and Whitetooth, increased trade has resulted in a riot of improvised architectural styles.

The nomadic and seminomadic tribes still employ collapsible tents of seal or caribou skins, supported by frames of bone and driftwood. Larger structures typically have raised sleeping platforms and a simple flue to release smoke. It's thought that the Chuniigi tribes of the far north maintain several hidden ice fortresses and storehouses carved directly into glacial formations.

THE NIGHT OF RAZOR DREAMS

When the Akiak clans split from their Dorann forebears hundreds of years ago, they initially settled in the passes and valleys of the Paqaa mountain range. Leaving behind the destructive clan violence of their forebears, they made great leaps in metallurgy and alchemy. The psionic-tending duergar in particular developed advanced techniques for working with the abundant metals and deep crystal found in the mountains of their adopted home. Previous to the rise of the Inspired, the Akiak were in great demand as technicians in all Sarlonan nations, and some clans migrated even farther south, approaching Adar borders. During this period, the Akiak began building *dalnans*, small structures of crystal and steel designed to harness the psychic energy of a community. Many of these early monoliths can still be found throughout Sarlona.

When the Inspired came to power, they hired many of the Akiak—who functioned nearly like a guild in this period—and the clan coffers swelled with Riedran gold. The Akiak and the Inspired worked together to build the first of the massive *hanbalani*, with the dwarves supplying the basic

alchemical and metallurgical building blocks. Although the basic framework was derived from the Akiak design, the Inspired also brought quori insights to the work, ensuring that the monoliths could be used in ways the Akiak never considered. Once the Inspired had appropriated the knowledge they needed to build *hanbalani* on their own, they turned on the Akiak in a massive coordinated betrayal that has come to be known as the Night of Razor Dreams. Planned assassinations, both physical and psionic, wiped out nearly all the Akiak leaders, engineers, and skilled technicians in the *hanbalani* construction facilities. Meanwhile, the shifter samurai of the Taaskan legion—already garrisoned near many of the clan homes as "protection"—swarmed the Akiak villages and towns in the Paqaa Mountains, killing or enslaving all who remained. Only a fraction of the once-great Akiak nation survived this horrifying betrayal, fleeing to the northern foothills of the Paqaa Mountains and the free lands of the southern Tundra. The Night of Razor Dreams burns in the heart of every Akiak, a terrible price paid for an unwise and greedy collaboration with the Riedran leadership.

Cuisine

The Tundra is not the place for cultured cuisine, but in terms of resourcefulness and ingenuity, Tashanans must be admired. In coastal and lake areas, the diet consists primarily of fish, waterfowl, and sea mammals, with some varieties of harvested seaweed. Inland, meat is provided by the vast herds of caribou, supplemented by fox, bear, and the occasional mammoth in the far north. Many tribes also harvest various types of lichen and algae that cling to the glacial rocks of the plains. Tashanans are renowned for finding utility in every possible part of the kill—examples are foxsnout soup and the infamous Chuniigi blubbercake. Some larger southern tribes employ a limited system of agriculture for winter grains.

Fashion

Materials and clothing among the Tashanans are almost entirely animal-based. Males and females both are likely to wear trousers and parkas of polar bear hide, with great fur-lined hoods. Boots are made of caribou or seal skin. Dressing in layers is the rule, since the weather of the Tundra is famously unpredictable. The hareskin socks and gloves of the Tashana are greatly prized for their warmth and comfort. Clothing is typically stitched with narwhal or caribou sinew.

STATE OF THE NATION

The Tashana Tundra is better understood as a geographical region rather than a nation. Although the Tashana shifters are the dominant people in terms of a semiunified culture

(and sheer numbers), they do not recognize political borders, and they have no diplomats or delegations abroad. The dwarves of the Dorann Holds are closer to being an actual political nation, but their isolationist policies have kept them all but invisible in their distant mountain holds. The Akiak refugees and the Icebinder half-giants remain essentially nomadic peoples, and little is known of the mysterious Inana maenads. The Tashana Tundra is simply too big, too wild, and too sparsely populated to qualify as a nation in any but the loosest sense of that term.

WHO RULES THE TUNDRA

Shifter Nations: The Qiku and Saartuk nations are composed of hundreds of individual tribes, each led by a council of elders. The tribe is the basic organizational unit of the shifter people, and each functions more or less independently. Each tribe has one or more shamans—healers and spiritual councilors. In the north, the desperate and more warlike Chuniigi are more fractured and entirely nomadic, following the herds of caribou and competing with the many human tribes and Neanderthal packs in the area.

The three nations have enjoyed a state of relative peace for many decades. The great wars of the past had been devastating for all, and the Tundra is too harsh a land to spill unnecessary blood. Twice a year, each nation holds a gathering of its internal tribes and once a year, representatives from the three nations convene a Summit Council at a secret location in the central plains known as the Speaking Stones. Recent threats by the Kalaak barbarians have tribal leaders uniting in common defense, and a semipermanent Summit Council has gathered for several years now. The

TASHANA SHIFTER NAMES AND SPEECH

Tundra shifter names reflect the importance that the culture puts on the group or tribe. All names are hyphenated, with the first word signifying the individual's tribe, and the second word the individual's name. The second name is usually one that commemorates a coinciding event on the day of birth, chosen by the mother or the tribal shaman. Both names are usually shortened versions of longer words. Tel-Marq, then, would be Marquesek of the tribe Telaani. In formal situations, the long-form name is used (Telaani-Marquesek). Shifter infants are usually named at birth.

Male Names: Akiak, Akrilok, Atanek, Biisatowaq, Chugiaq, Chultin, Dequinii, Ikiak, Ipitok, Itigiak, Kasqae, Keelug, Kut'uk, Makitt, Marquesek, Massa, Nanuq, Nohtak, Pakaq, Qaniis, Qigiq, Sinaaq, Taqu, Tok, Tonraq, Umiak.

Female Names: Anana, Arnaa, Buniiq, Desna, Esqa, Iqala, Immu, Issuqa, Iya, Kaya, Kilae, Kimka, Kinaqaa, Kiramii, Mikii, Miksaqaa, Nanii, Ninaqoja, Paniqa, Piaqii, Saqari, Sesii, Sikuu, Tiquani, Ululii.

Tribal Names: Agalak, Ahnakik, Annakuk, Chikuq, Ekchuaq, Hey, Iglogaq, Illiivaq, Iping, Kakrayak, Kingudlerq, Kulutiq, Mantok, Massapok, Naartoq, Nanik, Nukiliq, Nutaak, Oonayak, Palak, Peqartoq, Putyuq, Saqani, Tuluqarak, Yaqone.

Phrases: Although all tundra shifters speak Riedra, remnants of an ancient dialect linger in their idioms and sayings.

"Banded we live!" Often used as a good-bye, this saying underscores the emphasis shifter culture puts on the group. It is traditionally spoken in unison at the end of any tribal meeting or gathering.

"No tomorrow!" Used sometimes as a battle cry, this simple phrase is also common as a quiet utterance that a shifter might whisper to herself in times of worry or danger. It captures the Tashanan ideal of not letting distractions or worries about the future interfere with the pressing needs and reality of the moment.

"The wolf is always waiting." A reminder to stay alert and vigilant at all times. Also used to express remorse or grief in times of crisis or death.

"A sister to my brother is my sister, too." One of many Tashanan sayings that reveal a deep sense of compassion—a shifter might say this after a hunting kill, or the death of a worthy enemy.

"Tear at the throat, and be done." Something of a counterpoint to the above, this proverb encourages maximum violence immediately when confronted by danger. It's also muttered when undertaking an unpleasant task.

"Qok!" The all-purpose expletive of the shifters, pronounced "coke." It can be used as an adjective (Harness the qokking dogs!), a noun (What the qok is that?), or a verb (Qok this!).

Akiak refugees traverse the Paqaa Mountains in search of a new home

Council is led by a triumvirate known as the Sky Tellers, with each of the three great nations represented. Among all three nations, adult males and females are both hunters and fighters, and in times of war, each nation is capable of fielding an army of fighters on very short notice.

Dorann Holds: The Holds have long been a collection of loosely confederated clans, with frequent infighting and skirmishes between various factions. In recent years, however, the infighting has calmed, and several of the clans are working together to an unprecedented degree. The Stone Council, previously an intermittent conclave gathered to settle important intraclan disputes, has been in permanent session in the fortress of Tannishold. Able-bodied dwarves from all clans are being dispatched—forcefully in some cases—to work in massive excavation projects deep in the Eska Mountains. Recent reports indicate that heavily armed militias, controlled by a member of the Stone Council known as Hammerhand, now control many of the major passes and valleys of the Eskas. Opposing dwarf clans are uniting under the flag of the paladin order known as the Clanguard, and rumors of a civil war hang heavy in the air.

Akiak Refugee Clans: A community-in-exile, the Akiak people currently eke out a seminomadic existence. There is no government or military structure per se, but rather ad hoc leadership committees and guerrilla bands. The charismatic duergar military leader known as Jade-Lin is attempting to galvanize the clans, and many have rallied to her flag of late. The Akiak refugees are closely allied with the southern Qiku tribes.

Inana Maenads: What little is known of the Inana maenads suggests that they maintain a radically simple, almost deliberately primitive society in the remote Tashyvar Islands. Separate and distinct coastal villages are designed to be entirely self-sufficient, and there is no indication of any centralized government. Inana colonists have in recent generations established a series of fishing villages on the western seaboard of Tashana, as well as the port community of Winterstead, trading peaceably with the native Saartuk shifter tribes. As a people, the Inana apparently follow some kind of seasonal rhythm, with active periods of exploration and colonization in the summer, offset by almost hibernationlike episodes in the long dark of winter. In fact, visitors to Inanan villages in the dead of winter report entire colonies seemingly abandoned.

Icebinders: The nomadic half-giants known collectively as the Icebinders also follow mysterious internal rhythms. Their migrations do not correspond to any seasonal pattern, nor do they trail any of the great herding animals of the Tashana. Some have suggested that the Icebinders move according to some intricate plotting of the *aukaraks* that sweep across the Tundra. Others say the Icebinders actually control the *aukaraks*, somehow herding the storms like great planar beasts. In any case, each nomadic Icebinder group is apparently self-governed and independent.

FOREIGN RELATIONS

Among the various peoples of the Tundra, relations are generally peaceful. The shifter nations keep to themselves, having successfully averted large-scale war for hundreds of years. Isolated tribal skirmishes still occur regularly when resources become scarce, particularly involving the warlike Chuniigi tribes of the north.

In recent years, the refugee people of the Akiak and the tribal leaders of the Qiku shifter nation have joined



in alliance. This alliance has historical roots: When the Akiak split from their Dorann forefathers hundreds of years ago, the shifters of the Qiku nation helped the dwarves in their migration from the Eska Mountains across the Tashana Tundra. After the Akiak established their new clanholds in the Paqaa Mountains, the two groups remained friendly and engaged in significant trade. After the betrayal of the Inspired, the Qiku shifters provided refuge and shelter to the desperate Akiak refugees in the northern foothills of the mountains, where they remain to this day. While there is no formal military alliance, the Qiku provide Akiak guerrilla raiders with supplies and mercenary warriors to assist in their campaign to retake clanholds in the Paqaa range.

Along the western coast of the Tashana, the Saartuk nation coexists with colonies established by the Inana maenads of the Tashyvar Islands. There is certainly no shortage of space or resources along that shoreline. The port communities of Winterstead and Whitetooth are an intriguing mix of maenad and shifter culture, along with a smattering of various Khorvarian influences brought by increasing sea trade.

In the far north, low-lying Dorann clans have a tradition of trading worked metal and weapons with the Chuniigi, typically for prepared meats and animal products. However, relations have soured in recent years. The Chuniigi are enduring relentless raids by the savage Kalaak barbarians, and these are desperate times for the northernmost shifter nation. Chuniigi now regularly raid Dorann dwarf settlements, and even northern roaming Qiku and Saartuk tribes when necessary.

The nomadic Icebinder half-giants generally have good relations with all three shifter nations, in that they leave one another alone. The scattered and self-sufficient human barbarian and Neanderthal tribes of the Tundra have no overarching organization, and conflict arises only when competition for resources heats up.

The human barbarians known as the Kalaak are an entirely different matter. Of these terrible raiders, little is known—and of that, little is spoken. Some say the savagery of the Kalaak has earned them a reputation entirely out of proportion to their actual power and numbers. There is no doubt, however, that the Kalaak represent a grave threat to all peoples of the Tashana.

Riedra

Riedra and Tashana have long had a mutually beneficial policy of ignoring one another's existence. It's unclear to what extent the shifter leaders know of the Riedran govern-

ment, and all indications are that the Inspired consider the shifter nations harmless primitives. Several passes break through the strange planar-influenced border between the lands of Tashana and Riedra, and limited trade exists between individual shifter tribes of the southern Tundra and northern Riedran settlements—proximity trumps politics in these cases. The upper reaches of the Paqaa Mountains represents a significant exception, due to direct hostilities between the refugee Akiak fighters and Riedran occupiers. Although there exists no state of war between Riedra and the Qiku, it is common knowledge that the shifters support the Akiak in their struggle to reclaim their homeland. Tashana tribes and Riedran military shifters harbor a deep enmity toward one another. Extremely bloody incidents in the past have led the leaders of both Riedra and the Tundra nations to avoid direct conflict.

Syrkarn and Adar

Tashanans are, for the most part, unaware of the distant nations of Syrkarn and Adar. It's probable, however, that leaders of the shifter nations have some knowledge of these lands. In fact, there are those who suspect that emissaries have been dispatched in both directions, and that secret talks are under way to assess a possible alliance against Riedra.

Other Nations

It's a fact known to only a select few, but Tashanan coastal communities and pirates of the Lhazaar Principalities have maintained secret trading and smuggling routes across the Lhazaar Sea for many years.

Initial trade was probably in certain exotic spices native to the Tashana coast, but much of the commerce now revolves around trafficking of medicinal and magical lichens, especially icewild. Other commodities include native Tashanan art, and mineral and crystal exports from the Eskas.



*Naar-Esqa,
Qiku leader*

NOTABLE TASHANANS

Here are a couple of Tashanan leaders who might have prominence in a campaign that features this region.

NAAR-ESQA, QIKU SKY TELLER NG male shifter druid 8

Born into the large, seminomadic Naartoq tribe of the Qiku nation, Naar-Esqa chose the path of the shaman after his first hunt. His affinity for the land and command of powerful spiritual magic led him to become the tribe's shaman leader at a relatively young age. But it was Naar-Esqa's uncommon wisdom and foresight that led to his destiny as Qiku Sky Teller.

Along with emerging leaders from other tribes, Naar-Esqa has been instrumental in maintaining the current peace among the shifter nations. He established a system of regular communication, dispatching pipers and lorekeepers to constantly circulate in Qiku, Saartuk, and Chuniigi territories, settling local disputes before they worsened.

Naar-Esqa was elected to his current post at the last Summit of Nations, joining representatives from the other two nations in an unofficial triumvirate leadership. Since then, he has been able to rally the tribes to common causes. The Qiku Sky Teller has dispatched scouts and rangers to investigate the threat of the Kalaak barbarians, and has met with other Tashana groups to assess the situation, including the half-giant Icebinders and human barbarian tribes. In the south, Naar-Esqa fears open warfare with the Riedrans should Qiku involvement with the Akiak progress, and he has forbidden shifter warriors from directly participating in the conflict.

Naar-Esqa has no permanent residence and tends to travel constantly and secretly—either alone or with a small retinue. He relies on his network of scouts, runners, and pipers to keep him informed. In person, Naar-Esqa is remarkably reserved and diplomatic, while projecting at all times a steely resolve. Tufts of silvery hair cover his wiry, muscular frame. He is always interested in forging new alliances, with the good of the Tashana shifter nations foremost in his mind.

JADE-LIN, AKIAK RESISTANCE LEADER CN female duergar soulknife 8

Charismatic and willful, the duergar Akiak leader known as Jade-Lin has proven to be an effective military leader—and a significant problem for the Riedrans. She has become an almost legendary figure among the Akiak commoners, who view her as a savior of the people. Jade-Lin has led several recent guerrilla raids into the Paqaa Mountains, defeating the Riedran border garrisons and freeing captive Akiak working in mining facilities or occupied clanhomes. She has also managed to target and destroy at least one monolith.

Jade-Lin deliberately keeps her identity, intentions, and personal history shrouded in mystery. Actively hunted by Riedran death squads, she must constantly stay on the move. The Akiak commander travels with a small group of able comrades, and when she settles down for a short time, she is surrounded by loyal Akiak dwarves.

On occasion, Jade-Lin does recruit mercenaries for specific missions, using trusted lieutenant and go-betweens for added security. She pays extremely well for these dangerous assignments, and it's rumored she has access to much of the old Akiak wealth, through private sponsors and personal stockpiles. Outsiders who work for Jade-Lin are wise to be careful, for the Akiak leader isn't above sacrificing mercenaries for the good of her people.

PLOTS

The vast lands of the Tundra offer a different flavor for an ongoing campaign. Life might be simpler in the Tundra, but it certainly is not easier. Resources are scarce, and even the most wilderness-savvy PCs could find themselves challenged by the cruel weather and savage natural predators. Trekking these barren lands also means chancing

encounters with the unpredictable *aukaraks*. Still, there are story beyond mere survival to be told in the Tundra.

KALAAK RAIDERS

A new and formidable threat to the Tashana, the savage human barbarians of the Kalaak swarmed from the area of the Eska Mountains and laid waste to everything in their path. Undiscriminating in their wanton destruction, the raids target shifter, human, half-giant, and even Neanderthal tribes. The few survivors of these raids describe returning to camps that are not just pillaged, but utterly savaged and desecrated, with dark references to torture and cannibalism. Some captives are cruelly injured and released; those who can still speak tell of self-mutilating barbarians using hooks and knives to sculpt their own flesh into nightmare visages.

The Kalaak are relentless in their insane killing. Entire herds of caribou are found slaughtered and mutilated, left to rot on the taiga. This terrible waste goes against the very nature of the Tashanan people, especially the shifter tribes. Recently, the Saartuk and Qiku tribes have organized scouts and sentries as the Kalaak raids travel farther south into the heart of the Tashana. But it is the northern Chuniigi who have borne the brunt of the Kalaak aggression. Desperate, the Chuniigi have in turn begun raiding Dorann dwarf clanholds and even other southern tribes, bringing a dangerous instability to the natural order of the Tundra.

Getting PCs Involved: The Kalaak raiders represent a grave threat to the order and balance of the Tundra,

A Kalaak raider



*A Saartuk shifter and a Tashyvar maenad
haggle at the Winterstead market*



and a good opportunity to present truly terrifying villain for PCs. The PCs might need to cross the vast wilds of the Tundra to reach a particular destination. Perhaps they have been hired by Khorvairian agents to find and contact a remote shifter tribe in order to barter for the Tashanan goods so valued in certain circles of Khorvaire. Simply making the journey is hazardous enough, but upon arrival, the PCs find the shifters under attack or already destroyed.

Or the PCs might take up the cause of the beleaguered shifter tribes directly. The Sky Tellers are deeply concerned about the presence of the Kalaak in the Tashana. They might hire or otherwise compel the PCs to journey to the Krertok Peninsula, where the Kalaak appear to be based. There the characters find a strange and terrible relic from the Age of Demons—a gargantuan statue of an ancient rakshasa rajah, the physical remains of a demon long ago dispatched and bound. The Kalaak worship this ancient evil, whose vague stirrings of malevolent consciousness power their terrible savagery. Here PCs might uncover the true directors of the Kalaak terror—Sarlonan rakshasas, whose machinations endeavor to free the fiends of ages past.

THE AKIAK

A select circle of Akiak leaders has knowledge of the metallurgical and alchemical technology that underlies the monoliths. While the Akiak do not understand all the particulars, they recently discovered that the Inspired are using the monoliths to bring about some kind of planar alignment. They suspect that the fate of all of Eberron might hang in the balance. So far, only the shifters of the Qiku seem to agree

about the gravity of the situation. Akiak emissaries are being sent abroad to disseminate this information.

The Akiak lack the strength to attack the Riedrans in force, so they instead rely on a strategy of infiltration and sabotage. Akiak guerrilla bands, small and mobile, are dispatched into the mountains in search of *hanbalani* installations. The *hanbalani* are built atop the proto-monoliths the Akiak built themselves as psionic power plants. Destroying *hanbalani* is not overly difficult (see *Explorer's Handbook* 134); surviving the journey there and back is. The few Akiak bands that have the knowledge and inclination to channel their revenge into monolith-busting play a deadly game of cat and mouse with the Thousand Eyes and the Sleeping Sword.

Getting the PCs Involved: Akiak emissaries in the port towns of Winterstead and Whitetooth are actively recruiting adventurers to help them in their struggle against the Inspired. The Akiak are desperate and hunted, but they are not without resources. Previous to the Night of Razor Dreams, the dwarves were one of the richest peoples in all of Sarlona, and a good portion of that wealth was spirited out of the Paqaa Mountains. PCs might earn this Akiak gold by allying with the dwarves against their shadowy Riedran oppressors.

Very recently, Qiku warriors have begun defying their Sky Teller's dictates and joining the Akiak guerrilla raids. PCs allied with or in debt to the Qiku might find themselves drawn into battle. Alternatively, Riedrans see the Akiak as savage raiders attacking from the north. The Riedran government pays a handsome bounty to foreign adventurers who hunt down and kill Akiak fighters. In short, mercenary work is to be had on both sides of this conflict.

WHITETOOTH AND WINTERSTEAD

Escalating trade has brought bustling commerce and growth in the unlikelyst of places—the wild and rugged coastline of the Tashana Tundra. The port communities of Whitetooth and Winterstead are two of the strangest settlements in all of Eberon, a mix of shifter and maenad, with pirates, smugglers, and other unsavory elements from Khorvaire added to the mix.

Whitetooth, at the mouth of the Tiiki River, has been a permanent shifter village for time out of mind. The tribes have long held the spot communally as a place to facilitate trade from the coast and inward along the river. When Lhazaar sea merchants discovered the medicinal and magical properties of the various Tashana lichens—especially the potent icewild—intercontinental trade found a new foothold on the continent of Sarlona. In recent years, a small but very lucrative demand for authentic shifter art has opened new avenues of commerce for the elite treasure hunter.

To a lesser degree, the predominantly maenad village of Winterstead on the shore of the Qonama river has seen similar growth.

Getting the PCs Involved: Merchants in both Whitetooth and Winterstead are actively recruiting for help in acquiring and transporting Tashanan lichen harvests. Some expeditions are simply looking for protection as they move inland to barter with the shifter tribes. Others might be looking for a small team to make contact with remote tribes and discover new sources and suppliers. High-end art dealers are also operating in both settlements, paying handsomely for any authentic shifter art that can be acquired—no questions asked.

ENCOUNTERS

A few of the people PCs might run into while pursuing one of the plots in the Tashana Tundra are described here.

CHOK-PALLA, CHUNIIGI CHIEF

CN male shifter barbarian 3/ranger 3

A chieftain of the Chuniigi Chok tribe, Chok-Palla is desperate to find help battling the Kalaak raiders. One of the few tribal leaders still trying to unite the struggling nation, he despairs that the conflict is wearing at the very soul of the people—turning tribe against tribe as resources dwindle. Chok-Palla is actively seeking alliances with the southern shifter nations, the Icebinder half-giants, and the lowland clans of the Dorann Holds. He also visits Whitetooth and Winterstead regularly, seeking small bands of adventurers willing to scout the Kalaak homeland in the Krertok Peninsula.

CLOVIS FORLAINE, WHITETOOTH FENCE

CN male changeling rogue 7

Clovis Forlaine, pirate and fence, runs various gray-market operations in Whitetooth, acquiring Tashanan lichens, art, and other valuable resources of the Tundra. Originally a privateer from the Lhazaar Principalities, Clovis has operated out of Whitetooth for more than a decade now. He has a hand in, or an eye on, every significant transaction that takes place in Whitetooth. Clovis keeps several different safe houses in town and often

conducts business on vessels anchored in the waters west of Whitetooth. Clovis's true identity is a carefully guarded secret, and he "officially" presents himself as a slickly dressed male human of conspicuously Lhazaar origin.

KUNIGAAL THE DESECRATOR

A fearsome war chief among the Kalaak, and some say leader of that depraved people, Kunigaal is the embodiment of Kalaak ideals. He is pitiless, ruthless, fearless, and utterly blasphemous. His pale, hairless body, particularly his face, is crisscrossed with terrible scars; some have meaningful patterns, but others are telltale signs of wounds survived. Kunigaal can cow even frenzied Kalaak raiders with his unyielding gaze. Metal spikes adorn his face and the skin of his body, and his fingers have been magically altered so that wicked bone and iron claws replace the ends of them. Kunigaal never goes alone into battle—superstitious and wary of his own followers, he surrounds himself with evil spellcasters and a private stable of elite, fanatically loyal female Kalaak barbarians that are also his wives.

KUNIGAAL THE DESECRATOR (RAGING) CR 13

Male human barbarian 11/fighter 2

CE Medium humanoid

Init +2; **Senses** Listen +9, Spot +2

Languages Riedran

AC 18, touch 10, flat-footed 18; improved uncanny dodge (+2 Dex, +8 armor, -2 rage)

hp 153 (13 HD); **DR** 2/-

Fort +18, **Ref** +8, **Will** +8

Speed 40 ft. (8 squares); normal speed on snow and slippery ice

Melee +2 vicious halberd +21/+16/+11 (1d10+11/×3 plus 2d6 plus 1d6 to Kunigaal) or

Melee claw +18/+13/+8 (1d6+6)

Ranged mwk composite longbow +16/+11/+6 (1d8+3/×3)

Base Atk +13; **Grp** +19

Atk Options Cleave, Great Cleave, greater rage 3/day (8 rounds), Power Attack

Combat Gear 3 *potions of cure serious wounds*

Abilities Str 22, Dex 14, Con 21, Int 10, Wis 8, Cha 12

SQ trap sense +3

Feats Cleave^B, Deformity (clawed hands)*, Diehard, Endurance, Deformity (face)*, Great Cleave^B, Power Attack, Willing Deformity*

* Feats from *Book of Vile Darkness*

Skills Climb +15, Intimidate +22, Jump +19, Listen +9, Ride +10, Spot +2, Survival +9, Swim +10

Possessions combat gear plus +3 mithral breastplate, +2 vicious halberd, masterwork composite longbow (+3 Str bonus) with 20 arrows, *cloak of resistance* +3, *boots of the winterlands*

When not raging, Kunigaal has the following changed statistics:

AC 20, touch 12, flat-footed 20

hp decrease by 39

Fort +15, **Will** +5

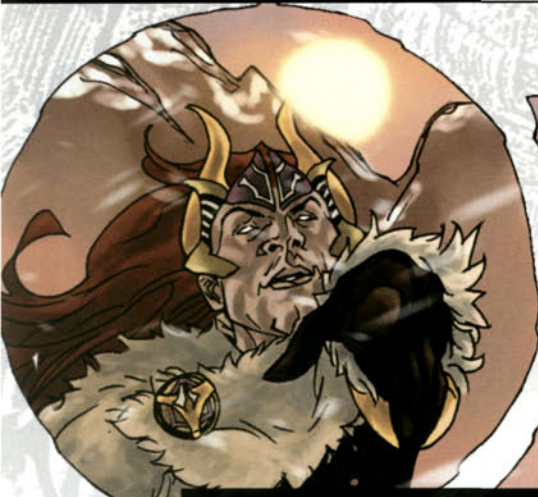
Melee +2 vicious halberd +18/+13/+8 (1d10+6/×3 plus 2d6 plus 1d6 to Kunigaal) or

Melee claw +16/+11/+6 (1d6+3)

Grp +16

Abilities Str 16, Con 15


Skills Climb +12, Diplomacy +1 (+3 against evil nonhumanoids), Jump +16, Swim +7



Vunhaknad, relieved that the ogre mage hadn't killed the clan, yelled, "Throw down your sword. Surrender. We'll not harm you. Fail to do so, and we must destroy you."

"You attacked me first, as did the others before you," said the giant.

"He can escape at any time," said Vuuni softly, still aiming her wand. "He wants something, or he'd already be gone."



I am called Gendrun," the ogre mage said as he raised an eyebrow, "and I wish to speak to the elders of Kasshta Keep."

CHAPTER TWO

SARLONAN CHARACTERS

This chapter presents a host of options for characters from Sarlona. A PC could learn Tashalatora or the techniques of the Ascetic Psion from the kalashtar of Sharn or another convenient source.

RACES

Sarlona is truly the realm of humanity—it is home to far fewer intelligent species than Khorvaire is. Nonhumans were rare on the continent to begin with, and many were used as scapegoats during the Sundering. The races that have a noteworthy presence in Sarlona are described in this section.

AVENTI

Under the Sea of Rage live the aventi (*Stormwrack* 34), survivors of a magical cataclysm that sank the ancient Sarlonan island realm of Aventus. That disaster might explain the turmoil in the Sea of Rage. A part of Aventus remains above the waves in the form of a horseshoe-shaped island and a smaller island to the north. Riedra controls those isles, and the aventi have little love for the nation of Sarlona.

Aventi Lands: Aventi have small settlements across the Sea of Rage and are sometimes seen in the Syrkh port of Ardhmen.

CHANGELINGS

The Inspired have embraced the changelings of Riedra, and these shapeshifters are treated with far more respect than their cousins in Khorvaire are. This acceptance comes at the price of individuality, however. Riedran changelings are taught to set aside personal identity, in order to fully serve the Inspired. This philosophy takes the place of the three common paths among the changelings of Khorvaire.

Riedran changelings are invariably drawn into the service of the Thousand Eyes or the Iron Gate, and most are deeply loyal. As a result, changelings are often feared and distrusted in the other lands of Sarlona. The role of changelings in Riedra presents many opportunities for foreign shapeshifters, who can blend in with their kin. The dragons of Argonnessen use changeling agents as observers in Riedra, and other nations might find changeling agents ideal for Riedra operations.

Changeling Lands: The changelings have no lands of their own; they can be found throughout Riedra.

CHOSEN (EMPTY VESSELS)

Set above the rabble of the workers and commoners of Riedra, the Chosen have been touched by the divine force of the nation. Or so they're told. The truth of the matter is much more sinister. The Chosen are in actuality "empty vessels" designated as host bodies for the extraplanar spirits of Dal Quor (the terms Chosen and empty vessels can be used interchangeably, but the former is preferred in Riedra because it represents the esteem with which these beings are held). The result of generations of controlled breeding and psionic manipulation, the Chosen enjoy a life of privilege in Riedra . . . all in preparation for inhabitation by a quori.

Although the Chosen are granted luxuries unknown to most Riedrans, they do not lead lives of indolence. Chosen hold important positions—even those who are never possessed become military officers, village overseers, and administrators in the arms of the Unity. A Chosen who has the potential to be a primary host undergoes especially intense training, ensuring that she has skills useful to the quori who claims her.

Every Chosen family is bound to a specific quori spirit. That spirit can possess any Chosen of its line at will. There is no warning, no saving throw, no chance to resist. Most quori choose one particular vessel of their line to serve as primary host, and this is the being Riedrans come to think of as the Inspired tied to that spirit. However, this arrangement places no limitations on the quori; he can leave his host at any time to inhabit another of his Chosen. Important quori often spread their vessels across Riedra, allowing them to quickly manifest in different cities. Likewise, a vain quori often abandons a host who becomes old or suffers significant injuries, but he can always return when he wants. Most Chosen are eager participants in the possessing process, and as such, a particular family might be used as hosts by multiple quori; however, only one has the irresistible bond to his vessels.

The Chosen are bred to be ideal hosts in a complex process involving mingling of bloodlines, and meta-creative and telepathic manipulation. Superficially, the Chosen are very similar in appearance to the kalashtar, displaying a beauty so unnatural that some find it disturbing. They also have an innate bond to Dal Quor, which manifests itself as natural psionic talent and a growing pool of power points.

It is extremely difficult to drive a quori from a Chosen host (see the resist exorcism ability, *ECS* 291). In addition, the quori bound to a Chosen line can possess

one of its vessels regardless of the Charisma of the host (under the normal rules of possession, the Charisma of the host must equal or exceed that of the possessing spirit). Many of the more powerful quori simply can't possess normal humans, because there are no mundane humans who can contain them; the Chosen can.

When a quori first takes a primary host, it spends a considerable amount of time drilling its beliefs and personality into the vessel. The Chosen are taught to embrace this, surrendering their personality to the divine spirit. The net result is somewhat similar to *mind seed*—the vessel does not actually gain the knowledge of the quori, but after a month of the quori thinking with her brain, she behaves much like the quori even in its absence. Discarded hosts, who have served as Inspired for decades, are often indistinguishable from the quori patron; all traces of their human personality are long lost.

It is important to bear in mind that while the quori gains access to the memories of the Chosen, the reverse is not true. Chosen that serve in administrative positions might know very little of the grand goals of the Dreaming Dark; they only know that the Inspired seek to create a stable and stagnant society, and they do not question this goal. The critical exception to this rule are the "shadow lines"—those Chosen dedicated from birth to serving the true quori agenda. These Chosen are taught the nature of il-Lashtavar and their quori masters, and they are loyal to the Dark as opposed to Riedra. The shadow lines provide the Inspired with agents who can be trusted with covert and disturbing assignments.

As most of the Chosen are utterly dedicated to Riedra and the Inspired—they are best suited for use as NPCs. However, the life of a vessel who has turned on her masters has many interesting hooks.

While the Chosen possess dual spirits only when actively possessed by a quori, the training of a Chosen and her innate bond to Dal Quor enables her to take host feats.

Chosen Lands: The Chosen are tied to the land of Riedra, and it is rare to find them elsewhere save as emissaries of the Inspired. Those few who escape the quori yoke typically pose as kalashtar, seeking to avoid undue attention.

DROMITES

Sarlona has a secret civilization deep beneath its surface—that of the dromites and their city-hives (*EPH 6*). The dromites of Sarlona are not a unified nation; they are insular at best and xenophobic at worst. Their interactions with surface-dwellers have rarely been good; the Inspired have dealt with dromites using only murder and

enslavement as "diplomatic" tools. So, most dromites are content to live and trade among their kind.

In some areas, however, the general dromite reclusiveness is not the norm. The kalashtar made diplomatic inroads with them more than a millennium ago. Zi'til'natek, a city-hive under Adar, is loosely allied with the defenders of that land. Under the tundra, the few dromites hives have had decent relations with some dwarf clans.

Some dromite hives have taken a militant stance against all "surfacers." These extremist city-hives are few and number, and their citizens too few to engage in outright warfare, but dromites from these hives employ sabotage and guerrilla strikes against threats they can manage, from unlucky ogre nomads to Riedran Edgewalkers. Dromites of the city-hive of Nar'zix in Syrkarn are more insidious—they have begun trading tainted Khyber shards through merchants in Ardhmen and other settlements.

Dromite Lands: Dromite settlements, large and small, exist all across Sarlona, hidden from surfacers and often removed from one another.

DWARVES AND DUERGAR

The dwarves of Sarlona's Dorann Holds resemble their Khorvarian cousins in many respects. The Akiak, however, are an integrated people made up of dwarves and duergar (*EPH 8*).

Dwarf Lands: The dwarf homelands of Sarlona are the Dorann Holds, a loose federation of clans in the northern Eska Mountains. The scattered remnants of the refugee Akiak people live in mobile camps in the foothills of the northern Paqaa Mountains, and many more clans are harbored by the Qiku shifters of the southern Tashana. The ancestral clanhomes of the Akiak in the Paqaas are currently under occupation by the Riedrans, and many guerrilla bands of Akiak fighters remain in the central mountains.

Many Akiak dwarves and duergar have been imprisoned in Riedran mines and work camps for generations, since the initial downfall of their nation. They are essentially an underground slave race exploited by the Inspired, and few but the free Akiak insurgents even know of their existence.

Some small independent dwarf clans can be found in the mountainous regions of Syrkarn and Adar. These groups have been separated for generations from the Dorann and Akiak clans.

ELANS

When a quori commits a heinous crime against its own kind, it receives a terrible punishment: It is bound

CHOSEN AS CHARACTERS

Chosen racial traits are detailed in the Empty Vessels as Characters section of the *EBERRON Campaign Setting* (page 290). Chosen are of the humanoid type and the human and psionic subtypes. Furthermore, Chosen raised in Riedra gain Quori and Riedran as automatic

languages (instead of Quori and Common). Their bonus languages are Common, Draconic, Dwarven, and Giant.

Kalashtar racial feats are available to any Chosen and Inspired character.

into a human vessel against its will. Unlike in the normal process of Inspiration, the bound spirit has no power or influence over its host. Condemned to eternal powerlessness, the quori's energy sustains and empowers the host, transforming it into an elan (*EPH 9*). No elan council exists on Eberron, and no one undergoes the process voluntarily.

Elans are exceedingly rare. Most are found in Riedra, serving in the Harmonious Shield. Elans know what they are—living prisons for evil spirits. An elan has been granted great power with which to serve the Inspired, and the potential to redeem the *il-altas* imprisoned in its body. Many elans rise to this challenge, becoming champions of the Path of Inspiration. Others stray from the path. Some hear messages from the spirit within or at least believe that they do; the life of an elan often ends in madness. Others learn the truth about the Inspired—with a potential life span of centuries, an elan has a great deal of time to put together the pieces of the puzzle.

Elan Lands: Elans are few in number and hold no land. Those who leave Riedra are scattered across the world, and could be found in Xen'drik, Khorvaire, or even Argonnessen. A handful have settled in Adar, where they are treated with suspicion and live as eternal pariahs. Nonetheless, a few have become Adar's staunchest defenders—if only to lash out at the Inspired.

ENEKO

The eneko are the true children of Syrkarn. They were born in the wake of the Sundering, as ogre refugees mingled their blood with that of the nomadic half-giants.

These "mongrels" proved to be remarkably well suited to the environment.

Eneko Lands: Although a few eneko have made their way to Adar and the Tashana, Syrkarn is the realm of the mongrel ogres, and the vast majority of the race is settled there.

HALF-GIANTS

Perhaps the most baffling of all the races on the continent, the nomadic half-giants (*EPH 12*) of Sarlona are descendants of ancient giant explorers from Xen'drik. Some say the half-giants are degenerate offspring of the Xen'drik titans, while others contend they have a mixed human ancestry.

What can be said is that the true-breeding half-giants are racially inclined toward psionic ability, and this racial trait binds them into tight-knit but individually isolated bands. Half-giants refer to their groups as families, rather than tribes or clans, although few members of a family are actually blood-related. In fact, many families adopt individuals of other races, particularly psionic ones such as elans, dromites, duergar, and maenads.

Half-Giant Lands: Half-giant families wander endlessly all over Sarlona, although they rarely stray into Riedran territory. There, they are often "assimilated"—a process beginning as slavery. What is remarkable is the degree to which they tend to coexist peaceably with denizens of all other regions. In Tashana, where families are known collectively as the Icebinders, half-giants have a long tradition of trade and cooperation with the shifter and human tribes. The Sandstrider families of Syrkarn keep more to themselves, with occasional but minimal

ENEKO AS CHARACTERS

Descendants of refugees from Sarlona's ancient ogre kingdom of Borunan, the eneko are an ogre/half-giant hybrid that now breeds true. Eneko are slightly shorter than their half-giant kin. Their skin carries a green tint that inspires their belief in an ogre mage ancestry, and some eneko sport vestigial horns and prominent canine teeth. Eneko characters have the following racial traits.

- Giant type.
 - Medium size.
 - +2 Constitution, +2 Strength, –2 Dexterity, –2 Charisma. Eneko are as tough and strong as their half-giant kin, but tend to be wary and reserved.
 - Base land speed 30 feet.
 - Darkvision 60 feet.
 - Low-light vision.
 - +2 racial bonus on saving throws against poison.
- Eneko are hardy and resistant to toxins.
- Bonus Feats:** Eneko receive Martial Weapon Proficiency (longbow) as a bonus feat.
 - Powerful Build (Ex):** The physical stature of eneko lets them function in many ways as if they were one size category larger. Whenever eneko are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), they are treated as one size larger if doing

so is advantageous to them. Eneko are also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect them. Eneko can use weapons designed for creatures one size larger without penalty. However, their space and reach remain those of creatures of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change a subject's size category.

—**Spell-Like Abilities:** 1/day—*endure elements, pass without trace*. Caster level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.

—**Automatic Language:** Common or Riedran.
Bonus Languages: Common, Dwarven, Giant, Quori, Riedran.

—**Starting Age:** 30 years + 3d6 (barbarian, rogue, sorcerer, soulknife, wilder) + 2d6 (bard, fighter, paladin, ranger, psychic warrior) + 4d6 (cleric, druid, monk, psion, wizard).

—**Aging Effects:** 60 years (middle age)/80 years (old)/120 years (venerable)/+4d% years (max age).

—**Height and Weight:** male (5'4" + 2d10/180 × 2d6 lb.), female (4'10" + 2d10/120 × 2d6 lb.)

—**Favored Class:** Ranger.

—**Level Adjustment:** +1.



The humans of Sarlona are a diverse lot

conflict with the humans and eneko of the region. In Adar, a handful of half-giant families called the *pathadrik* wander among the settlements and monasteries.

HUMANS

As in Khorvaire, Sarlonan humans are a study in diversity. From the tribal barbarians of the Tashana Tundra to the ascetic monks of Adar, from the industrious city-dwellers of Riedra to the proud agrarians of Syrkarn, humans dominate the continent.

KALASHTAR

Beautiful and kind, yet emotionally charged and mysterious, kalashtar look much like Chosen and Inspired do. Most kalashtar are active in roles that oppose the overlords of Riedra. Their numbers are too few, however, to truly oppose the might of the Inspired on the Material Plane. Still, they work ceaselessly to change the consciousness that makes Dal Quor what it is today—a nightmare.

Kalashtar Lands: Most kalashtar on Sarlona live within the high mountains and rich valleys of

Adar. Among the ringing peaks, the kalashtar are protected from their mortal enemies who rule Riedra. Even so, they are few in number. Fewer still are the adventuresome kalashtar who can be found in remote parts of Sarlona, spreading the Path of Light and fighting the Inspired. No true kalashtar settlements exist in Sarlona outside Adar, but one could meet a kalashtar as close to Adar as Syrkarn or as far away as a Qiku village in the tundra.

MAENADS

Mysterious and remote, the maenads of Sarlona are beings of tempestuous emotions held in check by rigid self-control. Because of an ancient tragedy that befell their race, they harbor a deep spiritual turmoil. The

maenads know little about their origin. Their legends, supported by brief and intermittent contact with aventi explorers, claim that a great human civilization once existed among the islands of the Lhazaar Principalities, and that it sank beneath the waves some two thousand years ago in a magical cataclysm. Those who were at sea when the cataclysm occurred sailed east to find a new home, coming ashore on the Tashyvar Islands of northwest Sarlona. There the survivors underwent some fundamental physical and spiritual transformation, and a new race was born.

Physically, maenads closely resemble humans, although they tend to be taller and heavier. Most distinctively, maenads' skin is dusted with bits of living crystal, giving them an odd and ghostly luster in certain kinds of light. Maenads also have a racial propensity toward psionics, with virtually every individual manifesting wilder abilities in puberty.

Maenad Lands: The maenads of Tashyvar have built their society in the islands and shores of northwestern Sarlona, colonizing as far south as Winterstead at the mouth of the Qonama river. Maenads in Sarlona are governed by a strange seasonal rhythm, almost

RIEDRANS AND ADVENTURING

As a player of a Riedran character, especially a human, you have some special considerations. Common people in Riedra don't just break out of their appointed roles and go adventuring. Most are conditioned to be content with their lot, and few welcome much less seek change.

You have many options available to you, however. Your character might be a loyal Riedran chosen to study other cultures and serve as a goodwill ambassador—a trying task that must be performed among backward or corrupt barbarians who are ignorant of the Path of Inspiration. A tiny minority rebels against the restrictive philosophy of the Path; such persons must flee

Riedra or die. Perhaps your character is one of the few Riedrans involved with an underground group, raised with the knowledge that all is not necessarily well in the homeland. Maybe your character recently awakened to the reality of Riedra and is now on the run. Another possibility is that the character is some sort of criminal, rightly or wrongly accused, looking for a route to freedom. In this latter case, what you did doesn't have to be evil. Many reasonable actions or unchangeable conditions are crimes in Riedra, or they are at least situations that cause people to disappear. One of the most common is being born with psionic or magic talents.

maniacally active in the long days of summer, but withdrawn and torpid during winter's long darkness. New maenad colonies are apt to appear by the dozens in spring and summer, only to be apparently abandoned when the season turns.

In an odd coupling, the maenads have formed close relations with the Saartuk shifters, and integrated groups can be found throughout the rivers and frigid beaches of the Tundra shoreline. Maenads are expert mariners in these shallow waters, and they facilitate trade throughout the region with their ingenious skiffs and boats.

OGRES AND OGRE MAGES

Sarlona might be known as the cradle of humanity, but it is also the birthplace of the ogre race. The ogres of Khorvaire are the descendants of settlers who crossed the Barren Sea long ago, though this knowledge lives on only in the tales of ogre mages. Once, the ogres of Borunan were a proud warrior culture, and their ogre mages were mighty creatures spoken of in song and story. Had the ogres ever sought to conquer humanity, the history of Sarlona might have been quite different. But the ogres considered humans unworthy foes. This overconfidence was their undoing, and in the last days of the Sundering, the Inspired unified the human kingdoms against this army of monsters.

Today the ogres are a subdued populace. Most are not allowed to even touch weapons; they are miners and laborers, and their immense strength is used to haul stone and metal for the *hanbalani altas*. Not the brightest of creatures, most ogres have accepted the philosophy of the Inspired, and they live lives of happy slavery, dreaming of attaining humanity in the next life.

Ogre mages make up a small percentage of the ogre population, but they appear more frequently in Sarlona than they do in Khorvaire. Young ogre mages undergo intense indoctrination to ensure they become weapons of the Inspired, and they usually serve in Riedra's Horned Guard or Savage Legion.

Beyond Riedra, most of the ogres of Sarlona are simple folk, more interested in solitude and survival than in war. However, there is a movement within Riedra that seeks to rekindle the martial spirit of old. This force is known as the Horned Shadow.

Ogre Lands: The majority of the ogres on Sarlona are concentrated in the province of Borunan in Riedra. However, ogres can be found throughout Riedra, serving as laborers and occasionally as soldiers. A few ogres can be found in Syrkarn, but they are rarely seen in Adar or the Tundra.

SHIFTERS

As the secrets of Sarlona have revealed themselves to the Khorvarian scholars over the last few years, one of the most startling revelations was the discovery of a vast shifter population in northern Tashana. It has become apparent that, like humans and ogres, the shifter race actually originated in Sarlona.

The three Tashana shifter groups, each consisting of hundreds if not thousands of individual, seminomadic tribes, are not nations in the typical nation-state sense. Rather, they are people bound together by common tradition and loose territorial boundaries.

While the three nations have known great wars in the past, they have maintained a relative peace for many generations. Tashanan shifters place much more importance on the community than do their self-reliant brethren in Khorvaire. The seminomadic tribes of the Qiku and Saartuk, in particular, have evolved a kind of parallel civilization to the urbane nations of the world—one that values natural simplicity over technological sophistication, mobility over entrenchment, and spirituality over materialism.

Shifter Lands: The tribes of the Qiku nation roam all inland regions west of the Tiiki river and south to the border of Riedra. Several Qiku villages, while designed to be movable on short notice, have persisted for decades now and are essentially permanent. Most of these villages are built in, on top of, and around the sprawling boulder mounds of the central Tundra, and feature tents, tunnels and semipermanent structures of earth and stone. The Qiku currently share much of the far southern lands and resources with the refugee Akiak dwarves of the Paqaa Mountains.

The Saartuk tribes occupy the entire western coastline from the Eska Mountains to the Riedran border. The Saartuk harvest virtually all of their resources from the sea, and individual tribes move up and down the coastline and among various inland waterways. The Saartuk maintain the permanent coastal village of Whitetooth and coexist peacefully with maenad colonists in the settlement of Winterstead.

The Chuniigi are the most nomadic of the three nations, and they roam the largest area of the Tundra—all

*A Saartuk shifter
of the Tashana Tundra*



inland territories west of the Tiiki river and north to the Eska Mountains. But the Chuniigi populace is sparse relative to their territories, and they share the wild northern lands with many human and Neanderthal tribes (*Frostburn* 36). In recent years, the northern Tashana has been ravaged by the terrible Kalaak barbarians, and these incursions have reduced the Chuniigi's numbers further still.

Previous to the rise of the Inspired in Riedra, a branch of the Qiku nation roamed far south into the lands that are now the Dor Maleer region. As the Inspired came to power, they enslaved these southern tribes, who have since evolved into an elite warrior caste serving in Riedra's Savage Legion.

Some individual shifters and small packs have also made homes in the wilds of Syrkarn.

SKULKS

Legend says that at the conclusion of the Sundering, the people of Nulakesh, Corvagura, and Pyrine joined forces to battle Ohr Kaluun. This dark kingdom was already weakened by civil war, and the forces of the Inspired took down the city-states of Ohr Kaluun one by one. In what seemed to be an act of charity, a Shadow Lord named Kul Uulan opened his war maze to the refugees of fallen cities, suggesting that they might still find victory through unity. The truth was far more macabre. Uulan sacrificed thousands of refugees in a ghastly ritual calling for the blessing and protection of the Dark Six. When the soldiers of the Riedran Alliance came to Uulan's maze, they found no trace of his people; even clairsentience proved useless. Soldiers were killed, and word spread of evil spirits haunting the broken mazes. In time, the truth came to light. Uulan's people hadn't vanished: they'd been transformed. Through the blood sacrifice of thousands of innocents, Uulan had gained a terrible power for his own people. They had become the skulks (*Fiend Folio* 154).

The skulks of Riedra believe that they are the chosen people of the Dark Six, blessed and shielded by the deities others fear. Although the skulks revere all of the Six, they typically select one as a personal patron and seek to emulate that force in all ways. The Mockery inspires the most followers, and the skulks who idolize the flayed god are terrifying indeed. Those skulks who follow the Shadow often pursue arcane knowledge; the most dangerous members of the Heirs of Ohr Kaluun are often skulk wizards. Nonetheless, the skulks have never posed a serious threat to the Inspired. They are paranoid creatures who revere madness, treachery, and destruction. They have trouble forming large communities, as rivalries and feuds quickly arise. The skulks love to kill

Riedrans—but when there are no Riedrans about, they soon turn on each other.

Although most skulks are content with their savage life amid the ruins, a few seek something more. Some of these skulks end up working with the Dream Merchants, while others simply wander. A few seek to atone for the dark deeds of their ancestors; it's said that a handful of skulk guides have been seen on the Summit Road in recent years.

Skulk Lands: Skulks are scattered across Sarlona, but they are found in significant numbers only on the islands of Ohr Kaluun. Here skulk tribes hide in the ancient war mazes, playing cat and mouse with the forces of the Harmonious Shield.

XEPHS

Xephs (*EPH* 15) are a strange breed native to Adar and possibly a product of the peculiar planar forces that exist in the land of refuge. Agile and psychically able, xephs are renowned for their fine crafts. Adaran xephs seem extremely lighthearted compared to the typical Adaran, but the xeph homeland has never known war or significant internal strife. All xephs consider themselves soldiers in the defense of Adar, however, and they're worthy partners in this role.

Xeph Lands: Xephs originated and still live in rift valleys in the southwestern portion of Adar. Their home is a peaceful and concealed one in a cavernous canyon on a river they name the Xaryai. Xephanan, their largest city, is deep within the canyon.

YUAN-TI

Once the yuan-ti ruled kingdoms, but the Inspired turned the human population of central Sarlona against them during the Sundering. The race was almost eradicated, and many yuan-ti fled, first to Argonnessen and ultimately to Xen'drik. Those who remain are forced to cling to the shadows, concealing their true nature from the people around them.

For the most part, the yuan-ti appear to want nothing more than solitude, but the Inspired teach their subjects to fear the scheming serpent people—and these fears might be justified. It is possible that some yuan-ti still seek to reclaim the glory of their past, and to overthrow those who laid them low . . . both the Inspired and humanity.

Sarlona is home to two distinct breeds of yuan-ti. The serpent people of Syrkarn are traditional yuan-ti (*MM* 262), but few are evil. The shulassakar yuan-ti share traits with feathered serpents and are devoted to the couatl, following a religion very similar to the Silver Flame. Otherwise identical to standard yuan-ti, the shulassakar are

WINTERHIDE SHIFTERS

Sarlonan shifters share the same racial traits as Khorvarian shifters (*ECS* 19). In addition, Tashana shifters can choose to adopt the following special shifting trait.

Winterhide (Su): While shifting, a winterhide shifter gains a +2 bonus to Constitution, a +1 natural

armor bonus to AC, and resistance to cold 5. In addition, a winterhide shifter has a +2 racial bonus on Fortitude saving throws to resist the environmental effects of extreme cold.

covered with rainbow plumage. They also have different spell-like abilities: *darkness* and *deeper darkness* are replaced by *light* and *daylight*, respectively; *cause fear* is replaced by *remove fear*.

Yuan-Ti Lands: The yuan-ti are a race in hiding, and they have no open settlements. Most yuan-ti are found in their ancestral land of Syrkarn. The shulassakar are far fewer in number. They once resided in the kingdom of Khalesh, now a province of Riedra. Today, they are generally found in couatl ruins—protecting these sites from explorers while relying on the locales' defensive magic to shield them from the eyes of the Inspired.

PLANAR RACES

The many manifest zones and planar forces in Sarlona present a multitude of possibilities for strange offspring, native or extraplanar. If Sarlona is taken as a whole, the options are endless—especially in wilder parts of the continent. Adar, Syrkarn, and the Tashana Tundra have fiendish influences, giving rise to tieflings and other evil-aligned creatures. The Tundra's *aukaraks* taint some children with planar energy. Lamannia and Kythri commonly influence Adar. As such, a few bariaurs, meph-lings, stonechildren, wildren, and even some aasimars descended from guardians make homes in the land of refuge. Choands and neraphim are also found in Adar, and a few githzerai have built a monastery in Adar's Uutkleza manifest zone.

Planar Races' Lands: Planar races have no dominance in any portion of Sarlona. They live among the mundane races where they can, or alone or in small groups where they are shunned.

ALTERNATIVE CLASS FEATURE: THE PSIONIC ASSASSIN

Both the Dreaming Dark and the Thousand Eyes have use for assassins; the quori prefer the knife in the dark to swords at dawn. Those who oppose the Inspired might also turn to the assassin's path in their quest for freedom from repression. But the arcane magic of the assassin doesn't suit the quori bent for psionic power, nor the dearth of arcane knowledge in the wake of Inspired pogroms. This alternative class feature allows for the creation of uniquely Sarlonan assassins, whether they are dreamblades of the quori or Akiak avengers.

Level: Assassin 1st.

Replaces: If you select this feature, you do not gain any spellcasting abilities.

Benefit: A psionic assassin has the ability to manifest psionic powers as if he was a psion. To learn or manifest a power, the assassin must have an Intelligence score of at least 10 + the power's level. His manifester level is equal to his assassin level. The Difficulty Class for saving throws against psionic assassin powers is 10 + the power's level + the assassin's Int modifier.

A psionic assassin chooses powers from the following list. Descriptions are in *Expanded Psionics Handbook*, unless otherwise noted.

1st—*adrenaline boost* (*Complete Psionic*), *burst*, *catfall*, *chameleon*, *control light*, *dimensional pocket* (*Complete Psionic*), *mighty spring* (*Complete Psionic*), *offensive prescience*, *sensory gloom* (*Complete Psionic*)

2nd—*animal affinity*, *clairvoyant sense*, *cloud mind*, *concealing amorpha*, *constrictor's touch†*, *dream lock†*, *psionic knock*, *psionic levitate*, *thought shield*

3rd—*danger sense*, *greater concealing amorpha*, *escape detection*, *evade burst*, *psionic darkvision*, *touchsight*

4th—*aura sight*, *psionic dimension door*, *psionic freedom of movement*, *psionic modify memory*, *steadfast perception*, *trace teleport*

TABLE 2-1: THE PSIONIC ASSASSIN

Level	Power	Powers Known	Maximum Power Level Known
	Points/Day		
1st	0*	1	1st
2nd	1	2	1st
3rd	3	3	1st
4th	5	4	2nd
5th	7	5	2nd
6th	11	6	2nd
7th	15	7	3rd
8th	19	8	3rd
9th	23	9	4th
10th	27	10	4th

* A psionic assassin gains no power points at 1st level. However, he does add power points from a high Intelligence score, his race, and feats or other sources to his reserve.

NEW FEATS

Though many of the feats below remain unique to Sarlona, a few have begun to appear on mainland Khorvaire, brought over by kalashtar and Sarlonan traders.

Members of the psionic races of Sarlona, including the Inspired and kalashtar, make use of all the feats found in *Expanded Psionics Handbook*. Characters who oppose the Inspired often take feats designed to thwart the use of psionics, such as *Hostile Mind* (EPH 47).

DREAMTOUCHED FEATS

Dreamtouched feats allow a character to touch and draw power from the otherworldly dreamscape (see page 18)—a mysterious energy that permeates the Material Plane. The Dream Scion feat is a prerequisite for all other dreamtouched feats.

HOST FEATS

Host feats, introduced in *Complete Psionic*, represent the powers of beings that possess shared spirits. Host feats can be taken only by a creature who serves as a physical vessel for a psionic entity. In the EBERRON campaign setting, Chosen, Inspired, and kalashtar qualify for host feats.

TACTICAL FEATS

Tactical feats were introduced in *Complete Warrior*. They allow characters to perform a number of powerful attacks by first taking prescribed actions to set up the maneuver. It is up to you to keep track of those actions and to inform the DM that you are preparing to execute a tactical maneuver.

WEAPON STYLE FEATS

Distinctive fighting styles are the stuff of legends. Weapon style feats give a character flair as well as

TABLE 2–2: NEW FEATS

General Feats	Prerequisites	Benefit
Altitude Adaptation	Base Fortitude save bonus +2	+4 on Fortitude saves to avoid altitude sickness; you aren't as susceptible to altitude sickness
Ascetic Psion	Wis 13, Improved Unarmed Strike, Narrow Mind ^{EPH} , manifester level 1st	Become psionically focused as a standard action, multiclass between psion and monk
Breath Control	Con 13, Wis 13	+4 on saves and checks related to breathing, hold breath twice as long
Cold Endurance	Base Fortitude save bonus +2	+2 on cold saves, can exist comfortably in cold environments
Edgewalker Sentinel	Favored Enemy (Outsider)	Gain Knowledge (the planes) as class skill, +1 bonus against outsider favored enemy, and spells
Hazing Strike	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +2	Negate mental states with stunning attack
Mountain Stance	Wis 13, Balance 5 ranks, Concentration 2 ranks	+2 bonus to resist unbalancing attacks
Pole Master	Proficiency with a specific hafted reach weapon, Weapon Focus (same specific hafted reach weapon), flurry of blows class feature	Reach weapon is treated as special monk weapon
Repel Outsider	Edgewalker sentient, ranger 3rd	Keep outsiders at bay
Stunning Master	Dex 13, Wis 15, Improved Unarmed Strike, Stunning Fist, base attack bonus +4	Make stunning attacks with special monk weapons
Tashalatora	Autohypnosis 5 ranks, Concentration 5 ranks, Monastic Training (psionic class), ability to manifest 1st level powers	Stack psionic class level with monk levels for bonuses
Versatile Unarmed Strike	Improved Unarmed Strike	Deal bludgeoning, piercing, or slashing damage with unarmed strikes
Dreamtouched Feats	Prerequisites	Benefit
Dream of Contact	Dream Scion, one other dreamtouched feat	Expend dreamtouched use to contact a known person
Dream of Insight	Dream Scion, one other dreamtouched feat	Expend dreamtouched use for a resting Knowledge check
Dream of Instinct	Dream Scion	+1 bonus on skill checks and Will saves while in dreamtouched state; end state to gain +10 bonus on skill check or Will save
Dream of Perception	Dream Scion, one other dreamtouched feat	Gain extraordinary vision abilities while in dreamtouched state; end state to use <i>augury</i>
Dream of Strength	Dream Scion	+1 bonus on damage rolls and +1 bonus on Fort saves while in dreamtouched state; end state to gain +5 to one damage roll or Fort save
Dream of the Moment	Dream Scion	+1 bonus on attack rolls and Reflex saves while in dreamtouched state; end state to gain +5 to one attack roll or Reflex save
Dream Scion	Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks, Knowledge (psionics) 3 ranks	Gain ability to enter dreamtouched state

specialized rewards. The monks and mountainfolk of Adar have a few such styles.

ALTITUDE ADAPTATION

Your body adapts quickly to changes in altitude, preventing you from suffering as much from altitude sickness.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a +4 bonus on Fortitude saving throws to avoid the effects of altitude (*DMG* 90). Additionally, when you determine what effect the altitude has on you, you apply the effect for the next lower category

of altitude than the category you are actually in. After you spend a week at a specific altitude, you become acclimated to that altitude and all lower altitudes, and no longer have to make Fortitude saves for each 6-hour period to avoid altitude sickness. If you travel to a lower altitude and remain there for a week, you lose your acclimation to the higher altitude and must reacclimatize, although you always retain the other benefits granted by this feat.

Special: This feat grants a +2 bonus on Survival checks made in high altitude (above 5,000 feet) areas.

Host Feats	Prerequisites	Benefit
Gestalt Might	—	Spend psionic focus for adrenal boost
Psychic Warfare	Concentration 6 ranks, base Will save bonus +4	Gain mind-affecting power bonuses and defenses
Psionic Feats	Prerequisites	Benefit
Gestalt Might	—	Spend psionic focus for adrenal boost
Kalashtar Mindlink	Kalashtar, <i>mindlink</i> psi-like ability	Gain additional uses of <i>mindlink</i> at higher manifester level
Mind Mask	—	You give off no detectable psionic aura; gain +2 on saves against clairsentience and telepathy powers
Monk's Spade Mind Blade	Ability to generate a mind blade, shape mind blade class feature	Shape mind blade into monk's spade
Quori Dread	Chosen, kalashtar, or Inspired	Demoralize one enemy
Insidious Terror	Chosen, kalashtar, or Inspired, Quori Dread	+1 or +3 DC to powers used against Quori Dread victim
Tactical Feat	Prerequisites	Benefit
Psychic Warfare	Concentration 6 ranks, base Will save bonus +4	Gain mind-affecting power bonuses and defenses
Weapon Style Feats	Prerequisites	Benefit
Flying Tiger	Dex 15, Exotic Weapon Proficiency (hook sword), Two-Weapon Fighting or the ability to treat the hook sword as a special monk weapon, Weapon Focus (hook sword), base attack bonus +1	Can use hook swords as reach weapon
Stone Breaker	Str 13, Dex 15, proficiency with any pick, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (any pick), base attack bonus +1	Can rend when striking with two picks
Wind and Fire	Str 13, Exotic Weapon Proficiency (cutting wheel), Two-Weapon Fighting or the ability to treat the cutting wheel as a special monk weapon, Weapon Focus (cutting wheel), base attack bonus +4	Cause bleeding with two cutting wheels

ASCETIC PSION

You are a practitioner of one of the many styles comprising the kalashtar path of shadows, such as the Tashalatora. Mixing meditation, discipline, and movement have taught you to become psionically focused more easily while distracted.

Prerequisites: Wis 13, Improved Unarmed Strike, Narrow Mind^{EPH}, manifester level 1st.

Benefit: You can become psionically focused as a standard action that doesn't provoke attacks of opportunity.

If you have levels in psion and monk, those levels stack for the purpose of determining your AC bonus. For example, a kalashtar 4th-level psion/1st-level monk would have a +1 bonus to AC as if he were a 5th-level monk. If you would be allowed to add your Wisdom bonus to AC (such as for an unarmored/unencumbered monk), you can instead add your Intelligence bonus to your AC.

In addition, you can multiclass freely between the psion and monk classes.

BREATH CONTROL

You have mastered your body's need for air.

Prerequisites: Con 13, Wis 13

Benefit: You can hold your breath twice as long as normal. When you must make a saving throw or check

involving breathing, including suffocation, altitude sickness, and gas attacks (such as smoke or *stinking cloud*), you receive a +4 bonus.

COLD ENDURANCE

Either because of growing up in a cold environment or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in temperature conditions of 0°F and higher without having to make Fortitude saves (*MM* 302). You also gain a +2 bonus on saving throws against cold effects.

Cold Endurance doesn't provide any level of resistance to cold damage.

DREAM OF CONTACT

[DREAMTOUCHED]

The dreamspace threads through you and those you know, allowing your thoughts to touch in dreams.

Prerequisite: Dream Scion, one other dream-touched feat.

Benefit: You experience dreams that focus on those you know. Once per day, you can attempt to touch the mind of a creature while you sleep, rest, or meditate with

the intent of restoring your ability to enter a dream-touched state. You send a short message of twenty-five words or less to a subject you have previously met and spoken to in the waking world. The subject receives and understands the message whether awake or sleeping, but not if unconscious. This ability does not allow the subject to respond, but the subject knows the message is from you.

This ability functions regardless of the distance to the subject, but only if you and the subject are on the Material Plane. Sending your message (whether successfully or not) expends one use of your dreamtouched state for the following day.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM OF INSIGHT

[DREAMTOUCHED]

Your connection to the dreamscape grants you insightful visions.

Prerequisite: Dream Scion, one other dreamtouched feat.

Benefit: You experience vivid and lucid dreams. Once per day, you can make a single Knowledge check (any field) while you sleep, rest, or meditate with the intent of restoring your ability to enter a dreamtouched state. You gain a +10 insight bonus in addition to your usual modifiers on the check, and can make a check for uncommon knowledge (DC 11 or higher) even if you have no ranks in the appropriate Knowledge skill. Making this Knowledge check expends one use of your dreamtouched state for the following day.

If appropriate, DMs and players can choose to role-play a scenario that provides the information sought through Dream of Insight. A character might have a vision of ancient ruins that reveals some aspect of their history, or could dream of a riddle contest with a sphinx whose outcome discloses a magic item command word.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM OF INSTINCT

[DREAMTOUCHED]

The auras of the dreamscape help to sharpen your training and resolve.

Prerequisites: Dream Scion.

Benefit: While in a dreamtouched state, you gain a +1 insight bonus on skill checks and Will saves. These bonuses stack with the effect of the ability bonuses granted by the Dream Scion feat.

Furthermore, you gain a +10 insight bonus on any single skill check or Will save you make while in a dreamtouched state. Using this ability immediately ends your dreamtouched state.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM OF PERCEPTION

[DREAMTOUCHED]

Your senses are sharpened where the dreamscape unfolds around you.

Prerequisites: Dream Scion, one other dreamtouched feat.

Benefit: While in a dreamtouched state, you gain low-light vision, darkvision out to 60 feet, and blindsense.

Also, while in a dreamtouched state, you can use *augury* as a spell-like or psi-like ability (your choice, caster/manifesters level 1st). This is a full-round action that provokes attacks of opportunity. Using *augury* immediately ends your dreamtouched state.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM OF STRENGTH

[DREAMTOUCHED]

Your connection to the dreamscape floods you with grim intensity and determination.

Prerequisites: Dream Scion.

Benefit: While in a dreamtouched state, you gain a +1 insight bonus on damage rolls and a +1 insight bonus on Fortitude saves.

You also gain a +5 insight bonus on any single damage roll or Fortitude save you make while in a dreamtouched state. Using this bonus immediately ends your dreamtouched state.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM OF THE MOMENT

[DREAMTOUCHED]

The voices of the dreamscape give you whispered glimpses of the actions unfolding around you.

Prerequisites: Dream Scion.

Benefit: While in a dreamtouched state, you gain a +1 insight bonus on attack rolls and Reflex saves.

You also gain a +5 insight bonus on any single attack roll or Reflex save you make while in a dreamtouched state. Using this bonus immediately ends your dreamtouched state.

Special: Taking this feat increases the duration of your dreamtouched state by 1 round.

DREAM SCION [DREAMTOUCHED]

Your knowledge and study allows you to tap into an otherworldly source of mystical energy—the dreamscape.

Prerequisites: Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks, Knowledge (psionics) 3 ranks.

Benefit: By tapping into the latent essence of dreams that saturates all Eberron, you are able to draw power from the otherworldly dreamscape (see page 18).

As a full-round action, you enter a dreamtouched state—a condition of conscious dreaming that focuses the world around you even as it reveals your own inner self. You can enter a dreamtouched state once per day for every six character levels you have.

While in a dreamtouched state, you gain a +2 bonus to your Intelligence, Wisdom, and Charisma scores. This grants you the usual benefits to skill checks based on those abilities and on other uses of your Intelligence, Wisdom, and Charisma modifiers. Spellcasters and manifesters in a dreamtouched state do not

gain any additional spells or power points, but they increase the save DCs for those spells and powers. Your increase in Intelligence does not grant you any additional skill points.

Each dreamtouched state lasts for a number of rounds equal to 3 + your (newly improved) Wisdom modifier. If you are in the last round of a dreamtouched state, you can opt to continuously extend that state into another dreamtouched state (a swift action) as long as you have uses left for the day.

In addition to the above effects, characters who have the Dream Scion feat are immune to the dreamshaping effects of the *hanbalani* (see page 48).

Special: Characters normally unable to dream (including kalashtar, elves, and warforged) can take this feat in order to tap into the latent power of the dream-space. Such characters do not gain the ability to dream or the ability or need to sleep as a result. However, taking this feat makes such characters susceptible to spells and effects not normally effective on characters who do not dream, including *nightmare*.

A character must have slept for a minimum of 4 hours in the previous 24 hours to put himself or herself into a dreamtouched state. Characters who do not sleep (such as elves and warforged) must have spent a minimum of 4 hours in uninterrupted rest or meditation. Time spent in sleep or rest to prepare for a dreamtouched state also counts as normal toward healing, regaining spells and powers, and other effects that require rest.

Characters who are fatigued or exhausted cannot enter a dreamtouched state.

EDGEWALKER SENTINEL

The techniques and training of the Edgewalker rangers help you battle creatures from other worlds.

Prerequisites: Favored enemy (any outsider).

Benefit: Add Knowledge (the planes) to your list of ranger or scout class skills.

When you select this feat, gain a +1 bonus against one of your preexisting outsider favored enemies.

In addition, you can cast the following spells as if they were on the ranger spell list at the indicated level.

1st—*protection from chaos/evil/good/law*.

3rd—*magic circle against chaos/evil/good/law*.

4th—*dismissal*.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a different kind of outsider favored enemy you have.

FLYING TIGER [STYLE]

You have mastered the style of fighting with two hook swords at the same time, and you can perform astounding maneuvers with them.

Prerequisites: Dex 15, Exotic Weapon Proficiency (hook sword), Two-Weapon Fighting or the ability to treat the hook sword as a special monk weapon, Weapon Focus (hook sword), base attack bonus +1

Benefit: When taking a full attack action with your hook swords, you can hook the long ends of the weapons together or unhook them as a free action. While the swords are hooked together, they deal only the lower of their two damage dice but they also act as a reach weapon that can be used to attack adjacent foes.

GESTALT MIGHT [HOST, PSIONIC]

Your call on your inner spirit to provide you with a burst of adrenaline.

Benefit: As a swift action, you can expend your psionic focus to gain a +2 insight bonus to Strength and Dexterity for 1 round.

HAZING STRIKE

Your successful stunning attack clouds the mind as it hampers the body.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Victims of your successful stunning attack can't maintain nonmagical altered mental states, including combat focus, dreamtouched, frenzy, psionic focus, and rage. Affected creatures can't regain these states for 1 round following the round when they are stunned.

Special: A fighter can select Hazing Strike as one of his fighter bonus feats. Creatures immune to stunning attacks are immune to the effect of this feat.

INSIDIOUS TERROR

[PSIONIC, RACIAL]

Your intuitive sense of your victim's fears enhances the effectiveness of your psionic powers.

Prerequisites: Chosen, kalashtar, or Inspired, Quori Dread.

Benefit: When you use a mind-affecting psionic power against a target demoralized by your Quori Dread, you can expend your psionic focus to increase the DC of the Will save by 1. If the power is a fear effect, the DC is increased by 3.

KALASHTAR MINDLINK

[PSIONIC, RACIAL]

You are innately talented with your racial *mindlink* psi-like ability.

Prerequisites: Kalashtar, *mindlink* psi-like ability.

Benefit: You can use the *mindlink* psi-like ability granted by your kalashtar heritage three times per day. Your manifester level for your *mindlink* ability equals your character level.

Normal: A kalashtar's *mindlink* can be used once per day, and its manifester level is 1/2 the kalashtar's HD.

MIND MASK [PSIONIC]

Your mind conceals some of your traits.

Benefit: Effects that detect alignment reveal that you are neutral, and *detect magic* and *detect psionics* reveal you to be nonmagical and nonpsionic, regardless of your true nature. You also get a +1 bonus on saving throws against mind-affecting spells, powers, and abilities. If you wish, you can suppress the benefit of this feat to reveal your actual characteristics and forgo the save bonus.

Normal: A creature's aura reveals its alignment and psionic nature.

Special: This feat does not mask the aura of effects you create or items in your possession, including ongoing spells and powers, as well as imbedded magic or psionic items.

MONK'S SPADE MIND BLADE

[PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a monk's spade (see page 136).

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you want to reshape your mind blade using your shape mind blade class feature, you can add the monk's spade to your shape repertoire. You are proficient with your monk's spade mind blade—you are treated as if you had the feat Exotic Weapon Proficiency (monk's spade mind blade). The weapon is sized appropriately for you and deals damage as a monk's spade.

MOUNTAIN STANCE

You know how to stabilize yourself against unbalancing attacks.

Prerequisites: Wis 13, Balance 5 ranks, Concentration 2 ranks.

Benefit: You gain a +2 bonus on checks and rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

POLE MASTER

Your monastic training included extensive work with pole arms.

Prerequisites: Proficiency with a specific hafted reach weapon, Weapon Focus (same specific hafted reach weapon), base attack bonus +1, flurry of blows class feature.

Benefit: You can treat a hafted reach weapon as a special monk weapon, allowing you to perform flurry of blows with it. Examples of such weapons include the glaive, longspear, ranseur, and Talenta sharrash.

PSYCHIC WARFARE [HOST, TACTICAL]

You have studied the telepathic combat techniques of the Inspired and the kalashtar, and can draw on your inner spirit to strengthen your attacks.

Prerequisites: Concentration 6 ranks, base Will save bonus +4.

Benefit: The Psychic Warfare feat enables the use of three techniques. You can benefit from only one of these tactics in any given round.

Active Defense: To use this technique, you must fight defensively or perform a full defense action. During a round in which you fight defensively, you receive a +1 insight bonus on saving throws against mind-affecting spells, powers, and abilities. If you take a full defense action, this bonus is increased to +2.

Probing Thoughts: To use this technique, you must perform a full defense action for 1 round. If you manifest a mind-affecting power against a target within 60 feet on the following round, the saving throw DC is increased by 1.

Psychic Riposte: To use this technique, you must spend 1 action point to improve your saving throw when you are targeted by a mind-affecting spell, power, or ability. Add half of the result of the action point roll (rounded down) to the saving throw DC of any mind-affecting power you manifest against the aggressor in the following round.

QUORI DREAD [PSIONIC, RACIAL]

You can unsettle an enemy, filling his mind with whispers of nightmare drawn from Dal Quor.

Prerequisites: Chosen, kalashtar, or Inspired.

Benefit: You have the ability to demoralize a single opponent within 120 feet of you. This is a move action that does not provoke attacks of opportunity. Your victim takes a -1 morale penalty on attack rolls and damage rolls when he targets you. The effect lasts until you select a new target or until your victim moves out of range.

This is a mind-affecting fear effect.

Special: A Chosen, Inspired, or kalashtar fighter can select Quori Dread as one of her fighter bonus feats.

REPEL OUTSIDERS

Your study of Sarlona's manifest zones and planar breaches gives you a measure of control over the outsiders that lurk there.

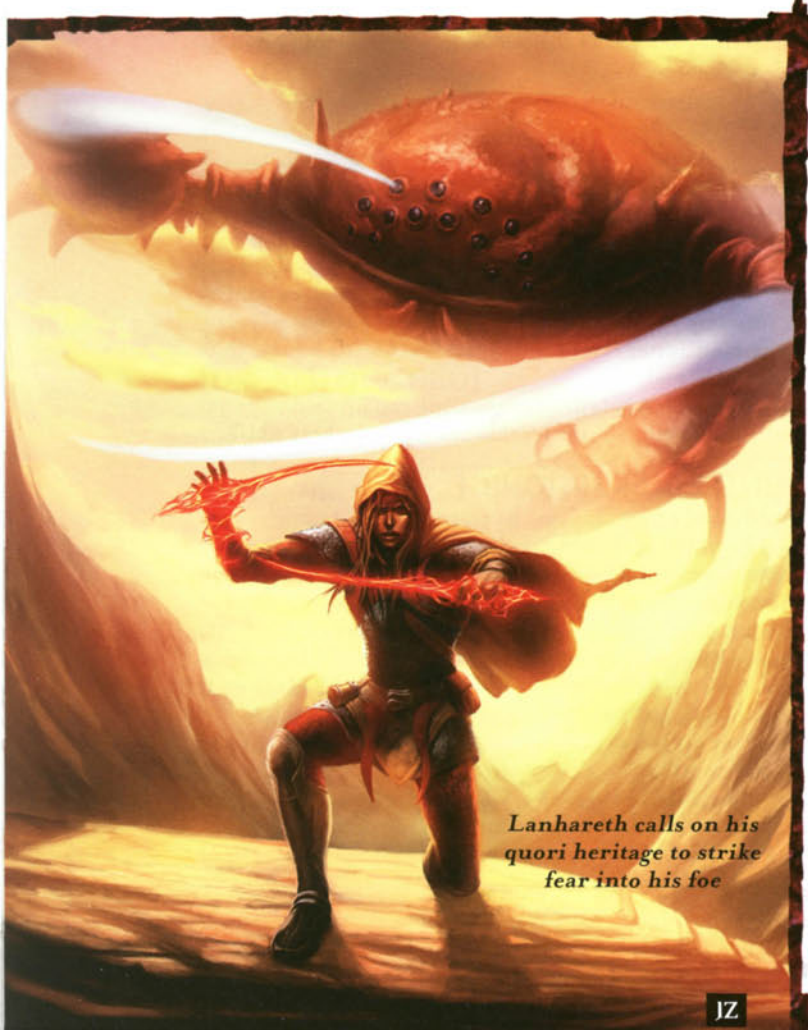
Prerequisite: Edgewalker Sentinel, ranger 3rd.

Benefit: You can ward off creatures of the outsider type. You make a Charisma check and consult the Turning Undead table (PH 159), using your ranger level to determine the most powerful outsiders you can affect. This ability works only against outsiders within 60 feet of you. You then roll 2d6 and add your ranger level + your Charisma modifier to determine your turning damage.

This feat otherwise acts as the Repel Aberration feat (ECS 58).

STONE BREAKER [STYLE]

You have mastered the style of fighting with two picks at the same time, allowing you to deal heavy damage to your foes.



Lanhareth calls on his quori heritage to strike fear into his foe

FIST OF DAL QUOR

"Bring it on."

—Aesteraan, fist of Dal Quor

The Inspired are the lords of Riedra and the physical presence of the Dreaming Dark on Eberron, but their numbers are limited and their importance too great to be risked in common combat. When battle must be done, they turn to Chosen fists of Dal Quor. In response, the kalashtar of Adar have developed warrior who use similar techniques.

BECOMING A FIST OF DAL QUOR

The Fists of Dal Quor are a combat order drawing supernatural power from the Region of Dreams. As such, manifesters in search of a combat edge and combat classes seeking a psionic edge are equally common within their ranks. Most Chosen fists of Dal Quor are psychic warriors or soulknives; among the kalashtar, monks and soulknives frequently take up this class.

ENTRY REQUIREMENTS

Race: Chosen, Inspired, or kalashtar.

Base Attack Bonus: +4.

Skills: Knowledge (the planes) 4 ranks.

Feats: Any one psionic feat.

Special: Proficiency with any martial or exotic weapon. For the purpose of this prerequisite, a mind blade is considered an exotic weapon.

TABLE 2-3: THE FIST OF DAL QUOR
HIT DIE: D10

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+0	+2	Sudden strike 1d6, stunning strike 1/day
2nd	+1	+3	+0	+3	Resilient mind, stunning strike 2/day
3rd	+2	+3	+1	+3	Sudden strike 2d6, stunning strike 3/day
4th	+3	+4	+1	+4	Resilient soul, stunning strike 4/day
5th	+3	+4	+1	+4	Sudden strike 3d6, stunning strike 5/day

Class Skills (2 + Int modifier per level): Climb, Heal, Jump, Knowledge (the planes), Knowledge (psionics), Ride, Survival.

CLASS FEATURES

You channel the energy of the Region of Dreams into abilities designed to destroy foes in combat.

Sudden Strike (Su): If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied a Dexterity bonus to Armor Class (whether the target has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases by 1d6 points

Prerequisites: Str 13, Dex 15, proficiency with any pick, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (any pick), base attack bonus +1.

Benefit: If you hit the same creature with both picks in the same round, you can rend with your picks as a swift action. This attack deals base damage from one pick + 1-1/2 times your Str bonus.

Special: A ranger who has chosen the two-weapon combat style can select Stone Breaker even if he does not meet the Dexterity prerequisite.

STUNNING MASTER

You have become so proficient with techniques using Stunning Fist that you can use it with monk weapons.

Prerequisites: Wis 15, Improved Unarmed Strike, Stunning Fist, base attack bonus +4.

Benefit: You can make Stunning Fist attacks using special monk weapons. Any ability you have that requires Stunning Fist as a prerequisite, such as Hazing Strike or Fiery Fist (PH2 79), can also be used with attacks made with special monk weapons.

Normal: You can use Stunning Fist and other similar feats and abilities only with unarmed attacks.

TASHALATORA

You have successfully integrated martial arts with psionic power under the tutelage of Tashalatora masters.

Prerequisites: Autohypnosis 5 ranks, Concentration 5 ranks, Monastic Training (psionic class), ability to manifest 1st-level powers.

Benefit: Your levels in the psionic class you selected for Monastic Training stack with your monk levels to determine your AC bonus, flurry of blows attacks, and unarmed damage from the monk class.

VERSATILE UNARMED STRIKE

You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

Prerequisite: Improved Unarmed Strike.

Benefit: As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage. Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

Special: A fighter can select Versatile Unarmed Strike as one of his fighter bonus feats.

WIND AND FIRE [STYLE]

You have mastered the style of fighting with two cutting wheels at the same time, and you are adept at opening wounds with them.

Prerequisites: Str 13, Exotic Weapon Proficiency (cutting wheel), Two-Weapon Fighting or the ability to treat the cutting wheel as a special monk weapon, Weapon Focus (cutting wheel), base attack bonus +4.

Benefit: If you hit the same creature with both of your cutting wheels in the same round, you tear open the wound and cause bleeding. The bleeding creature takes 1 point of damage per round until it receives a DC 15 Heal check or magical healing. Wounds from multiple successful uses of this style cause cumulative bleeding—a creature affected by this style three times takes 3 points of damage per round from bleeding.

for every two fist of Dal Quor levels thereafter. You can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC.

This damage also applies to ranged attacks against targets up to 30 feet away. Creatures that have concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strike. You can't make a sudden strike while striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target.

Stunning Strike (Su): As part of a melee attack, you can attempt to stun a foe. This ability functions like the Stunning Fist feat (*PH* 101), except that you can stun opponents with your weapon attacks in addition to your unarmed attacks. You can attempt a stunning strike a number of times per day equal to your class level.

Whenever you make a stunning strike, you can increase the save DC by 1 per 4 power points spent. The number of power points you expend on a single attack cannot exceed your class level.

If you already have the Stunning Fist feat, you gain the ability to make a stunning attack with weapons in addition to unarmed attacks. Furthermore, you gain one additional use of the feat per day for each class level. If you are a monk who has taken Stunning Fist as a bonus feat, levels in this prestige class stack with monk levels for the purpose of determining how many times per day you can use your improved Stunning Fist attack.

Resilient Mind (Ex): Your single-minded dedication to combat makes it harder to sway you from your purpose. At 2nd level, you gain a +2 bonus on saves against mind-affecting spells, powers, and abilities.

Resilient Soul (Ex): As your training continues, the essence of Dal Quor protects you from powers of the mind. At 4th level, you gain a +2 bonus on saves against psionic powers and psi-like abilities. This bonus stacks with the bonus on saves against mind-affecting spells, powers, and abilities granted by your resilient mind ability.

PLAYING A FIST OF DAL QUOR

For a fist of Dal Quor, diplomacy serves little purpose beyond determining how the dead should be collected from the battlefield. You are a warrior, pure and simple, and the defense of your people is your only goal.

Kalashtar and Inspired alike claim the traditions of the fists of Dal Quor, and to be the true heirs to the *Quor Tarai*. Each views the other as a perversion of the path, and seeks to drive them from Eberon.

Combat

Strike hard. This basic tenet of your combat philosophy is as straightforward as your fighting style is complex, honed over the long hours of battle and training necessary to become a fist of Dal Quor. Whether you seize the moment with sinew and steel or adopt the more subtle approach of stealth, spell, or psionics depends largely

on the path that brought you here. In the end, though, your training as a fist of Dal Quor sets you far above the warrior you once were.

Your signature abilities work in concert to allow you to make short work of foes in single combat. Your stunning strike can stagger even the strongest opponent, leaving him at your mercy as your sudden strike attack rends both body and soul.

Advancement

From the earliest days, you were marked by your single-minded determination in combat, but even when singled out for increasingly dangerous missions, you felt constrained in a way you did not fully understand. Though training in the ways of the mind was never your primary gift, your connection to Dal Quor reminded you that there was more to your strength than just the physical. When the Fists of Dal Quor approached you, you found out how right you were.

The Fists of Dal Quor are not an organized force, either among your people or the hated foes who have corrupted the training. Rather, you are one of a loose association of specialists, sought out for specific missions but just as often left to your own devices. By the time you were approached to join, your entry into the Fists of Dal Quor had already been decided. Now, your comrades know that you can be trusted to uphold your training and repay the power you draw from the Region of Dreams.

Resources

As a fist of Dal Quor, you are typically shown respect among your people, even those to whose authority you submit. At the same time, the nature of your missions often means that few of those around you know your calling—or understand how wise they would be to fear you.

Though no formal organization exists among your peers, you can and do seek training and intelligence from those who have also taken up this path. When orders come, however, they come from high up. The lightspeakers of Adar and the Inspired alike maintain direct control over the dual traditions of the fists of Dal Quor, and when your masters seek you out, it is never without purpose.

FISTS OF DAL QUOR IN THE WORLD

"He'd been in the city a week, maybe more. Looked to be a laborer, or one seeking his fortune across the sea. Then the kalashtar arrived on one of the Lhazaar boats and he met them at the docks, that knife of light blazing where he tore through them like they were cattle at the slaughtering wall."

—Mihaiti, eneko trader in Ardhmen

As long as the war between kalashtar and Inspired drags on, the fists of Dal Quor stand in the front lines on both sides. Whether leaders of crack combat squads or patient hunters in search of dangerous prey, members of this prestige class are among the best warriors in Sarlona.

Organization

Though the Fists of Dal Quor draw their power from the Region of Dreams, the Inspired allow no hint of any

connection between their rule and the quori to be made. As such, the Fists of Dal Quor are never referred to as such among the Riedrans, who know them as the Sentinels of Inspiration.

Though the Fists of Dal Quor are an elite order in two cultures, their history remains contentious. The question of whether the order's martial traditions originated with the Inspired or the kalashtar is still debated, with some on both sides claiming that the Fists of Dal Quor actually reflect a tradition predating the arrival of kalashtar or Inspired on Eberron.

Though ostensibly connected to the Riedran military and the defenders of Adar, the Fists of Dal Quor operate independent of low-level military or political control in both cultures. Taking their orders directly from the Inspired or the lightspeakers, members of the fists are given much more latitude and freedom than is typically granted to military operatives. Their missions often involve field work in corners of Sarlona far beyond the Riedran–Adar frontier.

NPC Reactions

Fists of Dal Quor are known in whispered rumors and quietly repeated tales of heroism and battle, but few people would recognize a member of the order. In the siege zones of Adar, fists of Dal Quor often lead elite squads of assault troops on both sides, and are given respect in accordance with their accomplishments in battle. Outside the battlegrounds, nothing distinguishes a member of the order, especially one operating clandestinely far from home.

FIST OF DAL QUOR LORE

Sarlonan characters who have ranks in Knowledge (local) can research the fists of Dal Quor to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The kalashtar (or Inspired if appropriate) train elite soldiers to take on the most dangerous missions against their foes. It's said that these warriors stand down from no threat.

DC 15: The Sentinels of the Inspired and the fists of Dal Quor among the kalashtar are said to be the same martial tradition. Pity anyone who faces them, for even those who aren't manifesters wield supernatural power in battle.

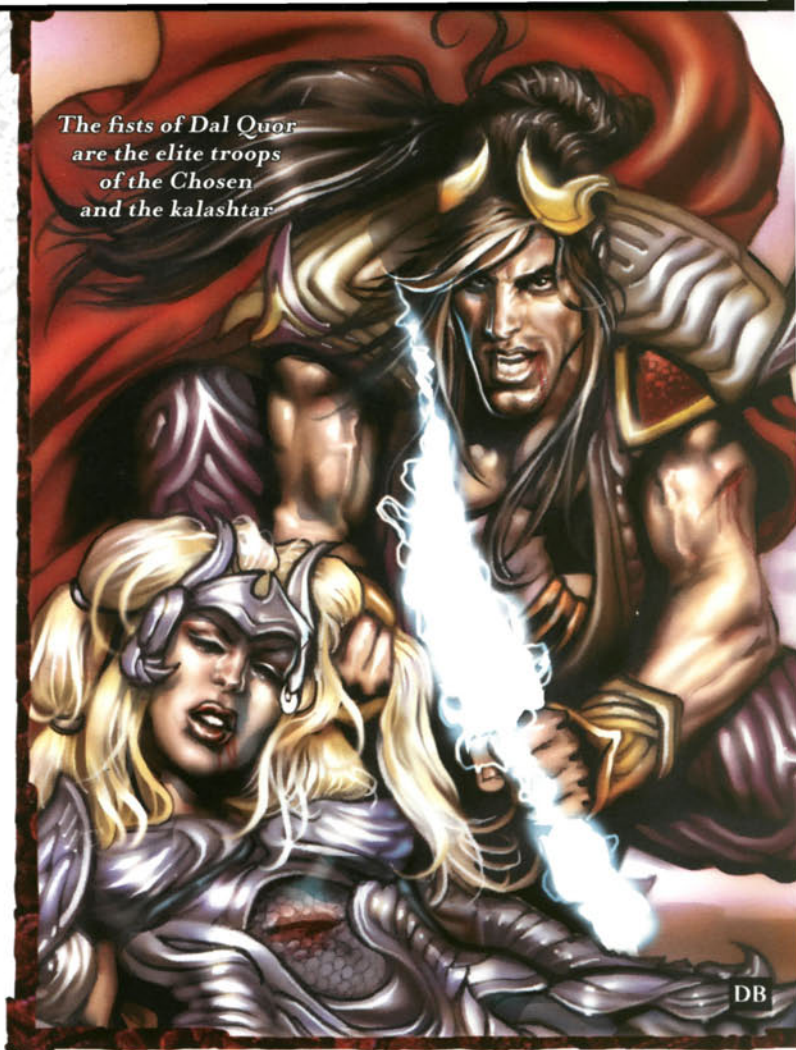
DC 20: The fists of Dal Quor are among the best warriors on both sides of the Riedra–Adar conflict, but they're as likely to be found far from the front lines. The Inspired and kalashtar alike give them almost free rein, it's said, but the fists follow orders without question.

DC 30: Characters who achieve this level of success can learn important details about specific notable fists of Dal Quor, the areas where they operate, and the kinds of activities they undertake.

FISTS OF DAL QUOR IN THE GAME

Fists of Dal Quor can be found in any part of Sarlona, and have likely established a clandestine presence in Khorvaire as well. Because of the orders' secrecy, any character the PCs have met might be revealed to be a fist of Dal Quor (whether ally or enemy) on a clandestine mission.

The fists of Dal Quor are the elite troops of the Chosen and the kalashtar.



Any character desiring a place in the front lines of the kalashtar–Inspired conflict might choose to play a fist of Dal Quor. The order's loose organization leaves plenty of opportunity for individuals to go adventuring, but a fist of Dal Quor can be contacted by his Inspired or lightspeaker masters at any time, making it easy to weave high-level political or military hooks into a campaign.

Adaptation

With a simple change to the name and the racial prerequisites, the fist of Dal Quor becomes a class devoted to any particular deity or mystic force. The class's supernatural abilities can be just as easily derived from magic as psionics, and replacing the psionic feat prerequisite with ranks in Use Magic Device creates a combat tradition dedicated to protecting an order of powerful mages or sorcerer-kings.

Sample Encounter

The thousand-year war between kalashtar and Inspired is fought on many fronts, any of which make a likely battleground for a fist of Dal Quor. An encounter with an enemy member of this class is almost always a combat encounter, and should ideally provide a formidable challenge to the PCs. At the same time, a fist of Dal Quor sympathetic to the party's goals might prove an unexpected ally, stepping into the fray alongside the PCs, then asking them some favor in return.

EL 8: Aesteraan is a fist of Dal Quor in service to the Inspired of Riedra, though he spends little time

there. His mission is to disrupt (and whenever possible destroy) the taskmasters and guides of the Summit Road, particularly those that operate in and around Syrkarn. In the guise of a weatherbeaten wanderer, he travels the frontier from Ardhmen to the mouth of the Ghoza, watching for any opportunity to repay the gifts of Dal Quor with kalashtar blood. Aesteraan's magic combat gear has been gathered from his victims over the last several months.

AESTERAAN

CR 8

Male Chosen soulknife 5/fist of Dal Quor 3

LE Medium humanoid (human, psionic)

Init +5; Senses Listen +0, Spot +8

Languages Common, Riedran, Quori

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 64 (8 HD)

Fort +6, Ref +6, Will +7 (+2 mind-affecting)

Speed 30 ft. (6 squares)

Melee mind blade +10 (1d6+4/19–20) or

Melee mind blade +10 (1d10+5/19–20) when shaped as bastard sword

Ranged mind blade +8 (1d6+4/19–20)

Base Atk +5; Grp +8

Atk Options Psionic Weapon +2d6, psychic strike +1d8, sudden strike +2d6, stunning strike 3/day

Combat Gear 2 oil of darkness, 2 potions of bull's strength, 4 doses Keoghtom's ointment

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 14

SQ free draw, shape mind blade

Feats Combat Reflexes, Improved Initiative, Psionic Weapon, Skill Focus (Tumble), Weapon Focus (mind blade)^B, Wild Talent^B

Skills Autohypnosis +6, Bluff +4, Concentration +10, Diplomacy +4, Disguise +2 (+4 impersonating a human), Intimidate +4, Knowledge (the planes) +7, Speak Language (Common), Spot +8, Tumble +10

Possessions combat gear plus +2 leather armor

HAZTARATAIN

"This land is alive. It moves and multiplies, breathes and eats, sleeps and dreams, wakes and watches, defends and attacks. It is a dance of the manifested and unmanifested. It is in balance. We, its guardians, should be likewise."

—Bhimaani, Haztaratain

Ancient and watchful, the Haztaratain order has been around in some form almost as long as the land of refuge has been called Adar. These mystics set body and mind in balance. They use the strange dichotomies of Adar's landscape as metaphors for their martial and spiritual training, becoming masters of earth and sky. Although the order existed before the kalashtar's arrival, the revered founder of the sect, Hazgaal, is the very monk who welcomed Taratai from Dal Quor to Adar, whereupon he became Haztaratai. Since then, the Haztaratain, popularly known as the summit sentinels (or *parahdri* in Quori), have been integral to the defense of Adar.

BECOMING A HAZTARATAIN

The ascetic nature of the Haztaratain order appeals to those who focus on self-mastery; its martial spirit draws those who concentrate on might rather than mysticism. Still, experience with the supernatural is a must for those who become *parahdri*. A desire to defend Adar is paramount. These monks are seldom religious—yet they are attuned to the spiritual and internal worlds.

ENTRY REQUIREMENTS

Race: Any non-Inspired.

Skills: Concentration 8 ranks, Knowledge (nature) 2 ranks, Survival 2 ranks.

Feats: Altitude Adaptation†, Stunning Fist

Spellcasting or Psionics: Ability to cast *expeditious retreat*, *jump*, or *longstrider*, and *levitate* or *spider climb*, or the ability to manifest *skate* or *stone mind*†, and *earth walk*† or *psionic levitate*.

Special: Flurry of blows class feature. Must visit the Haztaratain Monastery, gain approval and guidance from the masters there, and undertake a pilgrimage to Ahdry-atmin. The spirit's token is required as proof of success.

TABLE 2-4: THE HAZTARATAIN
HIT DIE: D8

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+2	Ki strike (magic), monk abilities
2nd	+1	+0	+3	+3	Energize, endure elements
3rd	+2	+1	+3	+3	Cliff walker
4th	+3	+1	+4	+4	Lightning blow, resistance to electricity 5
5th	+3	+1	+4	+4	Peak leap
6th	+4	+2	+5	+5	Breatharian
7th	+5	+2	+5	+5	Mountain form
8th	+6	+2	+6	+6	Resistance to electricity 10
9th	+6	+3	+6	+6	Earth glide
10th	+7	+3	+7	+7	Control weather 1/day

Class Skills (4 + Int modifier per level): Autohypnosis, Balance, Climb, Concentration, Escape Artist, Jump, Hide, Knowledge (local), Knowledge (nature), Move Silently, Perform, Survival, Swim, Tumble.

CLASS FEATURES

You are a warrior who uses Adar's landscape to your advantage, honing mystical prowess to become one with mountains and wind as needs be. Spells and powers take a secondary role in your pursuit of inner harmony and soldierly skill. Each Haztaratain is a force of one.

Ki Strike (Su): Your unarmed strikes are treated as magic weapons.

Monk Abilities: Your Haztaratain levels stack with your monk levels for determining your unarmed damage, flurry of blows attacks, AC bonus, and unarmored speed bonus. They also stack with your monk levels for

determining your slow fall distance and the number of uses of the Stunning Fist feat you get each day.

Energize (Su): At 2nd level, you gain the ability to heal more quickly when you meditate or sleep while resting on natural earth or stone or under an open sky. Each hour spent meditating in this way heals a number of points of damage equal to your Wisdom bonus. Using this ability, you can only heal a number of points per day equal to two times your Haztaratain class level. This healing is in addition to natural healing (PH 146).

Endure Elements (Su): Beginning at 2nd level, you act as if constantly affected by the *endure elements* spell.

Cliff Walker (Su): Starting at 3rd level, you can use *earth walk* (see page 130) for a number of minutes per day equal to your level. You do not have to use this time consecutively.

Lightning Blow (Su): At 4th level, you can expend one of your uses of the Stunning Fist feat as a swift action to add an extra 1d6 points of electricity damage with your unarmed strikes. Once activated, this ability lasts for the rest of your turn.

Resistance to Electricity (Su): Accustomed to the storms of Adar, you gain resistance to electricity 5 at 4th level. At 8th level, your resistance to electricity increases to 10.

Peak Leap (Su): Beginning at 5th level, you treat your Jump checks as if they were made with a 20-foot running start (lowering the DC accordingly).

Breatharian (Ex): At 6th level, you have transcended the need for food and water. You acquire sustenance from spiritual breathing techniques, and no longer need to eat or drink.

Mountain Form (Su): Beginning at 7th level, while outwardly you appear normal, you gain earth elemental-like toughness: you become immune to poison and disease, and you gain damage reduction 2/—.

Earth Glide (Su): As a demonstration of your mastery over the land, at 9th level you gain the ability to earth glide for a number of rounds per day equal to your level. You do not have to use this time consecutively, but each use consumes at least one round of the duration. When you're using earth glide, you can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of your presence.

Control Weather (Sp): At 10th level, in homage to your mastery of the air, you can use *control weather* once per day. Caster level equals your character level.

Multiclass Note: As a Haztaratain, you can continue advancing interchangeably in the monk class and in the spellcasting or manifesting class that allowed you to qualify to be a Haztaratain. You still take any XP penalty for multiclassing that you normally would.

PLAYING A HAZTARATAIN

As a Haztaratain, you are a fierce guardian of Adar. After taking time to blend body and spirit, you have honed yourself into a weapon to destroy invaders. Like many forces in Adar, you and your fellows are irregulars, each able to travel freely as personal desires and the needs of the land of refuge dictate. Able to endure where the weather takes the weak, you travel through what others find impassable and fight in ways no one

expects. What you cannot defeat, the mountains help you elude. As you master yourself, you become the perfect guerrilla warrior, mobile and reliant on neither weapons nor supplies.

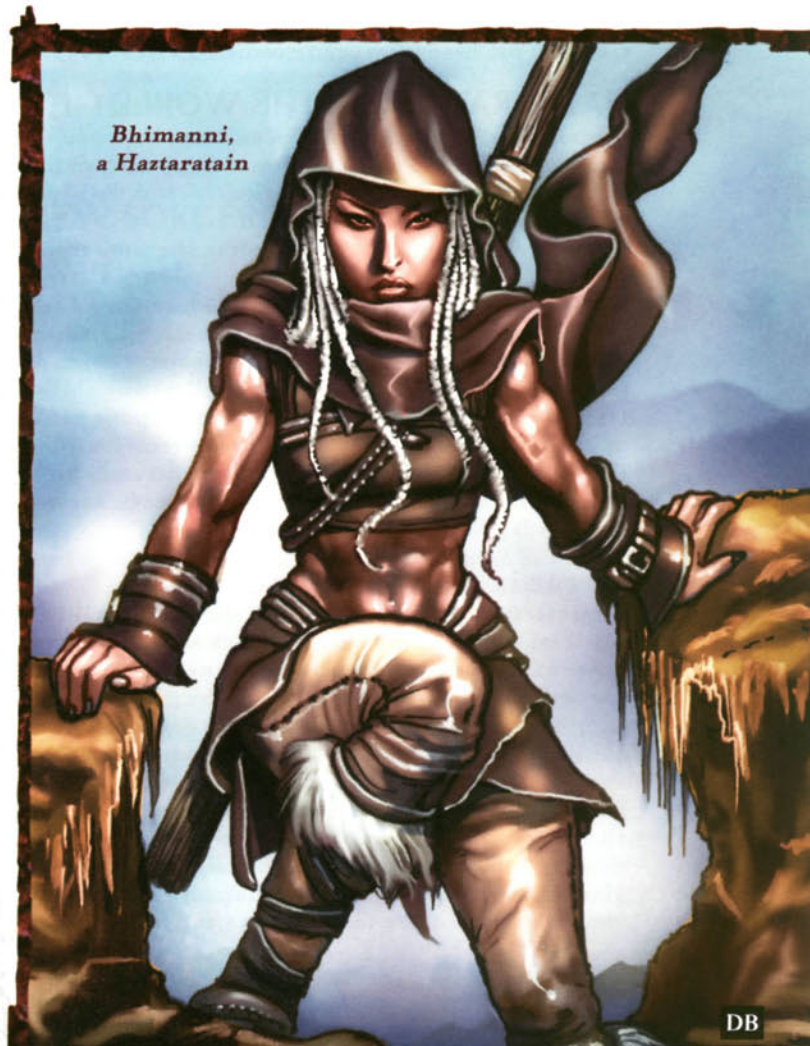
Although the Haztaratain Monastery is an established stronghold, it does not contain only members of this prestige class. It is named for an honored master. This monastic fortress might be an anchor for you, or it might be a site for a once-in-a-lifetime pilgrimage. Haztaratains often greet one another as family, and all Haztaratains are welcome at the monastery of the same name. No one serves as leader or guru, unless such a relationship is created by mutual consent.

Combat

You have special powers, and you use them to dictate the terms of engagement. When you're overwhelmed, retreat up a cliff and reengage when you're ready. You also aren't above frightening and confusing your enemies. Sneak into your quarry's camp at night and ruin his supplies. When the enemy is on the move again, wait to leap silently from a fog-enshrouded precipice, strike one of your foes with lightning-covered fists, and fly back into the clouds like rolling thunder. You're not as durable as a Savage Legion shifter in a breastplate, but in the mazelike ravines and peaks of Adar, you're the master.

Advancement

You knew you wanted to be a Haztaratain since you were old enough to know what one is. So you devoted your



Bhimanni,
a Haztaratain

spirit, mind, and body to the austere training required of a true martial artist. When your teachers thought you were ready, or when you considered yourself so, you traveled to the Haztaratain Monastery and then to Ahdryatmin. There, the spirits of Adar approved your guardianship, and their approval earned you training as a Haztaratain.

Now you're a *parahdri*, beholden only to your sense of duty to Adar and your morality. You wander where the winds beckon, dealing with those you meet as you see fit. Since you're always welcome in the Haztaratain Monastery, you can return there to train. Other monasteries also respect your skill, and are usually open to you.

As you advance, consider what type of warrior you want to become. Gaining more spellcasting or psionic prowess might seem desirable, but you can never outlearn those who have such vocations as their sole focus. Develop only those powers that enhance your effectiveness, such as area spells or psychometabolism powers. As for feats, Whirlwind Attack might be a good goal if you want to be the hit-and-run type. Psionic Fist is a must for psionic Haztaratains, and Blind-Fight is an asset—darkvision or no darkvision. Consider Track if you want to stalk your foes or your allies need such help.

Resources

Hazaratains have the respect of many in Adar. A wandering warrior such as you can expect shelter from a monastery or a bit of food (if you need it) from a valley farmer. You are tied to no organization, however, unless you join the Summit Road, and with that freedom comes little support. Live by your reputation and your ability to take what you need from your enemies.

HAZTARATAINS IN THE WORLD

"The wind came howling down the valley, and it was dumping buckets of rain before they appeared. Four of them came against over forty of us. I don't know why or how I survived, my lord. I do know that you are right—the people of Adar are monsters."

—Riedran sergeant's report

Hazaratains are for martial artists who want a little spell or psionic flavor mixed into their repertoire. This class focuses on the thematic elements relating the monk to Adar rather than on spellcasting ability (sacred fist, *Complete Divine* 59) or psionic power (fist of Zuoken, *EPH* 144). These monks are ferocious, but they're also distinctly Adaran. Hazaratains make great guerrillas and guardians, but an evil one can be a terror across Adar.

Organization

A Hazaratain is a loner, but she also works well in a small squad of other skilled folk, such as Adaran rangers and spellcasters. Some Hazaratains work with such parties in the Summit Road. When the group is made up of individuals who have diverse but complementary abilities, the Hazaratain is a good support fighter and shock trooper. When she works with others of her ilk, she and the others choose individual modes of attack that synergize.

Many Hazaratains have a nostalgic fondness for Hazaratain Monastery, and it is normal for such individuals to travel there to congregate during the spring

equinox. Led by the eldest Hazaratain in the monastery, Keidrii (LG female human monk 2/egoist 3/Hazaratain 10), this grouping is fancifully called the Gathering of Storms. At the meeting, Hazaratains exchange news and collect information on threats. Some form new groups, while others leave companions behind to go it alone.

NPC Reactions

In Adar, a Hazaratain can expect a friendly reception from those who recognize her and her occupation. That said, a few renegade Hazaratains have done enough evil that some places harbor grudges against specific summit sentinels. Residents of such areas are liable to be unfriendly or even hostile.

Riedrans hate and fear Hazaratains. Of course, few Riedrans would recognize a Hazaratain on sight. And Riedran military personnel in Adar are always unfriendly or worse to Adarans.

HAZTARATAIN LORE

Characters who have ranks in Knowledge (local) can research Hazaratains to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Hazaratains are Adaran monks who have mystical powers related to the earth and sky. They are guerrilla warriors who have some mystical ability.

DC 15: All Hazaratains are trained at Hazaratain Monastery on the east side of Adar, but many come from different monastic traditions. Each of them is required to go on a pilgrimage into the wilds before being accepted for training. Hazaratai, an ancient kalashtar master, lived in the Hazaratain Monastery.

DC 20: The pilgrimage all Hazaratains undertake actually requires them to gain the approval of the spirits of Adar's wild places. It is the first step in gaining their powers, which include healing by sleeping on the earth, immunity to the weather, great jumping skill, and going without food and water.

DC 30: Hazaratai, also known as Hazgaal, was human and became one of the first kalashtar. His monastery houses many traditions, and a woman named Kiedrii leads the Hazaratain sect there. It is said that she can walk through mountainsides and control the storms of Adar.

HAZTARATAINS IN THE GAME

Including Hazaratains in the game allows the party to meet mysterious *parahdri* in the wilds of Adar, and gives a player who likes different monk archetypes something else to choose from. Hazaratains are perfect for small units such as adventuring parties. A wicked Hazaratain can be a fearsome foe in the unforgiving wilderness of the land of refuge.

Adaptation

Hazaratains don't have to be Adaran. Simply by renaming them, they could be mysterious ascetics from among the druids, spirit shamans, and wu jen of the northern Eldeen Reaches near Scion's sound. Drow or lizardfolk who live near the mysterious Ring of Storms in Xen'drik could practice a similar form of mystical fighting. Even the Seren could have such traditions, referring to their storm-powered monks as "dragons of earth and sky."

Sample Encounter

Hazaratians are guardians and roving hunters—and killers. They seek dangerous creatures and foes of Adar, eradicating such threats before they terrorize the weak or menace the secrets of Adar. Group sneaking into Adar without permission or allied with the Inspired are likely to run afoul of one or more Hazaratians. A few Hazaratians were corrupt before they became *parahdri*, while others became heady with their power and threw away their honor on petty desires. These few are often leaders among lesser brigands.

EL 8: Bhimaani is traveling along the border of Adar, tracking a party of elite Riedran troops. She has watched them engage a few trolls and knows she can't handle them alone. When she runs across the PCs, she wonders if her silent desires have been met. Bhimaani asks them for help. If the PCs refuse, she questions them about why they're in Adar, then lets them go on their way. She then leads the Riedrans right to them. After watching the battle from afar to gauge the PCs' strength and sensibilities, she either aids them or attacks them.

BHIMAANI

CR 6

Female human monk 2/druid 3/Hazaratian 1

LN Medium humanoid

Init +3; **Senses** Listen +5, Spot +5

Languages Riedran

AC 16, touch 15, flat-footed 13

(+3 Dex, +2 Wis, +1 armor)

hp 36 (6 HD)

Resist evasion

Fort +7, **Ref** +8, **Will** +10

Speed 40 ft. (10 squares); woodland stride

Melee +1 *quarterstaff* +7 (1d6+2) or

Melee unarmed strike +6 (1d6+1) or

Melee 2 +1 *quarterstaff* +5 each (1d6+2) or

Melee 2 unarmed strikes +4 each (1d6+1) or

Ranged mwk light crossbow +7 (1d8/19–20)

Base Atk +3; **Grp** +4

Atk Options Combat Reflexes, Hazing Strike, Stunning Fist
3/day, *ki* strike (magic)

Special Actions spontaneous *summon nature's ally* spells

Combat Gear scroll of *barkskin* (3 castings), *wand of cure light wounds* (25 charges)

Druid Spells Prepared (CL 3rd):

2nd—*flaming sphere* (DC 14), *soften earth and stone*

1st—*endure elements*, *longstrider*, *magic fang*

0—*create water*, *detect magic*, *detect poison*, *resistance*

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 8

SQ link with companion, nature sense, share spells, trackless step, wild empathy +2 (–2 magical beasts)

Feats Altitude Adaptation[†], Combat Reflexes^B, Hazing Strike[†], Improved Unarmed Strike^B, Stunning Fist^B, Track, Weapon Finesse

Skills Balance +5, Climb +6, Concentration +9, Diplomacy +1, Hide +5, Jump +8, Knowledge (nature) +4, Listen +5, Move Silently +5, Sense Motive +7, Spot +5, Survival +9, Swim +5, Tumble +8

Possessions combat gear plus *bracers of armor* +1, +1 *quarterstaff*, masterwork light crossbow with 20 bolts

NEW SPELLS

The magical lore of Sarlona's former kingdoms was largely destroyed by the Inspired, but the Keepers of the Word and the Heirs of Ohr Kaluun both maintain a lifeline to the power of that lost age.

NEW BARD SPELL

2nd Level

Flexform: Target's form shifts and deforms, grants +10 on Escape Artist and Tumble.

NEW CLERIC SPELLS

2nd Level

Fortify Metal or Stone: Stone or metal objects have hardness and hit points doubled; weapons gain damage bonus; armor grants DR.

5th Level

Stone Storm: Rain of bullet-sized stones pounds down, dealing bludgeoning and slashing damage.

6th Level

Fleshbound: Possessing spirit is locked to host creature, takes damage if attacked.

7th Level

Lifebound: Possessing spirit is locked to host creature and is destroyed if host is slain.

NEW DRUID SPELL

4th Level

Raptor Cloud: Avian shadows grant cover, deal damage to attackers, grant bonuses on Jump and Tumble checks.

NEW SORCERER/WIZARD SPELLS

2nd Level

Ench Dream Lock: Target creature cannot differentiate dream from reality, and is dazed or shaken.

Trans Fortify Metal or Stone: Stone or metal objects have hardness and hit points doubled; weapons gain damage bonus; armor grants DR.

3rd Level

Conj Dream Spirit: Incorporeal manifestation attacks your opponents.

Evoc Arcane Maul: Aura of pure force can be wielded as melee weapon or hurled as area attack.

Trans Flexform: Target's form shifts and deforms, grants +10 on Escape Artist and Tumble.

4th Level

Conj Raptor Cloud: Avian shadows grant cover, deal damage to attackers, grant bonuses on Jump and Tumble checks.

Ench Dream Lock, Mass: As *dream lock*, but multiple targets.

Evoc Stone Storm: Rain of bullet-sized stones pounds down, dealing bludgeoning and slashing damage.

6th Level

Abjur **Fleshbound:** Possessing spirit is locked to host creature, takes damage if attacked.

7th Level

Evoc **Stored Lightning Bolt:** Electricity deals 1d6/level damage, explodes out from surface after delay you select.

Trans **Lifebound:** Possessing spirit is locked to host creature and is destroyed if host is slain.

SPELL DESCRIPTIONS

Presented below is a short selection of spells that originated or are particularly suited for use in Sarlona.

If you want to introduce other new spells from supplements such as *Spell Compendium* into an Eberron campaign, Sarlona is an excellent place for those spells to have first appeared.

ARCANE MAUL

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Area/Effect: See text

Duration: Instantaneous, 1 round/level (D); see text

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

As you crush the clay hammer in your fist, you feel a force wrap about your hand. The shimmering shape of a warhammer appears before you, ready to be swung.

This spell creates a powerful aura of pure force that can be wielded as a melee weapon or hurled as an area attack. When the spell is cast, you choose which version of the *arcane maul* to employ and in which hand to wield the melee version. An *arcane maul* cannot be first used in melee and then hurled, nor can the melee version be switched from hand to hand.

When used as a melee weapon, an *arcane maul* acts as a +4 warhammer (1d8+4/×3) for 1 round per level, and it can be wielded regardless of proficiency with the warhammer. Used empty-handed, an *arcane maul* appears as a shimmering, hammer-shaped force field. When it is used in a hand already holding a weapon, the shimmering force field wraps around both hand and weapon, but all effects of the material weapon (mundane or magic, including damage, bonuses, threat range, and special abilities) are lost for the duration of the spell. An *arcane maul* can be used with a weapon in your off hand, but the regular penalties for two-weapon fighting apply.

If hurled, an *arcane maul* shoots out from your fist as a line 50 feet long, then fills a 20-foot-radius burst at the end of its range. Creatures within the area of the line and burst take 1d6 points of force damage per two levels (maximum 10d6) and are stunned for 1 round. A successful Fortitude save halves damage and negates the stun effect.

A hurled *arcane maul* damages objects in its area. It destroys nonmagical crystal, glass, ceramic, or porcelain, smashing those substances into dozens of pieces.

Objects that weigh more than your caster level in pounds take damage as normal. If the damage caused to an interposing barrier shatters or breaks through it, an *arcane maul* can continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A small clay hammer, crushed in the fist as the spell is cast.

DREAM LOCK

Enchantment (Charm) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your foe stops short as a nimbus of glowing light surrounds it. Where it fought you a moment before, it stands transfixed now, caught up in a waking dream.

When you cast this spell, you wrap the subject creature in the otherworldly energy of the dreamspace, altering its perceptions and behavior. The creature enters a state of waking dreaming, and is dazed for 1 round. Thereafter, until the spell's duration expires, the target is trapped in a waking dream, unable to differentiate the random visions of the dream from reality. The creature is treated as shaken, and all its opponents gain concealment.

Creatures that do not dream are subject to the effect of this spell unless they are also immune to enchantments or mind-affecting spells, powers, and abilities.

Special: If you cast this spell while in a dream-touched state, you can partially direct the random visions that plague the target creature. This allows you to influence the actions of the target as if using a *suggestion* spell. The suggested course of activity continues for the entire duration of the spell.

DREAM LOCK, MASS

Enchantment (Charm) [Mind-Affecting]

Level: Sorcerer/wizard 4

Target: One or more living creatures, no two of which can be more than 30 ft. apart

This spell functions like *dream lock*, except that *mass dream lock* affects multiple creatures.

Special: If you cast this spell while in a dream-touched state, all creatures within the area are subject to your influence. Any suggested course of activity will be directed to all creatures simultaneously, and will be ignored if inapplicable.

DREAM SPIRIT

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One created dream spirit

Duration: 1 round/level (D)

Saving Throw: None
Spell Resistance: No

A shimmering aura takes the shape of a multilegged creature from nightmare, instantly leaping into battle against your foes.

This spell creates a manifestation of the dreamspace that attacks your enemies. A *dream spirit* is treated as an incorporeal creature that has your hit points and the AC you would have if you were incorporeal (it loses any armor bonus or natural armor bonus you have but gains a deflection bonus equal to your Charisma modifier or +1, whichever is greater).

The *dream spirit* appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. A *dream spirit* has a single incorporeal touch attack that uses your base attack bonus plus Dexterity modifier and deals 1d6 points of damage, plus 1 per two levels (maximum 1d6+10).

As a free action, you can mentally direct a *dream spirit* not to attack, to attack particular enemies, or to perform other actions. The *dream spirit* acts normally on the last round of the spell's duration and dissipates at the end of its turn.

If a *dream spirit* is reduced to 0 hit points, this spell ends. If the distance between you and the *dream spirit* ever exceeds the spell's range, the *dream spirit* winks out and the spell ends.

Dream spirits are material in nature, and so are not affected by *dismissal* and similar effects. They are not subject to effects that affect outsiders.

FLESHBOUND

Abjuration

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One possessed creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

A field of magical energy surrounds your opponent, which shrieks as the spirit possessing it is forcibly locked to its body. As you prepare your next attack, you know that the possessing spirit will remember this fight.

When this spell is cast on a possessed creature, the possessing spirit is temporarily bound within its host and inextricably locked to that host's life force. If the *fleshbound* creature takes damage, the possessing spirit feels its pain.

While under the effect of this spell, the host creature automatically falls under the complete control of the possessing spirit (ECS 101). For the purpose of combat, the *fleshbound* creature uses its own attacks and special abilities, but does not gain any additional abilities not already granted by being possessed.

Each round as a full-round action, a *fleshbound* creature can make a special Will save (DC equal to spell's save DC minus possessing spirit's HD + your caster level). A quori spirit possessing an Inspired host can add the levels of the host body to its Hit Dice for the purpose of resisting this spell. If the spirit succeeds on the save, it can abandon

the host body as a free action. If it chooses not to abandon the host, the possessing spirit remains bound.

Any attack that deals hit point damage or ability damage to the host creature deals the same damage to the possessing spirit. The possessing spirit cannot be killed in this way, but if it or the host creature is taken to 0 or fewer hit points, the possessing spirit is forced from the body as if subject to a *dismissal spell*. Also, its psychic wounds prevent it from possessing any other host for a number of days (as reckoned on the Material Plane) equal to the amount of hit point damage and ability damage dealt to it.

Material Component: A sphere of volcanic glass, which is shattered as the spell is cast.

FLEXFORM

Transmutation

Level: Bard 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

A shimmering light traces its way across the body of the creature you touch. As the light fades, the target's limbs and torso begin to flex and compress elastically.

When you touch a creature, its form (including any gear, armor, and weapons) shifts and deforms according to its surroundings. This effect grants a +10 bonus on Escape Artist and Tumble checks, and allows Tumble checks to be made untrained. As well, the subject can squeeze into a space half as wide as its normal space (PH 148) with no penalties to movement, attack rolls, and AC. The subject is able to move freely through squares occupied by creatures only one size category larger than it, rather than three size categories larger (PH 148).

Material Component: A small glob of gum resin.

FORTIFY METAL OR STONE

Transmutation

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One object touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (object; see text)

The object you touch glows momentarily with a heatless light. In your hand, you feel a subtle change in the item's heft, and its surface gleams with new strength.

Fortify metal or stone alters the internal structure of stone or metal in order to strengthen it. Any single object of up to 10 feet on a side (weapons, armor, chests, sarcophagi, doors, and so on) has its hardness and hit points doubled, and has its break DC increased by 10.

If cast on weapons, *fortify metal or stone* bestows an enhancement bonus of +1 on damage rolls. Armor or shields affected

by this spell grant their wearer damage reduction 1/magic. Suits of armor are considered single objects for the purpose of being affected by this spell, but armor and shields must be targeted with separate castings.

You can use *fortify metal or stone* on masterwork weapons and armor, but magic items have an effective spell resistance of 20 + caster level. Artifacts cannot be affected by this spell.

Metal or stone cannot be enhanced more than once by this spell.

Material Component: A mixture of coal dust and lime.

LIFEBOUND

Transmutation

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One possessed creature

Duration: 1d6 rounds

Saving Throw: Will negates; see text

Spell Resistance: No

Tendrils of magical energy spread from your hand to wrap your foe, which screams as the spirit possessing it is forcibly locked to its body. Then the light of a malevolent evil flares in the host's eyes as it rushes to attack, and you know you have only one chance.

When this spell is cast on a possessed creature, the possessing spirit is temporarily bound within its host and

inextricably locked to that host's life force. If the *lifebound* creature is slain, both the host and the possessing spirit die.

While under the effect of this spell, the host creature automatically falls under the complete control of the possessing spirit (ECS 101). For the purpose of combat, the *lifebound* creature uses its own attacks and special abilities (with any enhancements provided by the possession), but can make use of any of the possessing spirit's spell-like, psi-like, or supernatural abilities, even if the possessing spirit normally does not have use of those abilities while possessing the host creature. The *lifebound* creature makes use of the possessing spirit's abilities in ways that make sense for its own form. For example, an Inspired that has a *tsucora quori* spirit would gain that creature's terrifying sting supernatural ability, but would use the ability through its natural attacks or weapon attacks (the Inspired's choice).

The possessing spirit takes no damage from attacks directed at the host creature. However, if a *lifebound* host is slain (taken to -10 hit points), the possessing spirit is instantly destroyed. The host creature can then be raised or resurrected if such magic is available.

Many outsiders are tied to the energy of their plane, and so are never permanently destroyed. For example, this spell could destroy the personality and memories of a particular *quori* spirit, but that spirit's energy returns to Dal Quor to eventually form a new *quori* of the same kind. However, a spirit destroyed by this spell cannot reform for a number of weeks (as reckoned on the Material Plane) equal to its Hit Dice.

The magic needed to bind a possessing spirit to a host body is both powerful and unstable. As a result, neither the caster of this spell nor the possessing spirit or host creature knows the spell's duration, which is rolled in secret by the DM. Each round as a full-round action, the *lifebound* creature can make a special Will save (DC equal to spell's save DC minus possessing spirit's HD + your caster level). A *quori* spirit possessing an Inspired host can add the levels of the host body to its Hit Dice for the purpose of resisting this spell. If the spirit succeeds on the save, it can abandon the host body as a free action. If it chooses not to abandon the host, the possessing spirit remains bound.

Material Component: A white diamond of at least 500 gp value for every Hit Die possessed by the possessing spirit. If the gem is not valuable enough, it shatters when the binding is attempted. The gem is destroyed if the *lifebound* host is slain, but can be reused if the possessing spirit escapes destruction. (Although creatures have no concept of level or Hit Dice as such, the value of the gem needed to bind an individual spirit can be researched.)

RAPTOR CLOUD

Conjuration

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

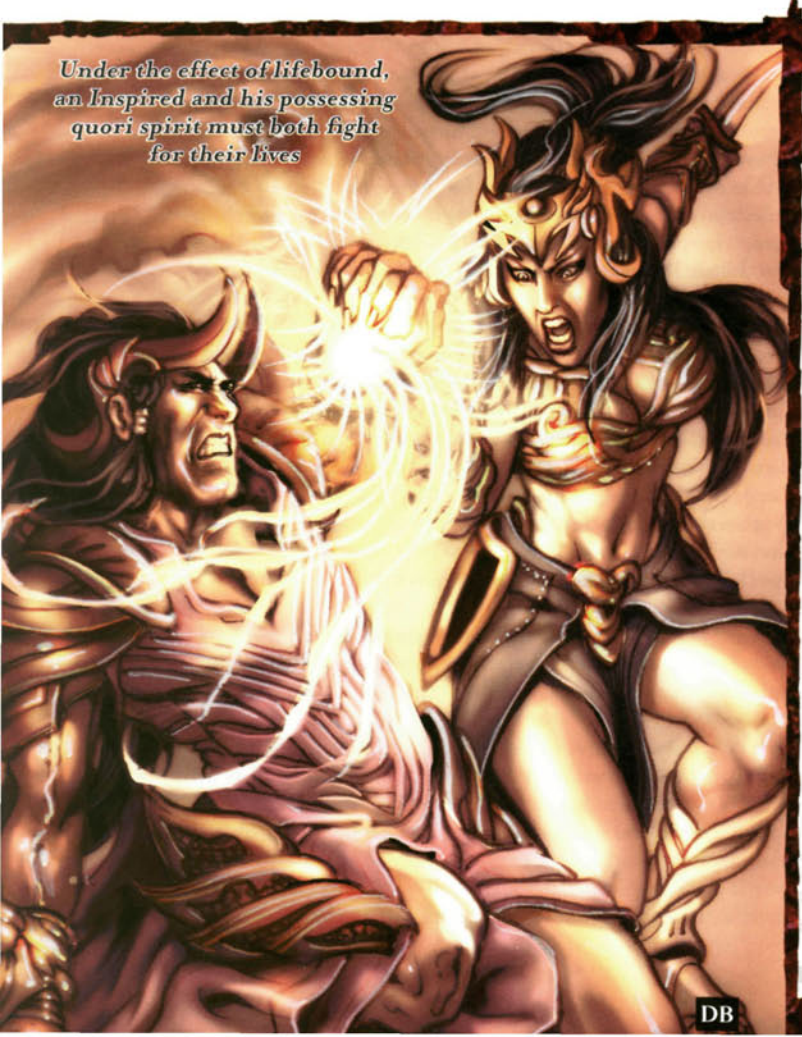
Range: 0 ft.

Effect: Swirling cloud of hawklike shadows

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes



A gray aura flares around you, reshaping itself into a dark cloud of hawklike shadows. You feel a lightness in your limbs, and a surge of protective energy as the cloud shrieks and wheels around you.

When you cast this spell, a mass of avian shadows surrounds you, protecting you from attacks even as it grants you buoyant dexterity. The swirling shadows grant you concealment and soft cover (+4 to AC, but you gain no bonus on Reflex saves and cannot use your cover to make Hide checks). Furthermore, any creatures attempting melee attacks against you take 1d8 points of slashing damage from the *raptor cloud*. Creatures get no save against this damage, but spell resistance (if any) applies.

Creatures wielding reach weapons can attack you without taking damage, but creatures that have natural reach take damage as above.

Though a *raptor cloud* moves with you, you cannot deal damage with it by pushing it against creatures or objects. Only creatures that make melee attacks against you are subject to the cloud's defensive damage. However, you can elect to expend the spell's energy at any point by targeting the *raptor cloud* against a single adjacent creature or object as a standard action. This attack deals 6d8 points of damage (Reflex half) and ends the spell.

A *raptor cloud* gives you a certain amount of lift as it swirls around you, granting you a +5 bonus on Jump and Tumble checks as you roll and weave through melee.

Material Component: The shed claw of a falcon or hawk.

STORED LIGHTNING BOLT

Evocation [Electricity]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: See text

Duration: See text

Saving Throw: Reflex half

Spell Resistance: Yes

A bolt of lightning slams through the mass of foes spread out before you. Those that manage to avoid the bolt's path have only a moment to savor their apparent good fortune, however, as the stored bolt explodes from the wall it struck just a moment before.

This more powerful variation of *lightning bolt* deals 1d6 points of electricity damage per caster level (maximum 20d6) to each creature within its area. You can choose whether the bolt is cast all at once or partially stored in a 5-foot-square metal or stone surface within range. When casting, in addition to selecting the path of the bolt, you decide how many dice to allocate to the initial lightning strike, how many to send into the storage surface, and how long (to a maximum of 5 rounds) before the stored lightning discharges. If all damage is allocated to the initial strike, no energy is stored; if all damage is allocated to be stored, the bolt appears to miss any targets in its path and strike the stone or metal surface harmlessly.

The initial strike does damage to all creatures within its area, as a *lightning bolt* spell. When released, the stored bolt deals damage to all creatures within a 60-foot-radius spread centered on the point where the bolt struck. The bolt sets fire to combustibles and

damages objects, just as a normal *lightning bolt*. If the storage surface is an unbroken wall, damage extends in a semicircle from the wall. However, the blast passes or burns through doorways and other portals into areas on the other side of a wall, and wraps around free-standing surfaces such as columns.

If the surface is touched by any creature before the delay time is up, the stored bolt is discharged automatically, with the touching creature taking double the stored damage and all other creatures in the blast area taking half damage.

All victims of both the initial and the stored strikes take half damage on a successful Reflex save.

If a creature is already touching the storage surface when the spell is cast, any stored portion of the bolt discharges immediately, with damage calculated as above. If two or more creatures are already touching the storage surface, the spell discharges immediately but the touching creatures and all others in the area take normal damage, as above.

Material Component: A small vial of acid set into a lead ring.

STONE STORM

Evocation

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high), 10-ft. radius; see text

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Thunderous grinding splits the air. A pounding storm of stones slams down, pulverizing all beneath it as razor-sharp fragments ricochet out in all directions.

A blinding storm of bullet-sized stones pounds down for 1 round. All creatures in the area take 3d6 points of bludgeoning damage and 3d6 points of slashing damage as the stones slam down, then shatter to razor-sharp shards (no save for either, but a creature's damage reduction applies to this damage, which is treated as magic and bludgeoning and magic and slashing, respectively). A -4 penalty applies to Listen checks made within the *stone storm's* effect, and all land movement within its area is at one-quarter speed.

Material Component: A handful of obsidian pebbles.

NEW POWERS

Psionic lore and teachings have long spread from Sarlona, carried across the seas by the Kalashtar and the other psionic emigrants of that land. Not all of Sarlona's secrets have left its borders, however, and a number of previously unknown powers can be found there.

PSION/WILDER POWERS

1st Level

Stone Mind^A: Gain bonuses on Search checks while standing on stone or earth.

2nd Level

Constrictor's Touch: Target's clothing or armor binds it, dealing damage, penalizing attacks, increasing chance of spell failure.

Dream Lock, Psionic: Target creature cannot differentiate dream from reality, and is dazed or shaken.

Earth Walk^A: Move easily in all directions while on earthen surfaces.

Psychic Whip^A: Ectoplasmic whip makes touch attacks within range.

3rd Level

Dream Spirit, Psionic: Incorporeal manifestation attacks your opponents.

4th Level

Dream Lock, Psionic Mass: As *psionic dream lock*, but multiple targets.

5th Level

Suppress Schism^A: Block dual mind powers and counter telepathy powers.

6th Level

Energy Trap^A: Explosion of energy deals 5d6 damage, creates lingering effect in area.

PSYCHIC WARRIOR POWERS

1st Level

Psychic Whip^A: Ectoplasmic whip makes touch attacks within range.

Stone Mind^A: Gain bonuses on Search checks while standing on stone or earth.

2nd Level

Constrictor's Touch: Target's clothing or armor binds it, dealing damage, penalizing attacks, increasing chance of spell failure.

Dream Lock, Psionic: Target creature cannot differentiate dream from reality, and is dazed or shaken.

Earth Walk^A: Move easily in all directions while on earthen surfaces.

Tail of the Dragon^A: Gain tail slap attack for 1d8 damage.

POWER DESCRIPTIONS

The following psionic powers supplement those found in *Expanded Psionics Handbook* and *Complete Psionic*. Many of them are thematically connected to or associated with Sarlona.

CONSTRICTOR'S TOUCH

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude partial

Power Resistance: No

Power Points: 3

An involuntary spasm shakes you as green light flares in your eyes. Then the creature that threatened you a moment before begins to clutch at its clothing, fighting to breathe.

When you manifest this power, you cause the clothing or armor of affected creatures to constrict and bind them. Each round, an affected creature takes 1d4 points of damage and a cumulative -1 penalty on attack rolls. Additionally, arcane spells that have somatic components have a cumulative 5% chance of spell failure per round if cast by an affected creature (this stacks with any existing chance of spell failure). A successful Fortitude save negates the damage, the penalty on attack rolls, and the chance of spell failure for that round.

Affected creatures can attempt to doff their clothing or armor, but must make a successful DC 18 Strength check or a DC 18 Escape Artist check to do so. Removing normal clothing requires two full-round actions; for removing armor, see *Donning Armor* (PH 123).

Clothing and armor is not damaged by *constrictor's touch*. However, if successfully removed, armor and clothing cannot be put on again until the power's duration has expired.

DREAM LOCK, PSIONIC

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Power Points: 3

This power functions as the *dream lock* spell (page 126), except as noted here.

DREAM LOCK, PSIONIC MASS

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 4

Power Points: 7

This power functions as the *mass dream lock* spell (page 126), except as noted here.

DREAM SPIRIT, PSIONIC

Metacreativity (Creation)

Level: Psion/wilder 3

Display: Visual

Power Points: 5

This power functions as the *dream spirit* spell (page 126), except as noted here.

EARTH WALK

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

You ascend the wall as if it were level ground.

You create a perfect mental bond with stone, allowing you to move over it with uncanny ease. While this power

is in effect, you can climb stone and earthen surfaces at your current land speed. You can move across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks. While climbing in this manner, you do not have to make a Climb check to avoid losing your grip when you take damage. In addition, you can cling to a stone surface easily with just one limb, allowing you to attack without restriction, manifest powers normally, and retain your Dexterity bonus to AC while climbing.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

ENERGY TRAP

Psychokinesis [see text]

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous, 1 round/level (D)?; see text

Saving Throw: See text

Power Resistance: Yes

Power Points: 11

A blast of raw energy slams through the area, razing the foes caught there. Even after the blast fades, an energy field lingers to harry your opponents.

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

After the explosion, a lingering energy field remains behind, affecting creatures in the area or ones that pass through it. The effect of *energy trap* depends on what type of energy you choose.

Cold: This trap deals +1 point of damage per die. The saving throw to reduce damage is a Fortitude save instead of a Reflex save. After the initial blast, the area affected by the power is unnaturally icy. Creatures moving within or through the area must make successful DC 20 Balance checks or fall prone. Creatures running within or through the area must make DC 25 Balance checks or fall prone.

Electricity: This trap imposes a +2 bonus to the save DC and provides a +2 bonus on manifester level checks for the purpose of overcoming power resistance. After the initial blast, creatures within or moving through the area in metal armor or wielding metal weapons must make a Fortitude save or be stunned for 1 round.

Fire: This trap deals +1 point of damage per die. After the initial blast, creatures within or moving through the area take 1d6 points of nonlethal damage per round.

Sonic: This trap deals -1 point of damage per die but ignores an object's hardness. After the initial blast, creatures within or moving through the area must make a Fortitude save or be nauseated for 1 round.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

For each extra two dice of damage, this power's save DC increases by 1.

PSYCHIC WHIP

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ectoplasmic whip in your hand

Duration: 1 round/level (D)

Saving Throw: Will partial, Reflex half; see text

Power Resistance: No

Power Points: Psion/wilder 3, psychic warrior 1

A glowing ectoplasmic whip suddenly dances and crackles in your hand.

The ectoplasmic whip you manifest automatically extends to any length within its range, and can be directed at any target you choose. You use a *psychic whip* to make ranged touch attacks that deal 1d6 points of damage. Any creature you successfully hit must make a successful Will save or be stunned for 1 round. This is a mind-affecting effect. You must have one hand free to use a *psychic whip*, but can use it in your off hand while wielding a weapon in your primary hand.

You can make trip attacks with a *psychic whip* as with a normal whip, but your opponent gets no automatic chance to trip you if your attack fails. A *psychic whip* also grants you a normal whip's +2 bonus on opposed attack

A duergar prepares a psychic whip assault



rolls to disarm an opponent, but the opponent gets no automatic attempt to disarm you if your attack fails. You can use a *psychic whip* in this manner even if you are not proficient with the whip.

Augment: If you spend 2 additional power points, you can manifest this power as a swift action instead of a standard action.

If you spend 4 additional power points, you can use a *psychic whip* to make a single area attack at any time during the power's duration. As a full-round action, you sweep the whip around you, dealing 1d6 points of damage to every creature in the area (Reflex half). Creatures that fail their Reflex saves must then make a successful Will save or be knocked prone and stunned for 1 round. This use of the *psychic whip* immediately ends the power.

SUPPRESS SCHISM

Psychokinesis

Level: Psion/wilder 5

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous, 1 round/level; see text

Saving Throw: Will partial

Power Resistance: Yes

Power Points: 9

Your eyes flash and turn white, and with a hissing buzz, your power reaches out to unify separated minds.

The kalashtar psions of Adar have mastered a power that disrupts telepathic communication. They discovered in practice that it could be used as a weapon against the quori spirits that hunt them.

Suppress schism interferes with powers and effects from the telepathy discipline. When you manifest this power, you make a dispel check (1d20 + your manifester level, maximum +15) against each ongoing telepathy power in effect on the target creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

In addition, if the target fails a Will save, any form of dual mind in effect is disrupted for the duration of the power, including the effect of the *schism* power (EPH 130), an Inspired's dual mind ability, a kalashtar's +2 bonus on saving throws against mind-affecting spells, powers, and abilities, and host feats.

If the target is a possessed creature, the possessing mind must succeed on the save or become suppressed for the power's duration, in which case the target creature can act normally. Because the Inspired are possessed creatures, using this power against them requires the quori spirit to first save against begin suppressed. On a successful save, the Inspired must then save against the disruption of the dual mind ability.

On a failed save, if the target creature attempts to manifest a telepathy power while *suppress schism* is in effect, it must make a successful manifester level check (DC 11 + your manifester level) or fail to manifest the power.

Augment: For every 2 additional power points you spend, this power's save DC increase by 1.

STONE MIND

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)?

Power Points: 1

Your eyes take on the hue of boulders and your skin gains the dusty texture of a creature of the deep earth, signifying your enhanced knowledge of the world below the ground.

When you manifest this power, your mind is enhanced by contact with the earth. You gain a +4 bonus on Search checks while standing on a stone (including a worked stone floor) or an earthen surface. In addition, you gain a further +2 bonus on Search checks to notice unusual stonework. This bonus stacks with both the regular bonus that this power grants and with the +2 bonus on checks to notice unusual stonework gained from the stonecunning racial ability.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

TAIL OF THE DRAGON

Psychometabolism

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)?

Power Points: 3

A flare of light quickly spreads across your body. You grow a lashing tail, ready to strike.

You summon up the strength of the great dragons to change your form, manifesting a tail that thrashes with power. You can use a standard action to attack with a tail slap natural weapon that deals 1d8 points of damage. You can choose to deal nonlethal damage with your tail slap, taking the standard -4 penalty on your attack roll.

If you tail slap as your only attack, you use your highest base attack bonus on the attack roll, and apply 1-1/2 times your Strength bonus on damage rolls. If you tail slap in addition to making other attacks, the tail slap is a secondary attack.

Augment: For every 4 additional power points you spend, your tail slap deals an extra 1d8 points of damage.

If you spend 6 additional power points (not including points spent to increase your tail slap damage), this power grants you a tail sweep attack in addition to a tail slap attack. The tail sweep affects a half-circle with a radius of 20 feet. Creatures of your size or smaller are affected, automatically taking 2d6 points of damage plus 1-1/2 times your Strength bonus. Affected creatures can attempt Reflex saves for half damage. The save DC equals the DC the power would have if it allowed a save.

COMMON POWERS OF SARLONA

This chapter presents a number of new powers geared toward adventuring PCs, but life in a psionic society creates more utilitarian powers as well. A number of low-level spells from the *Player's Handbook* (and one from *Spell Compendium*) have parallel psionic versions not commonly found outside Sarlona. Although all these powers might find use in an adventurer's repertoire, they will more likely be found among Sarlona's rank-and-file manifesters.

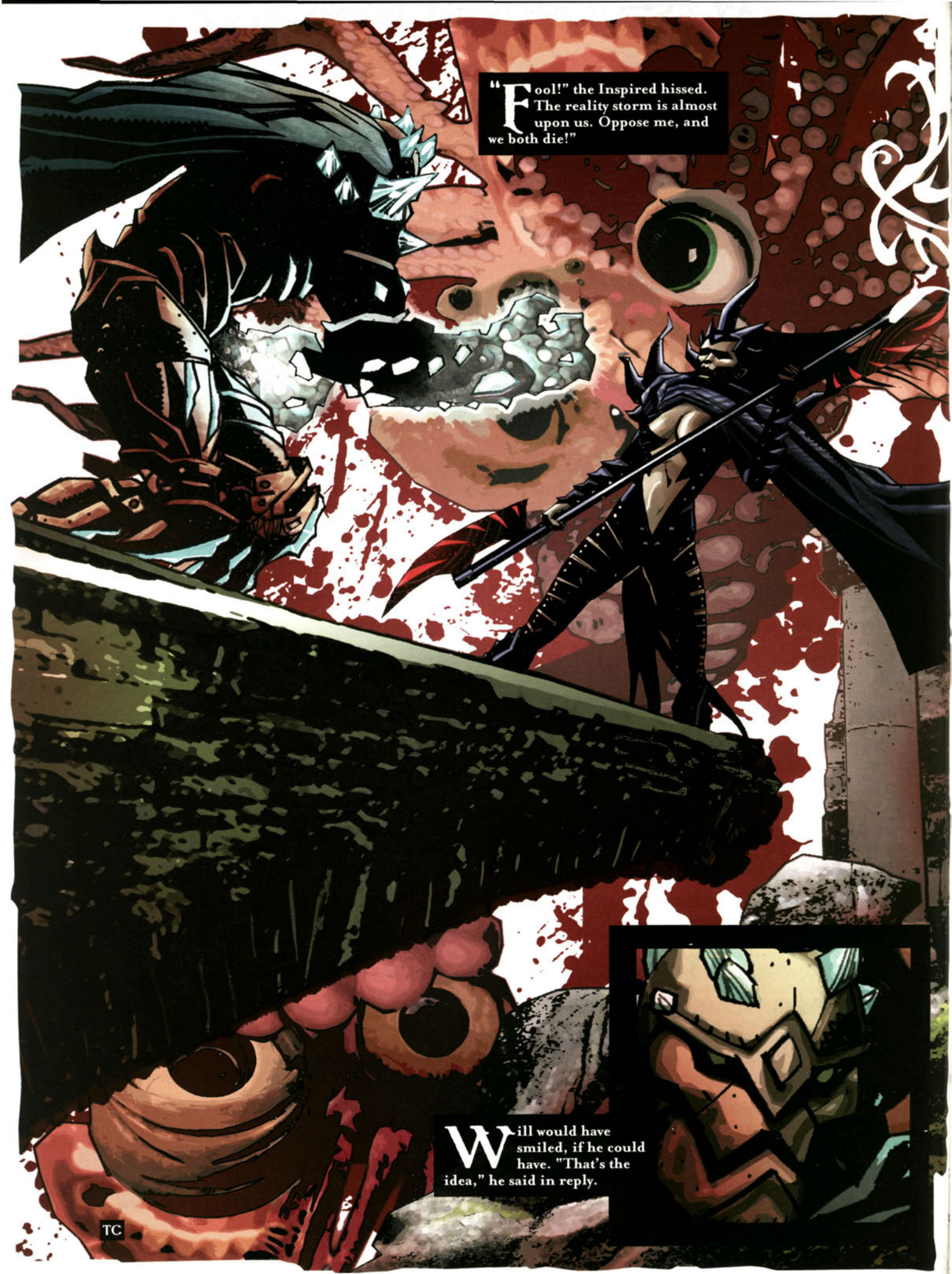
Some powers (those that parallel *prestidigitation*, *glibness*, and *discern lies*) were developed by the Inspired of Riedra in order to maintain their immaculate appearance and

aura of leadership. Some (those that parallel *alarm* and *zone of silence*) were created by organizations such as the Unchained as an aid to living under the Inspired, while powers such as *psionic endure elements* and *psionic pass without trace* originated in the traditions of the half-giants, duergar, and other psionic races of this land.

All new powers are psion/wilder powers of the indicated level, and take the name "[spell name], psionic" except where a new name is given in parentheses. Except for the differences noted below, all features of a power are identical to the spell it is based on.

Equivalent Spell

(Power Name)	Level	Discipline/Descriptor	Notes
<i>Alarm</i>	1st	Clairsentience	Augment: Each additional power point increases the duration by 1 hour/level.
<i>Animal messenger</i>	2nd	Telepathy (compulsion) [mind-affecting]	
<i>Animate rope</i>	1st	Psychometabolism	Augment: 1 additional power point adds a +5 bonus on your ranged touch attack roll.
<i>Arcane eye (Mind's eye)</i>	4th	Clairsentience (scrying)	Augment: 6 additional power points allows the <i>mind's eye</i> to hear as well as see.
<i>Arcane mark (Spirit mark)</i>	1st	Psychometabolism	
<i>Calm animals</i>	1st	Telepathy (compulsion) [mind-affecting]	
<i>Comprehend languages</i>	1st	Clairsentience	
<i>Control weather</i>	7th	Psychometabolism	
<i>Detect undead</i>	1st	Clairsentience	
<i>Discern lies</i>	4th	Clairsentience	
<i>Endure elements</i>	1st	Psychometabolism	Augment: Each additional power point allows you to affect one additional creature.
<i>Erase</i>	1st	Psychometabolism	
<i>Find traps</i>	2nd	Clairsentience	
<i>Glibness</i>	3rd	Psychometabolism	
<i>Hardening (from Spell Compendium)</i>	6th	Metacreativity	Augment: Base effect improves hardness by 5. Every 4 additional power points adds 1 point of hardness.
<i>Helping hand</i>	3rd	Psychokinesis	Augment: Each additional power point increases the range by 5 miles. Each additional power point increases the duration by 1 hour/level.
<i>Illusory script (Secret script)</i>	3rd	Psychometabolism	
<i>Jump</i>	1st	Psychometabolism	
<i>Magic mouth (Secret voice)</i>	2nd	Psychometabolism	
<i>Mage hand (Force of mind)</i>	1st	Psychometabolism	Incorporates the effect of <i>open/close</i> .
<i>Make whole</i>	2nd	Psychometabolism	
<i>Mending</i>	—	See <i>prestidigitation</i>	
<i>Open/close</i>	—	See <i>mage hand</i>	
<i>Pass without trace</i>	1st	Psychometabolism	
<i>Prestidigitation</i>	1st	Psychometabolism	Incorporates the effect of <i>mending</i> .
<i>Remove fear</i>	1st	Psychometabolism	
<i>Secret page</i>	3rd	Psychometabolism	
<i>Shrink item</i>	3rd	Psychometabolism	
<i>Speak with animals</i>	1st	Clairsentience	
<i>Tenser's floating disk (Floating disk)</i>	1st	Psychokinesis [force]	Augment: 2 additional power points increases diameter of disc to 6 ft. and doubles weight/volume carried.
<i>Unseen servant</i>	1st	Metacreativity (creation)	
<i>Zone of silence</i>	4th	Psychometabolism	
<i>Zone of truth</i>	2nd	Telepathy (compulsion) [mind-affecting]	



"Fool!" the Inspired hissed. The reality storm is almost upon us. Oppose me, and we both die!"

Will would have smiled, if he could have. "That's the idea," he said in reply.

TREASURES OF SARLONA

From mundane and magic items to special materials and substances to mystical events and locations, Sarlonans regularly encounter objects and occurrences unusual or even unheard of in Khorvaire. This chapter discusses a variety of Sarlonan treasures in turn, bringing unique, mystical, and mysterious facets of the continent to life.

SPECIAL MATERIALS

The Inspired and Chosen regularly use two substances that are exceedingly rare in Khorvaire: deep crystal and sentira. Both can be crafted to aid the psionically active.

Deep Crystal: This high-quality crystal is renowned for its strength and psionically resonant nature. A weapon made of deep crystal is treated as its normal counterpart, except that a psionic wielder can focus psionic power through it, increasing its damage. As a free action that does not provoke attacks of opportunity, the wielder can channel 2 power points into the weapon to deal an extra 2d6 points of damage. The weapon stays charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition, but the effect is lost if the missile misses.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Deep crystal has 30 hit points per inch of thickness and hardness 10.

Sentira: This bizarre material is wrought by Chosen, Inspired, and (rarely) kalashtar who use powdered crystal and the power of their thoughts and emotions, also drawing on the essence of Dal Quor. Sentira items are literally grown into their final form. They have an organic, whorled appearance, much like horn or shell, with a shimmering, opalescent surface. Color varies based on the emotion used to create the particular batch.

Sentira is lightweight and almost unbreakable. Because of its resonant properties, it is an ideal material for emotional armor. For purposes other than those described in this chapter, sentira is treated as mithral.

Sentira can be formed, sculpted, and repaired only by psionic creatures that have the Craft (sentira) skill. Such craftspersons, known in Riedra as thoughtweavers, must expend 1 power point for each day of work on a sentira object, whether building or repairing it.

WEAPONS

Sarlona's people use weapons much like other societies do—only the appearance of such weapons varies. Riedran

swords are typically curved and sharpened along a single edge. The Inspired often use a weapon called a zulaat, which is functionally identical to the Valenar double scimitar. The illustration on this page shows a few Sarlonan variations on typical weapons, along with the new weapons introduced in this book. Changes in the weapon's form have no effect on the weapon's game statistics.

Other weapons common on Khorvaire originated with the humans of Sarlona. Sarlona has a long history of oppressive government, and many tools became weapons through populist resistance. Weapons that originated in Sarlona include the kama, katar (punching dagger), kukri, nunchaku, ranseur (called a monk's fork), sai, and siangham. When Sarlonans came to Khorvaire more than a millennium ago, they brought their weapons with them.

Weapons found in other D&D supplements are also common in Sarlona. From *Arms and Equipment Guide* come the butterfly sword, chakram, duom, nekode, manti, and tonfa. The lajatang and mancatcher can be found in *Complete Warrior*. The collapsing crescent fan (*Sandstorm* 96) and stabaxe (*Planar Handbook* 69) are common in Adar. Neraphim in Adar also use their annulats (*Planar Handbook* 68).

Cutting Wheel: Handheld weapons that surround the fist with a blade, cutting wheels come in many varieties. A solid circle of metal that has one small area wrapped in leather as a handle is the basic style. The rest of the wheel is bladed and features protrusions for piercing and tearing at evenly spaced intervals. To protect the hand and aid in gripping, a bladed guard is forged just above the grip on the inside of the wheel. The kalashtar have taken the basic "wheel" form and created triangular weapons that their soulknives often mimic (though their blades have normal soulknife statistics).

Because of its size and protected grip, a cutting wheel grants a +2 bonus on opposed attack rolls to avoid being disarmed. A monk who is proficient with the cutting wheel can treat it as a special monk weapon.

Cane, Monk's: Monk's canes are simple short sticks that have hooked heads and straight shafts. Often artfully decorated and carved, these canes are crafted to look like mere walking sticks rather than weapons.

With a monk's cane, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). A monk who is proficient with a monk's cane can treat it as a special monk weapon.

It is nearly impossible to tell that a monk's cane is a weapon. An observer has to study the cane's owner carefully, making a successful DC 20 Sense Motive check to discern



Cutting wheels (1); spinning sword (2); monk's spade (3); zulaat (4); Sarlonan greatsword (5); Sarlonan longsword (6); hook sword (7); Sarlonan handaxe (8); monk's cane (9); steel flute (10)

that the cane is dangerous in his hands. The wielder can make a Bluff check in opposition to the observer's Sense Motive check to avoid giving away his proficiency.

Flute, Steel: Steel flutes are simple musical instruments, hollow shafts of metal carefully crafted as balanced short staffs. The steel flute gets its name from the most common example of this Adaran weapon, but it can be made of just about any metal.

A steel flute is treated as a club for the purpose of weapon proficiency. As with a monk's cane, an observer must study a steel flute's owner to tell the flute is a weapon.

A steel flute can be created as a masterwork instrument and a masterwork weapon, but both processes must be paid for separately.

Spade, Monk's: Evolved from a simple tool, the monk's spade is a double weapon that has a broad slashing blade on one end and a bludgeoning counterweight on the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can use either the slashing (×3 critical multiplier) or blunt (×2) head as the primary weapon. The other head is the

off-hand weapon. A creature wielding a monk's spade in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

A monk who is proficient with a monk's spade can treat it as a special monk weapon.

Sword, Hook: A single piece of forged metal makes up the grip, guard, and blade of this weapon, which has a crescent blade on the outer part of the guard and a hook on the end of the blade. The end opposite the hooked blade forms a daggerlike spike that can be used for stabbing. You can strike with the crescent blade or the long spike, dealing the lower damage die for the weapon—piercing damage or slashing damage respectively. The long, hooked blade of the weapon deals the higher damage die as slashing damage.

With a hook sword, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). A monk who is proficient with the hook sword can treat it as a special monk weapon.

Sword, Spinning: The spinning sword, or *chattaval* in Quori, is a whiplike weapon designed by the quori and made of multiple long strands of highly flexible steel. It is designed to aid a single skilled warrior against multiple foes.

TABLE 3-1: NEW WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type
<i>Light Melee Weapons</i>							
Flute, steel	15 gp	1d3	1d4	×2	10 ft.	2 lb.	Bludgeoning
<i>Exotic Weapons</i>							
<i>Light Melee Weapons</i>							
Cane, monk's	3 gp	1d4	1d6	×2	10 ft.	1 lb.	Bludgeoning
Cutting wheel	15 gp	1d4	1d6	19–20/×2	10 ft.	1 lb.	Piercing and slashing
<i>One-Handed Melee Weapons</i>							
Sword, hook	40 gp	1d4 or 1d6	1d6 or 1d8	×2	—	4 lb.	Piercing or slashing
Sword, spinning	50 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Spade, monk's	20 gp	1d6/1d6	1d8/1d8	×2/×3	—	10 lb.	Bludgeoning or slashing
Zulaat	80 gp	1d6/1d6	2d4/2d4	×3	—	12 lb.	Slashing

¹ Weight is for a Medium weapon. Small weapons weigh half as much, and Large weapons weigh twice as much.

A spinning sword has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons that have reach, it can be used against an adjacent foe.

The Weapon Finesse feat can be used with a properly sized spinning sword, even though it isn't a light weapon. A spinning sword can't be wielded in two hands to apply 1-1/2 times a character's Strength bonus on damage rolls.

A spinning sword can be worn as a belt, its grip functioning as a buckle. A successful DC 15 Search check is required to discern that a spinning sword carried in this way is a weapon. If Sleight of Hand is used to conceal a spinning sword as a belt, the wearer gets a +6 circumstance bonus on the check.

Zulaat: Zulaats are Riedran weapons that have glaive-like heads at either end. A zulaat is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a zulaat in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

EMOTIONAL ARMOR

The sentira armor used by Inspired and kalashtar is valued for its ability to hold powerful emotions. This resonance can be used to strengthen the resolve of the wearer, or it can be turned against his enemies.

CALMING

The emotional resonance of *calming armor* helps its wearer to clear his mind and focus his thoughts.

Description: The sentira shell of the armor is deep blue in color. It has a strange sense of depth; an observer can stare into the shell, as if looking into the shifting depths of an ocean.

Prerequisite: The calming property can be applied only to armor made from sentira.

Activation: The powers of *calming armor* are automatically activated when it is worn.

Effect: *Calming armor* grants its wearer a +5 competence bonus on Concentration checks.



Calming armor



Dreadful armor



Vengeful armor

Aura/Manifester Level: Minor telepathy. ML 5th.

Construction: Craft Psionic Arms and Armor, *empty mind* (EPH 99), caster must be Inspired, Chosen, or kalashtar, 2,000 gp, 160 XP, 4 days.

Price: +4,000 gp.

DREADFUL

This special quality allows the wielder to change the form of his weapon.

Description: The sentira shell of the armor is matte black. If anyone studies it, the surface seems to shift; it's as if the armor is formed from shadow, and something terrible is hidden just beneath, preparing to pull the observer into the depths.

Prerequisite: The dreadful property can be applied only to armor made from sentira.

Activation: The powers of *dreadful armor* come into effect any time the wearer is attacked.

Effect: Anyone making a melee attack against the wearer of *dreadful armor* takes a -1 morale penalty on attack rolls and damage rolls. This is a mind-affecting fear effect. This penalty stacks with the penalty imposed by the Quori Dread feat (see page 118), though not with any other morale penalties.

Aura/Manifester Level: Minor telepathy. ML 5th.

Construction: Craft Psionic Arms and Armor, *aversion* (EPH 79), caster must be Chosen, Inspired, or kalashtar, cost varies.

Price: +1 bonus.

VENGEFUL

Vengeful armor harnesses and amplifies the wearer's desire for revenge on those who wrong him.

Description: The armor shell is the color of fresh blood, and it appears wet to the touch (although it is not). Anyone who strikes the wearer of the armor in melee combat feels an immediate telepathic surge of anger.

Prerequisite: The vengeful property can be applied only to armor made from sentira.

Activation: The power of *vengeful armor* is activated whenever the wearer takes damage or is targeted by a hostile spell, psionic power, or other aggressive effect.

Effect: The wearer of *vengeful armor* receives a +2 morale bonus on attack rolls and damage rolls made against anyone who damaged her or targeted her with a hostile effect since her last turn. She also receives a +1 morale bonus on saving throws against effects generated by those enemies.

Aura/Manifester Level: Minor telepathy. ML 5th.

Construction: Craft Psionic Arms and Armor, *proWess* (EPH 125), caster must be Chosen, Inspired, or kalashtar, cost varies.

Price: +1 bonus.

SPECIAL SUBSTANCES AND ITEMS

Thanks in part to plant life that is native to Sarlona and in part to the ingenuity of the Akiak dwarves, the continent is home to several special substances and items that are not readily available elsewhere.

Dreamlily: Essence of dreamlily is an iridescent, psionically active liquid. It draws on the mind of the user, and tastes like his favorite beverage. Each use of the drug can potentially lead to an overdose, especially for those addicted to it. The Path of Inspiration forbids recreational use of dreamlily, but the Dream Merchants do a brisk trade with outlanders in the foreign quarters of Dar Jin and Dar Ulatash. Although the Inspired claim to oppose the dreamlily trade, they have been remarkably ineffective at curbing its spread into Khorvaire. In truth, the Inspired are all too pleased to see foreigners fall prey to the addictive power of this drug.

The effects of dreamlily (as with any drug) are treated as a poison that has an initial and a secondary saving throw. The save DCs and effects are given below. Dreamlily is also highly addictive, the effect of which is treated as a disease. After each use, the drinker must succeed on a DC 14 Fortitude save or become addicted.

If a user becomes addicted, he must either satisfy his desire for the drug or attempt the same saving throw each day. (The save DC rises to 25 for someone who remains addicted for two months.) A user can satisfy his desire for the drug for two days by taking one dose. If he does not continue taking the drug or if he fails an addiction saving throw, he loses 1d6 points of Dexterity, 1d6 points of Wisdom, and 1d2 points of Constitution. If a user succeeds on two consecutive addiction saving throws, he breaks the addiction. *Lesser restoration* and *restoration* heal ability damage in the short term; *remove disease* breaks the addiction; *greater restoration* or *heal* does both.

Initial Effect: If a user fails an initial DC 12 Fortitude save, he feels completely at peace for 8 hours. During this time, the user can operate normally while at 0 to -4 hit points. At -5 hit points the user is disabled, and at -6 or lower he becomes unconscious. Also, he is immune to fear effects.

Secondary Effect: If a user fails a secondary DC 12 Fortitude save, he takes 1d4 points of Wisdom damage.

Side Effects: Users can take only a single action in each round while under the effects of dreamlily.

Overdose: If the user fails a DC 10 Will save (which includes the penalty mentioned below), he imbibes too much and takes 2d4 points of damage.

Special: A dreamlily addict takes a -2 penalty on Will saving throws. This effect lasts until he manages to break the addiction.

Explosive Pack: Akiak dwarves make these explosive devices as precision damage-dealing instruments, mostly

for destroying objects and buildings. Filled with a substance that is essentially supercharged alchemist's fire, these packs are sealed with inert clay and carried in a specialized leather satchel. When a pack is activated by pulling a series of metal pins, the resultant holes allow air into the mixture, setting up a chain reaction. Activation is a full-round action that provokes attacks of opportunity.

Each explosive pack is manufactured with a specific detonation time, determined by the length the pins stick into the clay—usually about 1 minute but as little as 1 round. Violent shaking of an explosive pack has a 25% chance to start the device's explosive reaction. If the pack takes any damage, it automatically begins its detonation countdown.

Explosive packs come in varying sizes. An explosive pack weighing 2 pounds deals 1d6 points of bludgeoning and slashing damage in a 5-foot-radius burst. Each additional 2 pounds adds 1d6 points of damage. For every additional 3d6 points of damage a pack deals, its burst radius goes up by 5 feet, to a maximum of 10d6 and 20 feet. All explosive packs deal double damage to inanimate, unattended, stationary objects if specifically set to damage them with a successful DC 20 Profession (siege engineer) check. A successful DC 30 Profession (siege engineer) check to set an explosive pack allows it to deal triple damage to such objects.

Creating an explosive pack that deals 1d6 points of damage requires a successful DC 26 Craft (alchemy) check that must be performed by a spellcaster. Each additional 1d6 points of damage the pack can deal adds 1 to the DC, up to DC 35 for a pack that deals 10d6 points of damage.

Icewild Lichen Paste: Icewild, or *muqqa*, is a stimulant that produces a feeling of energy and euphoria lasting 2d4 hours. Consumption of one dose confers immunity to the effects of fatigue or exhaustion from running, forced march, altitude, or temperature (although nonlethal damage is still taken). One dose also removes one step of fatigue from any other source (an exhausted character becomes fatigued, and a fatigued character recovers).

At the end of the effect's duration, the character is fatigued for 2d4 minutes.

Icewild can be used once per day. Anyone who takes more than one dose within 24 hours immediately overdoses, taking 1d4 points of Constitution damage per additional dose, and gains none of the usual benefits.

Icewild can be purchased in the less reputable sections of Whitetooth and Winterstead.

Tashana Lichen Pastes: Tashana shamans can create a wide variety of magic substances from the native rock lichens that approximate the effects of standard potions and oils. The lichen pastes use natural materials and processes such as sun-drying, but otherwise have the same creation costs and requirements of a potion or oil, including spellcasting ability, the Brew Potion feat, and the XP and gp costs (DMG 286).

In the coastal ports of Whitetooth and Winterstead, lichen pastes can be purchased at normal cost (DMG 230). In addition, individual tribes encountered in the inland of Tashana might be willing to sell or barter lichen pastes. The DM should set price and availability, considering the size and disposition of the tribe.

Physical Description: Tashanan lichen pastes differ in consistency and appearance depending on whether they're intended to be applied (as an oil) or consumed (as a potion). Consumable pastes appear as very small and thin wafers of shredded leaves. Oil-type pastes have a greasy or buttery

consistency. Taste and smell also vary among types, and experienced characters can learn to identify a lichen paste by remembering particular attributes—for example, a minty taste might indicate curative properties, while a particularly pungent odor specifies *barkskin*. Lichen pastes are typically stored in small hide pouches. Pouches have AC 13, 2 hit points, and hardness 2. The relative portability and durability of lichen pouches give them an advantage over ceramic or glass potion vials.

Activation: Consumable pastes are heavily concentrated, relative to potions, and dissolve almost instantly when placed under the tongue. Applicable pastes can be smeared just as traditional oils. Activating a paste is a standard action that provokes attacks of opportunity, and the effect takes place immediately. Incorporal characters cannot use lichen pastes of either variety. Curative lichen pastes can be administered to unconscious creatures as a standard action (a potion requires a full-round action).

The Tashana region also produces some lichens which contain natural magical/psychoactive properties. These lichens do not require any preparation and can be harvested and ingested raw. The most notorious of these is the blood-red rock lichen known as icewild.

TABLE 3–2: SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight
Dreamlily	1 gp per dose	—
Explosive pack	200 gp per 2 lb.	Varies
Icewild lichen paste	50 gp per dose	—
Tashana lichen pastes	Varies	—

MAGIC AND PSIONIC ITEMS

The Inspired's tight control of psionics and suppression of magic renders psionic and magic items both rare and precious in much of Sarlona. Still, longstanding magical and psionic traditions in Adar, the Tundra, and Syrkarn (not to mention the ruins of Sarlona's lost age that dot those lands) can yield up magic and psionic items that are also found in Khorvaire, as well as some uniquely Sarlonan items such as those described below.

AMULET OF PEACE

This item allows its wearer to distract an attacker with a burst of goodwill, temporarily diverting an attack.

Lore: The amulets were first created by the kalashtar, but are often used by Inspired ambassadors (Knowledge [psionics] DC 15).

Description: An *amulet of peace* is formed from sentira. It appears to be a flat disk of smooth blue shell, with four curving rays bending around the central disk. Anyone touching it feels a sense of inner peace.

Activation: Activating an amulet is an immediate action that can be performed up to twice per day by mental command (selected by the wearer).

Effect: The wearer can activate an *amulet of peace* to oppose an attack roll made against him with a Diplomacy check. The decision to make the check can occur after the attack roll result is known. If the Diplomacy check result equals or exceeds the attack roll result, the attack misses regardless of Armor Class. If an attacker makes multiple attacks against the wearer in a single round, the wearer can oppose them all with a single activation and Diplomacy check.

The wearer of the *amulet* must be aware of an attack in order to oppose it. The *amulet* has no effect on creatures that are immune to mind-affecting powers.

Aura/Manifester Level: Moderate telepathy, ML 3rd.

Construction: Craft Universal Item, *mass missive* (EPH 121), 2,500 gp, 200 XP, 5 days.

Variants: The most important emissaries of the Inspired often wear *amulets of peace* imbued with a permanent *detect hostile intent* (EPH 91) effect (+12,000 gp).

Weight: —

Price: 5,000 gp.

CRADLE OF HEALING

To deserving citizens, the *cradle of healing* restores strength, vigor, and sometimes life itself.

Lore: *Cradles of healing* originate in Riedra, providing healing and revivification in the absence of clerical traditions (Knowledge [local Riedra], Knowledge [arcana] DC 10).

A cradle is not a stand-alone item, but is powered by psionic energy—either that of the creature being healing, or that of an outside facilitator (Knowledge [psionics] DC 15).

In Riedra, *cradles of healing* are commonly reserved for the Inspired, Chosen, and those who have connections to the ruling classes (Knowledge [local Riedra] DC 15).

Description: A *cradle of healing* is a horizontal lattice of steel and crystal that radiates a warm yellow light. The subject to be healed rests on a cushioned platform atop the frame. Two crystal handholds are set on either side of the subject's head.

When the *cradle* is activated, its light flares to a brilliant white, and a humming sound reminiscent of distant voices is heard.

Prerequisite: A *cradle of healing* can heal any Medium or smaller creature.

Activation: A cradle can be activated as a full-round action if the subject or a facilitator grasps the handholds and imbues power points or certain powers into it. After activation, the effects of a *cradle of healing* manifest in 1 hour.

Effect: A *cradle of healing* can be used in a variety of ways. Either a subject or a facilitator can imbue the device with 1 power point in order to heal the subject 5 hit points per subject's level. The cradle can be imbued with 1 power point per hour indefinitely, but this rate of healing cannot be increased. If the subject leaves the cradle before the full hour is up or engages in any activity while on the cradle other than resting, no healing takes place. The facilitator need not be present after activating the cradle.

Once per day each, a facilitator can manifest either *body purification* (EPH 81) or *true metabolism* (EPH 139) through the cradle as a full-round action to benefit the subject. The power point costs of these powers (and any augmentation in the case of *body purification*) must be expended by the facilitator. Again, the benefits are not realized until an hour passes, the subject cannot engage in other activities during that time, and the facilitator need not be present after the initial activation. With *true metabolism*, the subject is healed to full hit points at the end of the hour; none are gained on a per-round basis.

Finally, once per day, a facilitator can spend 9 power points and 1 hour imbuing a *cradle of healing* with *psionic revivify* (EPH 126). If either the facilitator or the subject is disturbed during that time, no benefit is gained and the



A fallen Inspired is returned to life in a cradle of healing

power points are lost (but no XP cost is paid). At the end of 1 hour, the subject is restored to life and the facilitator expends 200 XP. If more than 1 round passed before the subject was brought to the cradle and the facilitator began manifesting, the manifestor and the subject each pay 10 XP per additional round that subject was deceased (100 XP per minute, 6,000 XP per hour). If this cost would take the subject below 0 XP, he cannot be raised in this way.

Aura/Manifestor Level: Moderate psychometabolism. ML 10th.

Construction: Craft Universal Item, *body adjustment* (EPH 80), creator must have 12 ranks in Heal, 13,000 gp, 1,040 XP, 26 days.

Variants: It is rumored that field agents of the Thousand Eyes make use of a smaller portable version of the *cradle of healing* (50 lb.). This version can be imbued with a maximum of 20 power points, or used to redirect *body purification* or *true metabolism* three times, before becoming inert. It cannot be used with *psionic revivify* (-20,000 gp).

Weight: 150 lb.

Price: 26,000 gp.

DARKLIGHT

A *darklight* allows the user to control the relative level of light and shadow in an area, rendering the surroundings as bright as day or as dark as night.

Description: A *darklight* consists of a black wire frame resembling a small lantern, within which a slate-gray crystal hangs.

When a *darklight* is activated, the crystal turns a molten black (when decreasing the level of ambient light) or a

brilliant ice-white (when increasing the level of ambient light). Because a *darklight* adjusts the level of ambient light already in an area, it does not glow or give off any other sign that it is the source of the change in light levels.

Prerequisite: A *darklight* must be imbued with psionic energy in order to function.

Activation: Imbuing a *darklight* with psionic power is a standard action. Controlling a *darklight* is a free action for the character holding it. A *darklight* can be used for 24 hours per power point imbued into it, and it can hold a maximum of 7 power points at any time. The level of light can be adjusted (or the *darklight* disabled or enabled) with a mental command. A *darklight* does not use its stored power while disabled.

Effect: A *darklight* works by adjusting the levels of ambient light in an area either gradually or instantaneously. A *darklight* affects an 80-foot radius and can be set to one of four settings. The light and shadow created by a *darklight* is not magical or psionic in nature, and so can be overcome by any source of magical or psionic light or shadow.

No Light: In areas of bright light or shadowy illumination, a *darklight* can decrease the level of ambient light to total darkness.

Shadow: In areas of darkness or bright light, a *darklight* can increase or decrease the ambient light to the level of starlight or other shadowy illumination. In areas of total darkness, a *darklight* amplifies latent heat energy (however faint) to provide normal visible light.

Bright Light: A *darklight* can increase shadowy illumination to the bright light given off by a lantern or torch.

Beacon: A *darklight* can raise the level of bright light to extreme brightness, causing creatures in the area (including the user) to be dazzled unless they make a DC 14 Fortitude save.

Aura/Manifestor Level: Faint psychokinesis. ML 3rd.

Construction: Craft Universal Item, *control light* (EPH 87), 250 gp, 20 XP, 5 days.

Variants: In the cities of Riedra, *darklights* are not handheld devices but are embedded into the structure of the buildings themselves. As a result, the streets of Riedran cities seem to glow with a light that has no real source, as ambient starlight and moonlight are amplified to near-daylight levels. Chosen are typically tasked with charging and regulating these communal *darklights* on a regular basis.

Weight: 1 lb.

Price: 500 gp.

HEADBAND OF PURSUIT

A *headband of pursuit* allows the wearer to track foes like a skilful predator.

Description: A *headband of pursuit* is a wide leather band inset with rough-cut gemstones and mystic symbols.

When the wearer of a *headband of pursuit* is on the trail of prey, the gems of the headband reflect and catch any ambient light. Though the wearer undergoes no physical change, her stance seems to shift to that of a predator, and she might hunch over while she runs.

Activation: Wearing a *headband of pursuit* activates its tracking powers. The ability to boost the wearer's speed is activated by mental command as a standard action.

Effect: While a *headband of pursuit* is worn, the wearer gains the ability to track by sight or scent, as if she had both the Track feat (PH 101) and the scent ability (MM 314). If the wearer of the headband is tracking by scent, she ignores the effects of surface conditions and poor visibility.

Also, three times per day, the wearer of a *headband of pursuit* can increase her land speed by 10 feet for a number of rounds equal to her character level.

Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, *scent* (*Spell Compendium* 180), *expeditious retreat*, 7,500 gp, 600 XP, 15 days.

Variants: Psionic versions of a *headband of pursuit* are common among the elans and half-giants of Sarlona. These items are identical in appearance and function to their psionic counterparts. Faint psychometabolism. ML 5th. Craft Universal Item, *psionic scent* (EPH 126), *burst* (EPH 81).

Weight: 1 lb.

Price: 15,000 gp.

MISSIVE BROOCH

Missive brooches allow their wearers to communicate with each other across long distances, or to combine the power of multiple brooches across a larger psionic network.

Lore: The Inspired originally created *missive brooches* for agents of the Thousand Eyes (Knowledge [psionics] DC 15).

Though used primarily by Chosen and agents of the Thousand Eyes, *missive brooches* are often seen in the hands of the Akiak of the Tundra (Knowledge [local] DC 15).

Those within Riedra who oppose the rule of the Inspired covet *missive brooches*, because they allow eavesdropping on communication among the Chosen and Inspired who use them (Knowledge [local] DC 20).

Description: A *missive brooch* is a small cluster of crystals arranged on a clasp, typically fitted to the collar of a shirt or robe.

When sending a message, a *missive brooch* pulses with a faint blue light. A subtle chime is heard by the wearer of the brooch when another creature attempts to contact him, or when his brooch relays a message intended for another.

Activation: Using a *missive brooch* to send a message is a standard action that can be performed any number of times per day. A command word (selected by the brooch's wearer) activates the item.

A *missive brooch's* ability to receive messages from other brooch wearers, or to relay messages between other brooches, is always active.

Effect: A *missive brooch* gives its wearer the ability to send a telepathic message of up to twenty-five words to all creatures within 500 feet. The wearer can include or exclude from this broadcast any creature he can see, as well as any creature that he knows or knows of. If a target of the message is also wearing a *missive brooch*, the range is increased to 1,000 feet for that target.

Also, each *missive brooch* can automatically relay messages intended for other creatures wearing *missive*

brooches, effectively extending the range of such messages indefinitely. For example, if three creatures wearing *missive brooches* were spaced 1,000 feet apart in a line, the brooch worn by the second creature would automatically relay messages between the first and third creatures, giving their messages an effective range of 2,000 feet. *Missive brooches* automatically relay messages if they are within range of a sender and a recipient (or within range of a sender and another brooch capable of relaying the message).

The sender of a relayed message can opt to have it repeated to all creatures through which it is relayed, or to have it heard only by the intended recipient. A creature sending a message has no control over which brooches it might be relayed through.

A creature whose *missive brooch* relays a message meant to be heard only by another recipient can hear the message by taking a swift action and making a successful DC 20 Psicraft check.

Aura/Manifester Level: Moderate telepathy. ML 3rd.

Construction: Craft Universal Item, *mass missive* (EPH 121), 6,000 gp, 480 XP, 12 days.

Weight: —

Price: 12,000 gp.

SHROUD RESONATOR

Eight *shroud resonators* power the Shroud that keeps Adar safe from the eyes and attacks of the Inspired and the Dreaming Dark.

Description: The *shroud resonator* in each Adar monastery is a massive violet and red crystal, roughly 6 feet tall. When supplied with psionic power, the crystal glows brightly and vibrates with a deep oscillating hum. When a resonator is within 1 minute of losing power, its light begins flashing erratically.

Activation: A psionic character can activate a *shroud resonator* for 1 hour by touching the crystal and expending 5 power points. It is not possible to expend extra power to lengthen the crystal's activation time. A smaller form of resonator, called a *lesser resonator*, can be activated for 1 hour by expending 1 power point.

Effects: As long as it is powered, a *shroud resonator* helps generate the Shroud over all of Adar.

The character powering a resonator can use *remote viewing* (EPH 129) at will, except that it takes only a full-round action to begin the scrying process. Scrying performed through a *shroud resonator* is not blocked by the Shroud's *nondetection* effect. A resonator also allows the character



Headband of pursuit

Darklight

Missive brooch

powering it to use the following powers targeting the subject of the *remote viewing* power: *mind probe* (EPH 119), *psionic modify memory* (EPH 122), *psionic suggestion* (EPH 133), and *read thoughts* (EPH 128). The character must still pay the power point cost associated with each power, but needs to neither know the powers nor pay double for manifesting them through *remote viewing*. *Remote viewing* ends just after one of these powers is used.

A *lesser resonator* can be used to create a shroud bubble (see page 35), but does not allow scrying, nor does it function at a distance greater than 500 feet from a *shroud resonator*.

Aura: Strong clairsentience and psychoportation. CL 20th. A *lesser resonator* has a moderate aura and CL 8th.

MAGICAL LOCATIONS

Sarlona's lands are rich in ancient magic and weird planar energy. Magical locations were introduced in *Dungeon Master's Guide II* (pages 235–250), and many locations from that book are appropriately placed in Sarlona. Part of Ahdryatmin contains a *garden of nature's rage*, while anywhere in Adar could hold a *heart of stone* or a *heart of wind*. A *spellward of arcane might* could survive in ancient Syrk ruins. Tashana certainly contains a *heart of ice*, and might even hold a *pool of frozen souls*. At least one forest in Riedra holds multiple *terrible cysts*. Detailed here are three new magical locations specific to Sarlona.

CHAOS POOL

Where raw unmaking has scarred the Material Plane, *chaos pools* form like pustules of entropy. A *chaos pool* is often the place where a great fiend or being of chaos died or was imprisoned, or it is near such a place.

Lore: Characters can gain the following information about a *chaos pool* by making a Knowledge (nature), Knowledge (the planes), or bardic knowledge check. When a character makes a check, the following lore is revealed, including the information from lower DCs.

DC 15: This is a *chaos pool*, a condensation of wild potential.

DC 20: Creatures that have an affinity for chaos can gain power from a *chaos pool*. Creatures that have an antipathy to chaos can destroy a *chaos pool*. Bathing in a *chaos pool* is damaging to the bather.

DC 25: Chaotic creatures that bathe in a *chaos pool* for an uncertain amount of time get the power to avoid telling blows from time to time. A creature can destroy a *chaos pool* by bathing in it but refusing to absorb its power.

DC 30: Several *chaos pools* exist within Uutkleza. The githzerai of that place guard the pools against interlopers.

Description: *Chaos pools* are pits of flashing light, welling darkness, bubbles of cacophonous sound, and spurts of wind and other materials. They are easy to spot and hear. Ground surrounding a *chaos pool* is destroyed and remade constantly, changing shape and even composition. A *chaos pool* hungrily pulls at those near it. Bones are scattered about it. Wisdom seems to dictate against nearing the pool, which whispers of dissolution and doom.

Prerequisite: Only a sentient chaotic creature that has five or more Hit Dice can gain the benefits of a *chaos pool*. Additionally, a creature must not have an innate miss chance to gain a *chaos pool's* power.

Location Activation: A qualified creature automatically senses the energy in a *chaos pool* and knows that bathing in its roiling depths can grant power. A pool deals 1d8 points of damage per round of a random energy type to a creature bathing in it. Lawful creatures take double damage.

To gain the benefit of a *chaos pool*, a creature must bathe in it for at least 1d4 rounds and be willing to gain the special ability. One *chaos pool* can confer its power on up to two creatures at a time—if more than two qualified creatures enter the pool, it affects two randomly selected creatures.

A *chaos pool* can be forced to disappear by a creature that willingly takes damage from the pool for 4 rounds without choosing to gain the special ability.

Recharge: Once a *chaos pool* has conferred its ability on two creatures, it disappears. Another pool might appear nearby once the recharge time has elapsed.

Special Ability (Su): Upon bathing in a *chaos pool*, a qualified creature gains a field of luck that causes attacks aimed at it to have a 10% miss chance. This field doesn't affect a creature that is benefiting from *true seeing*.

Duration: The miss chance lasts for 4d4 months (roll for each creature affected).

Aura: Strong abjuration and evocation.

Ability Value: 10,000 gp (5,000 gp per creature).

TEETH OF THE THREE (MAJOR ARTIFACT)

An awe-inspiring and majestic piece of dragon artifice, the *Teeth of the Three* could be the hope of Adar and Sarlona, and perhaps even Eberron. The *Teeth of the Three* rests above the head of a creature of legend—a slumbering rakshasa rajah—and if destroyed, it could spell doom for Adar, Sarlona, and the world. This incredible item is a magical focus that might be responsible for Adar's odd mixture of planar energy and the physical manifestations of them. It could have been why the kalashtar were able to cross the barrier between dreams and the world into Adar. It is a strange combination of artifact and magical location.

Lore: Few know about it. Fewer know where it is. And fewer still will ever see it and live to tell the tale. Characters can gain the following pieces of information about the *Teeth of the Three* by making a Knowledge (arcana), Knowledge (history), or bardic knowledge check. A character from Adar can use Knowledge (local). When a character makes a check, the following lore is revealed, including the information from lower DCs.

DC 20: The creators of the Shroud are said to have shared a vision during their meditations or in their dreams in sleep. This vision revealed a great device like the *shroud resonators*. Some believe that this device exists.

DC 25: The whole story is that the shared vision included the mighty peak Korrandar. Perhaps the mysterious device glimpsed lies on or in the volcano. But none besides Speaker of the Word Chanaakar have braved the storms or the Storm Guardians to find out, and he hasn't said.

DC 30: It is said that within the shrouded heart of Korrandar is set a massive draconic artifact composed of all three types of dragonshards. The dragons brought it from Argonnessen and used it and their mighty sorcery to create the natural fortress Adar is today. Under the land of refuge they sealed the spirit of a rakshasa rajah named Ran Ishiv. They then placed this item, called the *Teeth of the Three*, within the volcano, and a mighty couatl sacrificed herself to power the crystal's eternal power against fiends.

DC 35: Tales say the Storm Guardians gave Vusgaar, the sorceress of legend who was friend to dragons, leave to see the halls under Korrandar's mists. In that story, Vusgaar tells that the *Teeth of the Three* is a joining of three dragonshards,

each amplifying the others' power. It is a nexus that vents the rajah's wrath into Adar's storms, at the same time focusing eldritch power to keep Adar as the dragons want it.

Vusgaar's disciples kept records that indicate the *Teeth of the Three* is a major component of the draconic Prophecy. Dragons created it based on their auguries. The artifact seems to pull certain creatures near and push others away. It is also a massive psionic and magic focus. If this is so, it could be possible to tie Adar's Shroud to the *Teeth of the Three*, greatly reducing the maintenance the Shroud requires and strengthening its properties. Perhaps such a network is what the dragons sought to build all along.

Description: The *Teeth of the Three* is a breathtaking conglomerate crystal made up of three dragonshards of a size never seen in modern Eberron. In the center is a Khyber shard. An Eberron shard and a Siberys shard join the Khyber shard at the base and emerge from that point at 45-degree angles. Each shard is easily double the height of a full-grown human and as wide as that person is tall. Motes of golden, violet, and crimson light seem to materialize near and flow into the crystals, and a diaphanous shaft of silver radiance surges from the center of each upward. This flow forms a wavering flame that dissipates at about 5 feet above the artifact.

Space around the crystal thrums as if in time with the heartbeat of the world. This vibration is felt not heard. A silence beyond silence surrounds the item, as if the gods hold their breath. The faint smell of burned metal taints the air, though, and your brow furrows with some forgotten anger.

Prerequisite: Only those who have passed through the Spheres of Korrandar (page 38) can access the power of the artifact.

Activation: Contacting the *Teeth of the Three* is a standard action that requires a creature to touch the crystal and make a DC 20 Wisdom check. Any creature of couatl descent, such as a shulassakar, gets a +4 bonus on this check, while a non-draconic evil creature takes a -8 penalty. Anyone who fails the check takes 1d4 points of Wisdom damage. Once a user has contacted the *Teeth of the Three*, activating any power of the device is a standard action. Breaking contact is a free action, and a creature that has contacted the crystal need not make a Wisdom check to touch it again for a year.

Recharge: Once a creature acquires the powers of the *Teeth of the Teeth*, it cannot do so again for a year. Those who have the Touchstone feat (*Sandstorm* 53) are exceptions to this rule—such creatures must simply return to the artifact to recharge their abilities.

Effects: The couatl's gentle and loving spirit within the *Teeth* calls to those who value life, freedom, and balance. This effect is hard to measure, but it covers Adar and stretches beyond the land's borders. Far from insuring that all within Adar are good, this effect has still influenced Adar's development over the millennia. No doubt some Riedrans near Adar's borders have felt a longing to cross into the mountains, quickly dismissing the notion and reaffirming the teaching that Adar is a land of monsters.

More definitively, the area around the *Teeth of the Three* is blanketed in several effects. A *dimensional lock* covers an area 67 miles around the artifact, and within 7 miles of it all effects that summon or call creatures, or that require extraplanar materials, such as ectoplasm from the Astral Plane or shadow stuff from the Plane of Shadow, are impeded. A creature that tries to produce such an effect must succeed on a Spellcraft or Psicraft check to do so (as appropriate,

DC 20 + effect's level), expending the required resources but failing to produce the effect if the check fails. Strangely, within the same 7 miles, any attempt to summon or call a couatl works without requiring a check. Effects that hedge out evil outsiders, such as *protection from evil*, *dismissal*, *banishment*, and *dispel evil*, still function. Indeed, they are heightened (as if they were one level higher by means of the appropriate Heighten feat) and quickened (as if the caster or manifester had the appropriate Quicken feat). Those within 7 miles of the *Teeth of the Three* receive a +5 bonus on level checks to overcome the spell resistance of evil outsiders. Creatures are also immune to possession within this smaller area, but a fiend can continue to possess a creature it already possesses even if that creature enters the area. Evil outsiders gain only immunity to possession from these latter benefits.

When Ran Ishiv and its minions were trapped beneath Adar, the rajah's rage was so great that the land around its prison boiled, hurling up the great volcano Korrandar. The *Teeth of the Three* was put in place, and the dragons used their most puissant magic through it to bring Lamannia's energy closer to Eberron, though Ran Ishiv's chaotic mind also attracted Kythri's influence. With access to elemental forces, the dragons pushed the land of Adar higher and a couatl joined with the crystal to channel Ran Ishiv's fury. The plan worked, as did the idea to channel Ran Ishiv's violent passion into supernatural and natural storms that rage in Adar. Dragons foresaw they would need these storms to protect their hold in Korrandar. Strangely, this has an affect in Adar—whenever more than a few score persons act in anger or violence in the land of refuge, an effect like *control weather* causes a terrible storm (a hurricane on the coast or a tornado-spawning thunderstorm inland) to manifest in the area of the battle. Such a storm is worse for those without shelter in the mountains—a Riedran siege force, for example.

A *nondetection* effect protects the *Teeth of the Three*. In addition, a *forbiddance* effect against evil and a *magic circle against evil* surround the artifact. It makes exorcism attempts on anyone it has line of effect to that is possessed by an evil or neutral entity. It makes this check as if it had the granted power of the Exorcism domain (ECS 106) and were a 30th-level cleric who has a Charisma of 30. A possessing creature can attempt to hide from the *Teeth of the Three* (Hide DC 40), success indicating the artifact doesn't "see" the fiend and attempt an exorcism check.

An exorcized evil outsider, a creature possessed by an evil outsider, or any evil outsider that has line of sight to the artifact is immediately affected as if by a *sympathy* spell (DC 29). Failure indicates an overwhelming urge to touch the item. Touching the crystal, whether by *sympathy* or willingly, subjects the evil outsider to a *trap the soul* spell (no save or spell resistance). When an evil outsider is trapped in this way, the silver flame surges to double its height and brightness for a number of minutes equal to the HD the evil outsider has, then returns to normal.

While in contact with the *Teeth of the Three*, a creature is affected as if by a *mind blank* spell. A character touching the artifact can use *remote viewing* (EPH 129) at will, except that it takes only a standard action to begin the scrying process. Scrying performed through the artifact is not blocked by the Shroud's *nondetection* effect and overcomes all similar effects if it succeeds on the appropriate level check. Furthermore, anyone in Adar takes a -10 penalty on the save against *remote viewing*. The *Teeth of the Three* also allows the character touching it to use the following powers and spells targeting the subject

THE AUKARAKS

Ask anyone on Sarlona about the vast open spaces of the Tundra, and you're likely to hear the same refrain—it is a land of strange weathers. The native shifter tribes can tell you more specifically: The Tundra is home to *aukaraks* or reality storms.

Aukaraks are actually free-floating planar breaches, remnants of a long-ago era in which terrible magics rent the very fabric of the planes. They move about the Tundra, blowing in just as a rainstorm might, and blowing over again just as quickly. In terms of game effects, *aukaraks* usually function as small, temporary manifest zones to one of the twelve planes that have coterminous phases with Eberron (see *ECS* 94). *Aukaraks* tend to be more intense and powerful than typical manifest zones, but they are unpredictable and impermanent. Reality storms also have a chance of "porting in" natives of a particular plane, as if summoned—these creatures are effectively unsummoned at the end of the storm's duration, and return to their native plane. DMs can choose to create an encounter with the suggested creatures listed, or assume a 10 percent chance per hour of a random encounter. Finally, some *aukaraks* simply produce bizarre, random effects that have an apparent connection

to any individual plane. Consult the accompanying table for descriptions and effects.

When traveling in the Tundra, PCs have a 5% cumulative chance, per day, of encountering an *aukarak* (on the second day of travel, the chance is 10%; on the third day, 15%, and so forth). If the roll indicates an *aukarak* encounter, use the table below to determine when in the course of the day the reality storm descends.

d%	
01-25	Daybreak
26-50	Midday
51-75	Evening
76-100	Night

An *aukarak* takes 1d10 minutes to fully manifest, sometimes simply materializing overhead, sometimes rolling over the horizon and toward the characters at the appropriate speed. The duration of an *aukarak* is 2d4–1 hours, with exceptions for burst storms. Encountered *aukaraks* can be chosen from the table or randomly rolled.

AUKARAK EFFECTS

d% or Other Type	Manifest Zone	Description	Game Effects	Possible Encounters
01-05	Daanvi, the Perfect Order	Translucent geometrical shapes float in the air; items intermittently shift to "ideal" form; a field of wildflowers could appear as a cultivated garden	Spells with the lawful descriptor are enhanced and enlarged; spells with the chaotic descriptor are impeded	Formians (all types), kolyarut, zelekhut (inevitables)
06-10	Dolurrh, the Realm of the Dead	Muted colors and sounds; feelings of despair	Heavy gravity; all movement rates halved	Nalfeshnee (demon), lemure (devil), marut (inevitable)
11-15	Fernia, the Sea of Fire	Embers and ash swirl through the air; uncomfortable heat	Spells with the fire descriptor are enhanced and enlarged; spells with the cold descriptor are impeded; storm effect (<i>DMG</i> 94)	Fire elemental, hell hound, fire mephit
16-20	Irian, the Eternal Day	Intense sunlight; illusory landscapes of crystal fields and sand	Positive energy spells enhanced; negative energy spells impeded	Lantern archon, ravid
21-25	Kythri, the Churning Chaos	Random, intense environmental effects—noise, snow, steam, lightning	Spells with the chaotic descriptor are enhanced and enlarged; spells with the lawful descriptor are impeded; storm effect (<i>DMG</i> 94)	Chaos beast, githzerai, howler
26-30	Lamannia, the Twilight Forest	Illusory overgrowth of plant life and verdant terrains	Druid spells are extended	Lycanthropes, celestial animals, elementals (all)
31-35	Mabar, the Endless Night	Near-total darkness	Light source radius halved; negative energy spells are enhanced; positive energy spells are impeded	Barghest (all), bodak, shadow mastiff
36-40	Risia, the Plain of Ice	Blizzard conditions; illusory terrains of solid ice; extreme cold	Spells with the cold descriptor are enhanced and enlarged; spells with the fire descriptor are impeded; storm effect (<i>DMG</i> 94)	Ice devil, ice mephit, air elemental
41-45	Shavarath, the Battleground	Illusory scenes of ghostly combatants eternally at war; cacophonous noise	Spells that create, enhance, or mimic weapons are enhanced; all charm spells are impeded	Archons, devils, demons, whirling blades (<i>ECS</i> 98)

of the *remote viewing* power: *detect thoughts*, *discern location*, *dream*, *mind probe* (EPH 119), *psionic modify memory* (EPH 122), and *psionic suggestion* (EPH 128). A character need neither know these spells or powers nor pay spell slots or power points to use them. *Remote viewing* ends just after one of these powers is used only if the user desires it.

Those who contact the *Teeth of the Three* immediately understand its lingering effects and how to access those powers.

Lingering Effects: Anyone who meets the prerequisite and has been in the presence of the *Teeth of the Three* is immune to possession for one year thereafter.

The *Teeth of the Three* also functions as a touchstone (Planar Handbook 153 or Sandstorm 54). Anyone who has the Planar Touchstone (Planar Handbook 41) or Touchstone feats can elect to gain the ability to use *detect evil* three times per day, as the spell, as a base ability, along with the use of the

remote viewing power once per day as a standard action for up to five uses as a higher-order ability. Such *remote viewing* uses the character's Charisma score for the save DC.

A character who has contacted the artifact can spend seven days meditating in the Chamber of the Teeth. The deed done, a meditator gains the constant effect of a *non-detection* spell (CL 20th within Adar, CL 10th outside Adar) for one year. Someone who has this ability can suppress it at will. (Characters who have this ability radiate faint abjuration magic if successfully viewed with *detect magic*.)

Aura/Caster Level: Overwhelming all spell schools and psionic disciplines. CL 30th.

Ability Value: The *non-detection* effect gained by one who meditates in the Chamber of the Teeth for seven days is worth 90,000 gp.

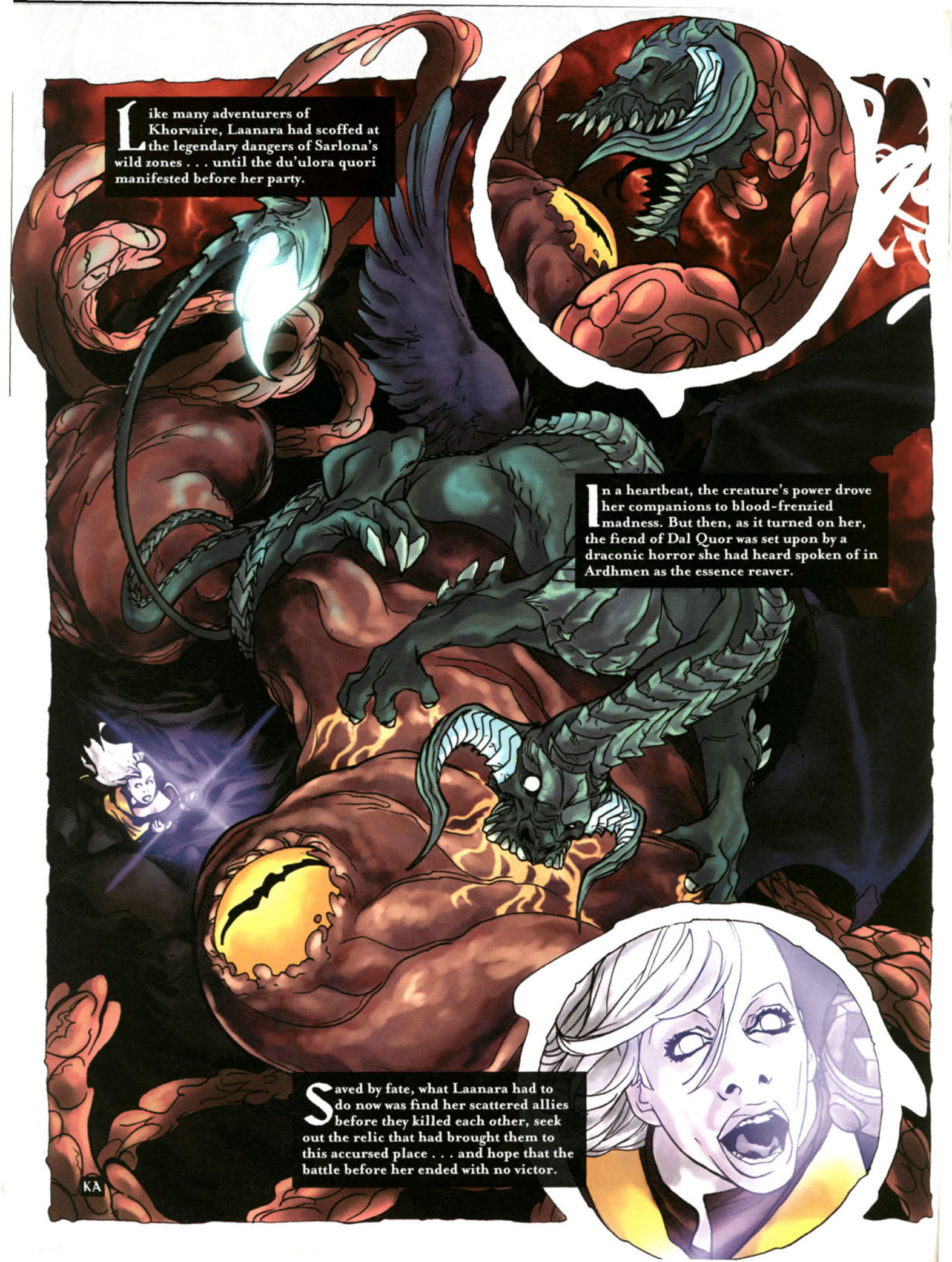
Weight: 6,000 lb.

AUKARAK EFFECTS

d%	Manifest Zone or Other Type	Description	Game Effects	Possible Encounters
46-50	Syrania, the Azure Sky	Bright, vibrant colors; cloudless blue sky; feelings of elation	Light gravity; all movement rates doubled	Angel (all)
51-55	Thelanis, the Faerie Court	Dancing lights; twilight illumination; phosphorescent gleamings	Arcane spells are empowered and enhanced; flowing time effect (ECS 99)	Dryad, nymph, satyr, sprite
56-60	Xoriat, the Realm of Madness	Illusions of utterly alien phenomena	Wild magic (DMG 149)	Daelkyr, mind flayer
61-62	Binary storm—Daanvi/Kythri	Storm toggles between opposing planes once every 2d6 rounds	Use game effects for the appropriate plane each cycle	Use possible encounters for the appropriate plane*
63-64	Binary storm—Irian/Mabar	Storm toggles between opposing planes once every 2d6 rounds	Use game effects for the appropriate plane each cycle	Use possible encounters for the appropriate plane*
65-66	Binary storm—Fernia/Risia	Storm toggles between opposing planes once every 2d6 rounds	Use game effects for the appropriate plane each cycle	Use possible encounters for the appropriate plane*
67-76	Gravity burst	A shimmering air mass descends, causing heavy or light gravity for 2d10 rounds	Roll randomly; movement rates halved or doubled accordingly	—
77-86	Temporal burst	A light sleet descends, causing discernible temporal fluctuations	Roll randomly; <i>haste</i> or <i>slow</i> effect, as spell, for 2d10 rounds	—
87-90	Teleportation burst	A cloud of sparkling snow descends, teleporting creatures to another randomly determined location in the Tashana region	Instantaneous teleportation of all creatures and equipment in a 100-foot radius, as <i>teleportation circle</i> spell	—
91-94	Antimagic storm	An eerie dead stillness and dimming of light	As <i>antimagic shell</i> for duration of storm	—
95-98	Null psi storm	An eerie dead stillness and brightening of light	As <i>null psionic field</i> for duration of storm	—
99-100	Time storm	A light sleet descends, causing discernible temporal fluctuations	As temporal burst, but with full storm duration (2d4-1 hours)**	—

* Extraplanar creatures encountered in a binary storm are unsummoned when the storm toggles to its oppositional plane.

** For every hour spent in a time storm, 10 hours have elapsed when storm has passed.



Like many adventurers of Khorvaire, Laanara had scoffed at the legendary dangers of Sarlona's wild zones . . . until the du'ulora quori manifested before her party.

In a heartbeat, the creature's power drove her companions to blood-frenzied madness. But then, as it turned on her, the fiend of Dal Quor was set upon by a draconic horror she had heard spoken of in Ardhmen as the essence reaver.

Saved by fate, what Laanara had to do now was find her scattered allies before they killed each other, seek out the relic that had brought them to this accursed place . . . and hope that the battle before her ended with no victor.

SARLONAN MONSTERS

Sarlona's mysterious, war-ravaged past and the intervention of the quori have come together to make the continent's wilds and civilized lands strange and full of danger.

This chapter presents creatures unique to Sarlona or Dal Quor. Many times, both realms touch a single creature.

ESSENCE REAVER

As the creature rears up from a reptilian coil of tail and limbs, its passing resemblance to some sort of dragon quickly fades. Bony plates ripple across its emaciated wingless frame, grinding as taloned claws rend the ground. A twisted spike at the end of its tail glows a dull red, and the beast's razor-toothed maw splits wide as it screams.

ESSENCE REAVER

CR 9

Always CE Large aberration

Init +7; **Senses** darkvision 60 ft., keen senses, scent; **Listen** +12, **Spot** +12**AC** 22, **touch** 12, **flat-footed** 19
(-1 size, +3 Dex, +10 natural)**hp** 117 (18 HD); **DR** 10/magic**Immune** fear, paralysis, sleep**SR/PR** 20**Fort** +10, **Ref** +9, **Will** +14; +3 against spells, powers, spell-like abilities, psi-like abilities**Speed** 60 ft. (12 squares); **Spring Attack****Melee** bite +19 (2d6+6) and

2 claws +17 (1d6+3) and

1 tail slap +17 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Base Atk** +13; **Grp** +23**Atk Options** absorb essence, persistent wound**Special Actions** stunning screech**Spell-Like Abilities** (CL 18th):

1/day—locate creature, locate object

3/day—true seeing

Abilities Str 22, Dex 17, Con 14, Int 6, Wis 16, Cha 16**SQ** detect magic, detect psionics, magical aura, psionic aura**Feats** Alertness, Improved Initiative, Improved Natural Attack (bite), Great Fortitude, Multiattack, Skill Focus (Survival), Spring Attack^B, Track**Skills** Jump +18, Listen +12, Spot +12, Survival +13 (+17 following tracks)**Advancement** 19–24 HD (Large)

Absorb Essence (Su) An essence reaver absorbs arcane magical and psionic power in the form of arcane spells or powers directed against it, magic items it contacts, or the spells and powers of arcane spellcasters or manifesters the creature strikes. Though it has only rudimentary intelligence, an essence reaver can intuit the nature of magic and select targets accordingly (absorbing healing magic if wounded, selecting attack spells or defensive spells according to its needs in combat, and so on). In general, though, it seeks out powerful items, spellcasters, and manifesters first.

If an essence reaver strikes a target with its tail attack, it can choose to absorb the essence of the target itself (if an arcane spellcaster or manifester) or of any magic item or magic weapon the target has in hand. The tail's prehensile qualities allow the essence reaver to automatically touch held items with a successful tail attack against the creature holding them. It does not need to make a sunder attack against the item.

Spellcasters struck by an essence reaver's tail attack must make a successful DC 22 Fortitude save or lose their highest-level spell slot or the highest-level spell they have prepared. Manifesters struck by an essence reaver's tail attack must make a successful DC 22 Fortitude save or lose a number of power points equal to their manifester level. If absorbing a prepared spell, an essence reaver is able to use that spell on a later turn. If absorbing spell slots or power points, an essence reaver also absorbs knowledge of a character's highest-level spell or power known, and can use that spell or power on a later turn. If a character has more than one highest-level spell or power prepared or known, an essence reaver decides which spell or power to absorb.

Charged magic or psionic items struck by an essence reaver have one of their charges permanently drained. The essence reaver is then able to use the spell, power, or ability absorbed from the item on a later turn.

Magic or psionic items without charges that are struck by an essence reaver have their magical essence absorbed for 1d6 rounds. Such items used against an essence reaver must overcome the creature's spell and power resistance or have their magical essence absorbed for 1d6 rounds. During that time, the item loses all magical or psionic qualities, and the essence reaver is able to employ those qualities as if using the item itself. For example, an essence reaver that absorbed the essence of a *ring of invisibility* would gain the ability to become invisible at will for 1d6 rounds. An essence reaver absorbs the qualities of any item, even qualities it cannot use.

Spells or powers directed against the essence reaver (whether cast or manifested by characters or from items) must overcome the creature's spell or power resistance or be absorbed. The essence reaver is then able to use the absorbed spell or power on a later turn.

If an essence reaver is struck by a magic or psionic weapon, the wielder of the weapon must make a DC 22 Fortitude save or have the weapon's essence absorbed for 1d6 rounds. During that time, the weapon loses all magical or psionic qualities (though it is still a masterwork weapon), and the essence reaver can add the weapon's qualities (including enhancement bonuses) to its claw attacks. Weapon special qualities unusable by an essence reaver or not applicable to slashing weapons are suppressed but cannot be used, though their enhancement bonuses still apply. For example, an essence reaver that absorbed the essence of a +2 *hammer of disruption* or a +1 *dagger of power storing* could not use those special qualities, but would still add the enhancement bonus on its claw attacks.

An essence reaver can absorb the essence of magic or psionic weapons indefinitely. Though only the highest absorbed enhancement bonus applies, different weapon qualities stack. For example, an essence reaver that absorbed the essence of a +2 *keen longsword*, a +1 *bodyfeeder handaxe*, and a +1 *psibane mace* in successive rounds would have claw attacks equivalent to a +2 *keen bodyfeeder psibane* weapon (assuming that the duration of each absorption overlapped).

Properties temporarily bestowed on a weapon cannot be absorbed by an essence reaver. Thus, normal ammunition fired from a magic ranged weapon or mundane weapons under the effect of a *magic weapon* spell can be used against the essence reaver with full normal effect.

An essence reaver can neither absorb nor use the spells prepared by a divine spellcaster or written on divine scrolls. However, it can

absorb the essence of any other magic item regardless of what type of spell was originally used to create it.

Spells and powers absorbed by an essence reaver are retained by the creature for 1 hour, and can be cast or manifested during that time as a standard action.

Absorbed spells, powers, and abilities use all the statistics of the original caster, manifester, or item (including save DCs, caster level, and level-dependent effects).

Detect Magic (Su) As the *detect magic* spell; at will; caster level 18th. If studying an area or subject for 3 rounds, an essence reaver can automatically detect an aura's school of magic without the need for a Spellcraft check.

Detect Psionics (Su) As the *detect psionics*^{EPH} power; at will; manifester level 18th. If studying an area or subject for 3 rounds, an essence reaver can automatically detect an aura's psionic discipline without the need for a Psicraft check.

Keen Senses (Ex) An essence reaver sees four times as well as a human in shadowy illumination.

Magical Aura When an essence reaver absorbs the essence of a spell or spell-like ability, it radiates an aura of magic as if that spell or spell-like ability were a functioning spell placed on it. Even if an essence reaver has absorbed no spells or spell-like abilities, it radiates an aura of faint magic.

Persistent Wound (Ex) The damage an essence reaver deals doesn't heal naturally and resists healing spells. A character attempting to cast a healing spell on a creature damaged by an essence reaver must succeed on a DC 22 caster level check, or the spell has no effect on the injured character.

Psionic Aura When an essence reaver absorbs the essence of a power or psi-like ability, it radiates a psionic aura as if that power or psi-like ability were a functioning power placed on it. Even if an essence reaver has absorbed no powers or psi-like abilities, it radiates an aura of faint psionics.

Spell-Like Abilities An essence reaver's *locate creature* and *locate object* abilities can be used only against creatures and objects against which it has used its absorb essence ability.

Stunning Screech (Su) Three times per day, an essence reaver can emit a piercing screech. All creatures except for essence reavers within 30 feet must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Charisma-based.

Skills An essence reaver has a +4 racial bonus on Survival checks made to follow tracks.

The Inspired's long dominance of Sarlona has seen most of the aberrations that once roamed the continent systematically hunted to extinction. The essence reaver remains a notable—and deadly—exception.

STRATEGIES AND TACTICS

Essence reavers are found throughout the deserts and hills of Sarlona, from the Tundra to the foothills of Adar. Though universally feared by the people of the Tundra, Syrkan, and the Riedran frontier for their willingness to prey on virtually anything that moves, essence reavers are best known for their psionic and magical hunger—and their particular appetite for manifesters, spellcasters, and magic and psionic items.

In combat, essence reavers trust their detect psionics and detect magic abilities more than their



Essence reaver

mundane senses. Normally solitary predators, essence reavers often kill others of their kind. However, bands of up to six essence reavers have been known to congregate in packs around high levels of magical or psionic power. Where these packs form, they hunt with a chilling degree of cunning.

SAMPLE ENCOUNTERS

The essence reaver is a fast-moving, voracious, and insane killing machine drawn inexorably to sources of both psionic and magical power—spellcasters and manifesters in particular. The creatures are highly intelligent, but their inherent mania makes them unpredictable at best. Any party given the opportunity to flee from an essence reaver is generally wise to do so, but these creatures are prone to stalk magical or psionic targets for days before attacking without warning.

The other creatures of Sarlona universally fear these aberrations. The absence of animal life in a local area or signs of slain and mutilated phrenic creatures (*EPH 205*) or quorbond creatures (see page 150) is often a precursor to an essence reaver assault.

Individual (EL 9): A lone essence reaver could be encountered in any of Sarlona's deserts or hill regions, from the foothills of Adar to the Tundra. Though rare in civilized Riedra, essence reavers have been reported in Borunan and Khalesh.

Hunter Pack (EL 13–14): Between four and six essence reavers come together to form a hunting pack, but the creatures take great pains to not reveal their true numbers.

EL 14: A group of five essence reavers has been drawn to the latent power emanating from a magical or psionic location and has set up a carefully concealed perimeter in the area. When any party approaches, a single essence reaver makes a frontal assault targeting a spellcaster, manifester, or character wielding powerful psionic or magic items. Whether the party engages the creature or attempts to flee, the remainder of the pack uses the distraction of melee to surround the group and attack.

ECOLOGY

The essence reaver's draconic form and ability to absorb and utilize both magical and psionic energy has led to much speculation on the creature's origins—a degenerate form of dragon merged with dark spirits of Dal Quor perhaps, or a demonic hybrid spawned in the distant wars between dragon and fiend.

Physically, essence reavers resemble wingless black dragons, but dead white eyes and a whiplike tail give away their aberrant nature. A glowing membrane at the end of its spike-tipped tail allows a reaver to absorb magical or psionic energy from creatures or items. A reaver's long maw is filled with razor-sharp teeth, and ropes of viscous sittle hang from its jaws.

The essence reaver is one of the few apex predators that the Inspired have made no effort to exterminate in Sarlona, since the creatures' occasional forays into Riedra are outweighed by their usefulness as they hunt down rogue manifesters and spellcasters in the Tundra and Syrkarn. Rumors emerging from Adar suggest that the Inspired have long sought to introduce essence reavers into the mountains of that nation, but the

creatures' tendency to kill any creature that comes within sight makes them difficult to relocate.

Almost nothing is known of the life cycle of essence reavers, though their hunger for magical and psionic power suggests that this power might in some way tie to their reproductive process. Young have never been observed, but clutches of what are believed to be fist-sized essence reaver eggs are sometimes found in isolated desert sandflats. Adult essence reavers do not inhabit these nesting sites, and the eggs often show signs of having been consumed by lesser predators. Some suggest that a low rate of hatching might help keep the creatures' numbers in check.

Though they have a rudimentary intelligence, essence reavers do not speak.

Environment: Essence reavers are found in the empty wastes of any of Sarlona's warm or temperate deserts. Though their hunger for psionics and magic would seem to make it natural for them to target larger settlements (especially the enclaves of the yuan-ti and the nomadic settlements of the half-giants), they shun inhabited areas for reasons unknown. Furthermore, essence reavers are never seen in proximity to the Inspired's *han-balani*, despite the documented psionic effect surrounding these monoliths.

Typical Physical Characteristics: An essence reaver is some 16 feet long and stands 10 feet at the shoulders. Its whiplike tail extends 15 feet, and it can arc around to any point behind or beside it. A typical creature weighs approximately 3,000 pounds.

Though individual essence reavers vary in coloration (from ebon black to a dull slate gray), they show no noticeable signs of gender or age.

Alignment: Essence weavers are always chaotic evil. They are rapacious killing machines that slaughter indiscriminately and fight until slain.

ESSENCE REAVER LORE

Characters who have ranks in Knowledge (dungeoneering) can learn more about essence reavers. When a character succeeds on a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (dungeoneering)

DC Result

- 19 Though its appearance suggests draconic origins, the essence reaver is an unpredictable and deadly aberration. This result reveals all aberration traits.
- 24 A voracious predator in its own right, the essence reaver is most feared for its ability to drain the psionic and magical power from creature and object alike.
- 29 Though they are normally lone predators that have no qualms against attacking each other, essence reavers have a cunning that sometimes sees them form hunting packs of up to a half-dozen creatures. One essence reaver often acts as a feint, driving prey into position for an attack by the rest of the pack.

TYPICAL TREASURE

Essence reavers carry and collect no treasure, though their presence can sometimes provide a clue to the locations of magic or psionic locations. Agents of the Inspired might pay handsomely for a cache of intact essence reaver eggs.

QUORBOUND CREATURE

The wolf is barely visible as it follows you—its coat blends with the dark of the forest. But as a gleam of gold light flashes in its dark eyes, a telltale shiver informs you that the creature is inside your mind, already transmitting your location and thoughts to its unseen masters.

QUORBOUND WOLF SPY CR 3

LE Medium magical beast (augmented animal, psionic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +3, Spot +3

Languages Quori, Riedran (can't speak)

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 32 (5 HD)

Fort +6, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +6 (1d6+2) and

2 claws +0 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Atk Trip

Psi-Like Abilities (ML 5th):

3/day—chameleon, mindlink

2/day—read thoughts (DC 12)

Abilities Str 15, Dex 17, Con 15, Int 6, Wis 12, Cha 10

SQ tricks

Feats Mind Mask†, Track^B, Weapon Focus (bite)

Skills Autohypnosis +4, Concentration +5, Hide +3, Listen +3, Move Silently +4, Psicraft +1, Spot +3, Survival +1 (+5 tracking by scent)

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks This quorbound wolf knows all twelve tricks described under the Handle Animal skill (PH 74).

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent. A quorbound creature receives a +2 racial bonus on Autohypnosis, Concentration, and Psicraft checks.

Though the energy of the Region of Dreams pervades Sarlona, the creatures of Dal Quor cannot cross over to the material realm—their plane is forever remote. Even so, the Inspired have devised methods to augment animals and magical beasts with a hint of Dal Quor's power, and these quorbound creatures serve as guard animals, mounts, and spies. Quorbound creatures breed true, however, and those that escape captivity and mate with mundane members of their species sometimes pass their otherworldly abilities onto their offspring.

Those who fear the Inspired are quick to see the taint of evil in the quorbound. However, those aware of the legend of the *Quor Tarai* know that the potential for good still lingers in the dark heart of Dal Quor. Quorbound creatures can be any lawful alignment, but are most often lawful good (touched by the Path of Light) or lawful evil (born of the Dreaming Dark).

The sample quorbound creature uses a wolf as the base creature.

CREATING A QUORBOUND

"Quorbound" is an acquired template that can be added to any animal or magical beast that has an Intelligence of 1 or 2 (referred to hereafter as the base creature).

Alignment: Any lawful. If the quorbound creature serves another, the nonlawful component of its alignment must match that of the master.

Size and Type: The base creature's size does not change. If the base creature is an animal, it becomes a magical beast. It gains the appropriate augmented subtype. A quorbound creature's psi-like abilities give it the psionic subtype.

Senses: Quorbound creatures have darkvision out to 60 feet and low-light vision.

Languages: Though a quorbound creature cannot speak, it understands Quori and either Common or Riedran.

Hit Dice: The base creature's Hit Dice increase by 3.

Attack: A quorbound creature retains all the attacks of the base creature, plus it gains a bite attack and two claw attacks if the base creature did not have those attacks. If the base creature used its natural weapons as a secondary attack (as noncombative herbivores do), the quorbound creature uses its bite as a primary attack and its claw attacks as secondary attacks.

See the Creature Size, Ability Scores, and Damage Table (MM 296) to determine damage for any new attacks based on creature size.

Base Attack Bonus: The quorbound creature's extra Hit Dice increase its base attack bonus.

Psi-Like Abilities: Quorbound creatures have the latent ability to tap into the power of Dal Quor. Each

QUORBOUND LORE

Characters who have ranks in Knowledge (psionics) can learn more about a quorbound creature. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. The base creature and its characteristics must be identified using the appropriate skill, according to the base creature's type.

Knowledge (psionics)

DC Result

- 20 This creature has been altered to possess mental faculties sharper than normal for its type, as well as psionic powers.
- 40 This creature might be quorbound, a creature whose psionic powers are the result of quori meddling on the Material Plane.

quorbond creature has any three of the following psi-like abilities, some of which can be selected only by creatures of certain alignments. Manifest level equals the creature's Hit Dice. Psi-like ability effects manifest as if powered by power points equal to the manifest level (EPH 184).

3/day—*catfall*, *chameleon*, *detect psionics*, *mind thrust* (neutral or evil; DC 11 + Cha modifier + augmentation), *mind-link*, *prevenom* (evil; DC 11 + Cha modifier), *vigor* (good or neutral).

2/day—*empathic transfer* (good), *hustle*, *inflict pain* (evil; DC 12 + Cha modifier + augmentation), *painful strike* (good), *read thoughts* (DC 12 + Cha modifier), *recall agony* (evil; DC 12 + Cha modifier + augmentation).

1/day—*claws of the vampire* (neutral or evil), *dispel psionics*, *forced share pain* (evil; DC 13 + Cha modifier + augmentation).

Abilities: Adjust from the base creature as follows: Str +2, Dex +2, Int +4, Cha +4.

Special Qualities: Quorbond creatures retain the special qualities of the base creature and gain the following special quality.

Tricks: A quorbond creature knows twelve Handle Animal tricks (PH 74).

Feats: A quorbond creature gains one extra feat from its increased Hit Dice.

Skills: Its increased Hit Dice provide a quorbond creature with 3 extra skill points. It gains Autohypnosis, Concentration, and Psicraft as class skills, placing 1 rank in each.

A quorbond creature receives a +2 racial bonus on Autohypnosis, Concentration, and Psicraft checks.

Organization: Solitary.

Environment: Usually same as base creature.

Advancement: —

Level Adjustment: —

Challenge Rating: As base creature +2.

QUORBRED CREATURE

The quori had three millennia in Dal Quor to plan their domination of Sarlona, and so they devised the Inspired and the quorbond. But the quori's success with these breeds came along with failures. They tried many experiments, some offering more physical prowess than humanlike forms had and others intended to create reliable slaves. Individuals descended from these castoff experiments are still born intermittently among Sarlona's natives. Most are indistinguishable from their kin, but a few show severe psycho-spiritual backlash against the quori's meddling. These creatures have traits that make them antithetical to psionic beings. Scholars note them as quorbred creatures; the quori and Inspired arrogantly call them "failed vessels."

QUORBRED OGRE MAGE

This bulky giant has greenish-blue skin and long raven hair, which his claws and teeth match in hue. His locks are braided, as is his beard. The creature's eyes are lustrous black orbs with white pupils, and a pair of short ivory horns protrudes from his forehead. His mail and armor are impeccably clean and well made. Disturbingly, he looks dead calm and unmoved by your approach.

GENDRUN

CR 10

Male ogre mage quorbred fighter 1

LN Large giant

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +8

Languages Draconic, Dwarven, Giant, Orc, Riedran, Quori, Terran

AC 20, touch 9, flat-footed 20

(-1 size, +6 armor, +5 natural)

hp 63 (6 HD); regeneration 5

Immune dream, fear, and nightmare spells and other fear- or dream-reliant effects

Resist closed mind (DC 26); **SR/PR** 19

Fort +12, **Ref** +2, **Will** +4; +4 against illusions and mind-affecting spells and abilities

Speed 40 ft. (8 squares), fly 40 ft. (good)

Melee +1 greatsword +13 (3d6+13 plus disruptive strike/19-20) or

Melee slam +11 (1d4+8 plus disruptive strike)

Ranged +1 composite longbow +4 (2d6+8/×3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +16

Atk Options disruptive strike (Fort DC 18)

Combat Gear 2 potions of cure moderate wounds

Spell-Like Abilities (CL 9th):

At will—*darkness*, *invisibility*

1/day—*charm person* (DC 16), *cone of cold* (DC 20), *gaseous form*, *sleep* (DC 16)

Abilities Str 26, Dex 10, Con 20, Int 20, Wis 10, Cha 15

SQ antipsionic, change shape, intellectual

Feats Antipsionic Magic^{EPH}, Hostile Mind^{EPH,B}, Improved Initiative, Iron Will, Mental Resistance^{EPH,B}, Weapon Focus (greatsword)^B

Skills Bluff +6, Concentration +13, Craft (weaponsmithing) +6, Intimidate +6, Jump +11, Knowledge (arcana) +9, Listen +8, Sense Motive +5, Spellcraft +13, Spot +8

Possessions combat gear plus +2 chain shirt, +1 greatsword, +1 composite longbow (+8 Str bonus) with 20 arrows, cloak of resistance +1

Flight (Su) Gendrun can cease or resume flight as a free action. While using *gaseous form*, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex) Fire and acid deal normal damage to Gendrun. If he loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Gendrun cannot regrow lost body parts.

Change Shape (Su) Gendrun can assume the form of any Small, Medium, or Large humanoid or giant.

Gendrun hails from Syrkarn, but he seeks the enlightenment said to be available in the mountain temples of Adar. Although he is a monster, he's not overtly hostile. Gendrun had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 10, Con 14, Int 12, Wis 8, Cha 13.

Strategies and Tactics

Gendrun would rather talk than fight, and he's not above using *charm person* to calm someone he meets. He doesn't misuse someone he has charmed, but he might make a fool

of a rude person. When he's forced to take up arms, he's a methodical killer.

Gendrun uses *invisibility* first and takes to the air to gauge the power of his foes and watch them for a moment as he gets into an advantageous position. If he supposes they are weak and fools, he simply uses *sleep* and takes any supplies he needs for the trouble. Foes that seem strong get *cone of cold* to start. Then Gendrun allows his opponents another chance to surrender as he prepares to fire on them from above. He then uses darkness to divide or confuse his enemies for a moment, firing to kill afterward. He continues with this tactic, focusing on weaker foes or obvious psions. A foe that can fly gets Gendrun's attention, and the ogre mage enters melee with that opponent, again fighting to kill. He prefers to take out one opponent at a time, ensuring one foe is dead before focusing on another.

The ogre mage accepts capitulation, demanding tribute from those he defeats, but he isn't greedy or unreasonable. Gendrun saves *gaseous form* to escape superior foes. When he does so, he uses narrow passages to deter pursuit.

CREATING A QUORBRED

"Quorbred" is an inherited template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature). A quorbred uses all the base creature's statistics and abilities except as noted here.

Type: Animals that gain this template become magical beasts. Do not recalculate any of the animal's statistics. It gains the appropriate augmented subtype.

Special Attacks: A quorbred creature has all the special attacks of the base creature, plus the following.

Disruptive Strike (Su): An opponent struck by a quorbred's melee attack must succeed on a Fortitude save (DC 10 + 1/2 the quorbred's racial HD + Int modifier) or be unable to use spells, spell-like abilities, or psionics for 1 round.

QUORBRED LORE

Characters who have ranks in Knowledge (psionics) can learn more about a quorbred creature. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. The actual base creature and its characteristics must be identified using the appropriate skill, according to the base creature's type.

Knowledge (psionics)

DC Result

- 20 This is an antipsionic creature of some sort.
- 30 A creature of this sort is probably very resistant to psionics and to mind-affecting abilities. It is possible that it suffers from mental deficiencies.
- 40 This creature's powers indicate that it might be one of the quorbred, creatures whose antipsionic powers are the result of quori meddling on the Material Plane.

Special Qualities: A quorbred creature has all the special qualities of the base creature, plus the following.

Antipsionic (Ex): Quorbred creatures cannot learn or use psionic powers or feats, nor can they use psionic items.

Closed Mind (Ex): Quorbred creatures leave few psychic impressions on their surroundings, and they are difficult to detect with divination magic and clairvoyance powers, including other powers that duplicate such effects (such as a *wish* spell). The user of any such ability who targets the quorbred creature must make a level check against a DC equal to 20 + the failed vessel's HD. Failure on the check means the effect fails.

Immunities (Ex): Quorbred creatures enter dreamless state when they sleep. They are immune to *dream* and *nightmare* spells, as well as any other effect that relies on a subject's ability to dream. A quorbred creature is further immune to fear and fear effects.

Intellectual (Ex): Quorbred creatures can use Intelligence in place of Wisdom or Charisma to determine the save DCs for abilities that are normally Wisdom- or Charisma-based.

Power Resistance (Ex): Quorbred creatures have power resistance equal to 11 + their HD. If the base creature has better spell resistance or power resistance, the quorbred creature keeps that figure.

Saves: Quorbred creatures get a +4 bonus on saves against illusions and mind-affecting spells and abilities.

Abilities: Quorbred creatures have lost some of their sense of self and will, but their minds are sharper. Apply the following modifiers: Int +4, Wis -2, Cha -4. The minimum score for Wisdom and Charisma is 3 or that of the base creature, whichever is lower.

Feats: Quorbred creatures get Hostile Mind and Mental Resistance (EPH 47 and 48 respectively) as bonus feats regardless of whether they meet the prerequisites. A quorbred spellcaster can take the Antipsionic Magic feat (EPH 47) without meeting the prerequisite.

Challenge Rating: Same as the base creature +1.

Advancement: If the base creature favors a class that is reliant on Charisma, the quorbred creature can have a different favored class. For example, a creature that normally has bard or sorcerer as a favored class can have wizard instead.

STRATEGIES AND TACTICS

Quorbred creatures are slightly more analytical, but otherwise use the same tactics as the base creature.

SAMPLE ENCOUNTER

Quorbred creatures are extreme manifestations of quori manipulation. They are also exceedingly rare. Those born into normal families usually find life trying among their people, while others become famed if eccentric academics. PCs are likely to encounter such beings only by chance.

Gendrun (EL 10): Gendrun was born in Syrkan where he witnessed the abuse many of his people suffered at the hands of the Riedran troops stationed there. Having heard of the Adaran battle against Riedra, he decided to travel there and offer his services. He trekked into Adar openly, not using *invisibility*. Unfortunately for

Gendrun, an ogre mage is not readily seen as a potential ally by the border guards in Adar. A few monks have already run into the wandering would-be Adaran defender, and Gendrun was forced to slay them when they attacked him. Now he's an outlaw in the land he wants to serve. The guardians of the fortress-monasteries are particularly concerned that Gendrun seems resistant to powers such as *remote viewing*. Gendrun must be found and "pacified." Will the characters give Gendrun time to make his case, or will they see only a monster?

ECOLOGY

Quorbred creatures are not immediately recognizable as different from their normal kin.

Environment: A quorbred creature is found wherever the base creature is found.

Typical Physical Characteristics: Little differentiates a quorbred creature from others of the base creature's kind. Many are outsiders or social outcasts.

Alignment: Quorbred creatures are often very practical and intellectual about morality. They tend more toward neutral than is typical for their race.

TYPICAL TREASURE

If the base creature ordinarily possesses treasure, the quorbred creature does too, according to its Challenge Rating. Quorbred creatures favor practical items over anything fanciful or artistic.

ADVANCED QUORBRED

A quorbred creature advances as the base creature does.
Level Adjustment: +2.

QUORI

The quori are intelligent, immortal creatures that inhabit Dal Quor. Each quori has similar traits and the quori subtype as defined in the *EBERRON Campaign Setting* (page 296). A few of the more powerful quori are presented here.

DU'ULORA QUORI

This creature is a grotesque, bulbous, flying mass that extrudes three thick tendrils, each one capped with an eyeball that augments the central eye in its body. Three pairs of stubby wings protrude from along the sides of its body, and it's difficult to see how they can possibly support its weight.

DU'ULORA QUORI

CR 11

Usually LE Large outsider (evil, extraplanar, lawful, psionic, quori)

Init +1; **Senses** all-around vision, see in darkness; Listen +14, Spot +20

Aura fury (30 ft., DC 19)

Languages Common, Infernal, Quori, Riedran, telepathy 100 ft.

AC 18, touch 10, flat-footed 17
(-1 size, +1 Dex, +8 natural)

hp 95 (10 HD); **DR** 10/crysteel or good

Immune charm, fear, fire, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 21

Fort +12, **Ref** +8, **Will** +11

Speed fly 70 ft. (perfect) (14 squares)

Melee 3 slams +16 each (1d6+7 plus 1d6 fire)



Du'ulora quori

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Atk Options aligned strikes (evil, lawful), constrict (1d6+7 plus 1d6 fire plus burning rage), Ghost Attack, improved grab, Psionic Fist

Special Actions greater teleport (Dal Quor only), invade dreams, possession

Psi-Like Abilities (ML 10th; 1d20+14 to overcome PR if expends psionic focus):

At will—*far hand* (range 60 feet, 15 pounds), *mindlink*, *psionic rage* (DC 18)

3/day—*id insinuation* (4 targets, DC 19), *inertial armor* (+8 AC), *psionic scent*, *psionic true seeing*, *trace teleport*

1/day—*body adjustment* (4d12), *recall agony* (9d6, DC 20)

Abilities Str 24, Dex 13, Con 20, Int 15, Wis 18, Cha 19

Feats Ghost Attack^{EPH}, Power Penetration^{EPH}, Psionic Fist^{EPH}, Track

Skills Autohypnosis +18, Bluff +10, Concentration +17, Diplomacy +8, Intimidate +20, Knowledge (psionics) +10, Knowledge (the planes) +8, Listen +14, Move Silently +13, Psicraft +10, Search +18, Sense Motive +16, Spot +20, Survival +16 (+18 on other planes)

Advancement 11–16 HD (Large); 17–24 HD (Huge)

All-Around Vision (Ex) A du'ulora's many eyes provide a +4 racial bonus on Spot and Search checks. Opponents gain no benefits when flanking a du'ulora.

Fury Aura (Su) At the end of each of a du'ulora's turns, opponents within 30 feet of it must succeed on DC 19 Will saves or suffer the effect of the *rage* spell while within the aura's area and for 10 rounds after leaving

it. Creatures that have the ability to rage or frenzy take a -2 circumstance penalty on this save. Opponents within the aura must save each round, but a successful save grants a creature a noncumulative $+4$ bonus on saves against the same du'ulora's fury aura for 24 hours. A du'ulora can choose to affect its allies with this ability. This is a mind-affecting ability. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a du'ulora must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex) A du'ulora quori deals $1d6+7$ points of damage plus $1d6$ points of fire damage and activates its burning rage ability with a successful grapple check.

Burning Rage (Su) After a du'ulora has successfully constricted an opponent, it can call on that opponent's inner rage to trigger spontaneous combustion. The constricted opponent victim must make a successful DC 19 Will save or take $1d6$ points of fire damage for every point by which the save was failed. A character who has the ability to rage or frenzy takes a -2 circumstance penalty on the save. An Autohypnosis check can be made in place of the Will saving throw.

When it slays a victim with this attack, a du'ulora immediately heals $3d6$ points of damage as it draws energy from the fury of its dying victim. This is a mind-affecting ability. The save DC is Charisma-based.

Invade Dreams (Su) Dreaming creatures that are killed in the dream by a du'ulora using invade dreams and the associated *nightmare* effect take double damage from the *nightmare*.

Psi-Like Abilities Psi-like abilities manifest as if powered by power points equal to the manifester level (EPH 184). *Psionic rage* is identical to the *rage* spell, but it is 4th level and can be used against an unwilling target. When a du'ulora uses *id insinuation*, add $+10$ to the $d\%$ roll to determine actions each round.

Skills A du'ulora receives a $+2$ racial bonus on Intimidate checks. It retains this bonus while it possesses a creature.

When a du'ulora quori possesses a human host, it combines its skill ranks with those of the host. A typical du'ulora has 12 ranks in Autohypnosis, Concentration, Intimidate, Move Silently, Search, Sense Motive, Spot, and Survival; 10 ranks in Listen; and 6 ranks in Bluff, Knowledge (psionics), Knowledge (the planes), and Psicraft.

Du'ulora quori, also called blackfuries, are spirits of rage capable of driving mortals to unreasoning fury. A du'ulora is a maelstrom of eyes and wings suspended in a whirlwind of shadow. Although it appears insubstantial, this shadow is actually solid, and the du'ulora fights by grappling its enemies with tentacles formed from this dark matter.

Strategies and Tactics

A du'ulora is a cunning tactician that uses fury as a weapon—it flies to close with those who seem to use spells or psionics. The rage induced by the fury aura grants strength to the du'ulora's enemies, but it also strips them of their ability to use magic or sophisticated tactics. *Id*

insinuation can force opponents to fight one another, while those foolish enough to enter melee with a du'ulora can be grappled and incinerated with burning rage.

HASHALAQ QUORI

A humanoid wearing an iridescent, pale blue robe stands before you. Hiding its features is a deep hood, from which dim blue light shines. This creature seems to be hovering a few inches off the ground. As you look more closely, you realize that the entire figure, robe and all, is formed from translucent, fleshy tendrils, twined together to mimic a humanoid shape.

HASHALAQ QUORI

CR 9

Usually LE Medium outsider (evil, extraplanar, lawful, psionic, quori)

Init $+3$; **Senses** see in darkness; Listen $+9$, Spot $+14$

Aura intimate knowledge (60 ft., DC 20)

Languages Celestial, Common, Draconic, Infernal, Quori, Riedran, telepathy 100 ft.

AC 17, touch 13, flat-footed 14
($+3$ Dex, $+4$ natural)

hp 60 (8 HD); **DR** 5/crysteel or good; empathic feedback

Immune charm, fear, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 19

Fort $+9$, **Ref** $+9$, **Will** $+10$

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee idyllic touch $+10$ ($1d4+1$ Wis plus *brain lock*)

Space 5 ft.; **Reach** 5 ft.

Base Atk $+8$; **Grp** $+10$

Atk Options aligned strikes (evil, lawful)

Special Actions familiar face, greater teleport (Dal Quor only), invade dreams, possession

Psi-Like Abilities (ML 8th):

At will—*far hand* (range 50 feet, 11 pounds), *mindlink*, *psionic charm* (affects animal, fey, giant, humanoid, magical beast, or monstrous humanoid, 8 days, DC 20)

$3/\text{day}$ —*body adjustment* ($3d12$), *ego whip* ($2d4$, DC 20), *inertial armor* ($+7$ AC), *mind probe* (DC 21)

$1/\text{day}$ —*dream* (see spell, PH 225), *hostile empathic transfer* (up to 80 points, DC 19), *mind thrust* ($8d10$, DC 20)

Abilities Str 14, Dex 16, Con 17, Int 20, Wis 18, Cha 23

SQ malleable form

Feats Inquisitor^{EPH}, Negotiator, Persuasive

Skills Autohypnosis $+16$, Bluff $+20$, Concentration $+13$, Diplomacy $+26$, Disguise $+11$ ($+13$ when acting in character), Gather Information $+16$, Intimidate $+12$, Knowledge (arcana) $+15$, Knowledge (history) $+10$, Knowledge (local) $+10$, Knowledge (nobility and royalty) $+10$, Knowledge (psionics) $+17$, Knowledge (the planes) $+15$, Listen $+9$, Psicraft $+17$, Search $+10$, Sense Motive $+18$, Spellcraft $+12$, Spot $+14$, Survival $+4$ ($+6$ on other planes)

Advancement 9–20 HD (Medium)

Intimate Knowledge Aura (Su) A hashalaq quori has an intuitive awareness of the emotions and thoughts of creatures within 60 feet. This aura mimics the psionic powers *empathy* and *detect hostile intent*. As a free action, a hashalaq can make Sense Motive checks against any creature within this area.

Also as a free action, a hashalaq can focus this power on a single individual. If it does so, it loses its broader awareness and the ability to make Sense Motive checks as

free actions. The target can make a successful DC 20 Will save to resist the effect. If the subject fails the save, the hashalaq gains a +2 insight bonus to AC against attacks made by the subject and a +2 insight bonus on attack rolls and damage rolls against the subject. The hashalaq also gains the ability to read the subject's surface thoughts as if using a *detect thoughts* spell. This is a mind-affecting ability. The save DC is Charisma-based.

Empathic Feedback (Su) Any time a hashalaq is injured, the opponent that injured it takes 12 points of damage or half the damage of the attack, whichever is less. The hashalaq takes the rest. Due to its empathic nature, damage transferred to the opponent overcomes damage reduction and similar effects.

In addition, whenever a creature successfully uses a mind-affecting spell or ability on a hashalaq quori, that creature must make a successful DC 20 Will save or suffer the same effect. The save DC is Charisma-based.

Idyllic Touch (Su) The touch of a hashalaq floods its victim with sensations of joy and pleasure so intense they can destroy the victim's mind. The touch deals 1d4+1 points of Wisdom damage. A struck opponent must succeed on a DC 20 Will save or be affected as if by *brain lock* (EPH 81) for 1d4+1 rounds, as its thoughts are overwhelmed by blissful ecstasy. If a creature's Wisdom is reduced to 0 by this power, that creature suffers a catastrophic cerebral overload and dies.

When it slays a victim with this attack, a hashalaq immediately heals 2d6 points of damage. This is a mind-affecting ability. The save DC is Charisma-based.

Invade Dreams (Su) Dreaming creatures that are killed in the dream by a hashalaq using invade dreams and the associated *nightmare* effect take 1d4+1 points of Wisdom damage.

Familiar Face (Su) Using its empathic abilities, a hashalaq quori dredges the mind of an opponent within 60 feet. The subject must succeed on a DC 20 Will save, or the hashalaq finds an image of someone with whom the target empathizes—a loved one, close friend, or even an injured child. The hashalaq then assumes that form, using its malleable form ability, but the bonus on Disguise checks rises to +20 due to the hashalaq's empathic knowledge. As long as it concentrates on its target, the hashalaq draws expected reactions from that creature's mind; it always knows what the subject wants to hear and how the subject expects the false form to react.

The subject of this effect must make a successful DC 20 Will saving throw to attack the hashalaq even if it's apparent the quori isn't what it appears to be. A new save is allowed each round. Anyone who successfully saves against this ability is immune to its use by the same hashalaq for 24 hours. If the hashalaq takes any violent action against the subject or that creature's allies, the effect ends immediately. This is a mind-affecting ability. The save DC is Charisma-based.

Malleable Form (Su) A hashalaq can assume the form of any creature of Medium size as a standard action, rearranging its tentacles and using an effect similar to *disguise self* to mask its alien exterior, gaining a +10 bonus on Disguise checks. Those who interact physically with a hashalaq in its malleable form receive a DC 20 Will save to see through the facade. A hashalaq can remain in an assumed shape until it chooses to assume a new one. *True seeing* reveals the hashalaq's true form, and it returns to its natural shape if slain. The save DC is Charisma-based.

Skills The intimate knowledge ability of a hashalaq provides it with a +2 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

When a hashalaq quori possesses a human host, it combines its skill ranks with those of the host. A typical hashalaq has 10 ranks in Autohypnosis, Bluff, Concentration, Diplomacy, Knowledge (arcana), Knowledge (psionics), Knowledge (the planes), Psicraft, Sense Motive, and Spot; 8 ranks in Gather Information; and 5 ranks in Disguise, Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Listen, Search, and Spellcraft.

Hashalaqs are quori loremasters and judges, also known as dreamstealers. In their natural form, hashalaq quori are composed of hundreds of translucent tendrils, similar to the tentacles of a jellyfish. They can compress and configure these tendrils to form a wide range of simple shapes, from a humanoid figure to a giant floating hand. A point of blue light suspended within the tendrils serves as their sensory organs; they can move this sense organ around to suit their current shape.

Strategies and Tactics

Hashalaq quori despise physical conflict—they use guile and treachery to defeat opponents. If forced into battle, hashalaqs use their idyllic touch to incapacitate melee opponents, saving their psi-like abilities for spellcasters and other ranged combatants. If they are in actual danger, hashalaqs teleport away. They then use their

Hashalaq quori





Kalaraq quori JZ

shapeshifting abilities to monitor their foes and strike again when circumstances are in their favor.

KALARAQ QUORI

A humanoid figure formed of pure shadow looms before you. A nimbus of light surrounds it, shedding no actual light, serving only to highlight the absolute darkness of the being within. The figure is completely featureless, but a host of disembodied eyes of all shapes and sizes whirl around it. These eyes are constantly shifting—sometimes fading away, other times bursting like bubbles.

KALARAQ QUORI CR 20

Usually LE Medium outsider (evil, extraplanar, incorporeal, lawful, psionic, quori)

Init +11; **Senses** all-around vision, see in darkness, true seeing 120 ft.; **Listen** +28, **Spot** +32

Languages understands all languages, telepathy 500 ft.

AC 25, touch 25, flat-footed 25; **uncanny dodge** (+7 Dex, +8 deflection)

Miss Chance 50% (incorporeal)

hp 207 (18 HD); **regeneration** 5; **DR** 15/crysteel and good

Immune charm, fear, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 29

Fort +18, **Ref** +18, **Will** +21

Speed fly 60 ft. (perfect) (12 squares)

Melee 2 incorporeal touches +25 each (1d6 plus 1d4+1 Wis plus soul binding)

Space 5 ft. (10 ft. as swarm of eyes); **Reach** 5 ft. (0 ft. as swarm of eyes)

Base Atk +18; **Grp** —

Atk Options aligned strikes (evil, lawful), soul binding

Special Actions greater teleport (Dal Quor only), invade dreams, night terrors, possession, spying eyes, swarm of eyes

Psi-Like Abilities (ML 18th; 1d20+22 to overcome PR if expends psionic focus):

At will—*dispel psionics* (+20 to dispel check), *ego whip* (4d4 Cha, DC 26), *far hand* (range 95 feet, 19 pounds), *inertial armor* (+12 AC), *mass cloud mind* (18 targets, DC 24), *mindlink*, *mind thrust* (18d10, DC 27), *psionic blast* (7 rounds, DC 21), *psionic charm* (any creature, 18 days, DC 24), *psionic greater teleport*

3/day—*energy wave* (18d6, DC 27), *insanity* (3 targets, DC 27), *psychic crush* (7d6, DC 23)

1/day—*focused mind seed* (transforms the personality of the victim into a mirror of the kalaraq's, but it does not alter skills or class, DC 26), *personal mind blank*

A kalaraq that has 20 or more Hit Dice also has the ability to use *reality revision* once per year.

Abilities Str —, Dex 25, Con 24, Int 25, Wis 27, Cha 26

SQ incorporeal traits, malleable seeming

Feats Combat Expertise, Empower Spell-Like Ability (*energy wave*), Improved Initiative, Iron Will, Power Penetration^{EPH}, Quicken Spell-Like Ability (*psionic blast*), Quicken Spell-Like Ability (*psychic crush*)

Skills Autohypnosis +30, Bluff +28, Concentration +27, Diplomacy +34, Disguise +18 (+20 when acting in character), Hide +17, Intimidate +30, Knowledge (arcana) +17, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (nobility and royalty) +12, Knowledge (psionics) +29, Knowledge (religion) +12, Knowledge (the planes) +27, Listen +28, Move Silently +17, Perform (oratory) +28, Psicraft +29, Search +21, Sense Motive +28, Spot +32

Advancement 19–50 HD (Medium)

All-Around Vision (Ex) The many eyes of a kalaraq provide it with a +4 bonus on Spot and Search checks. A kalaraq cannot be flanked.

True Seeing (Ex) The many eyes of a kalaraq provide it with the benefit of a *true seeing* spell out to 120 feet.

Regeneration (Ex) A kalaraq quori takes normal damage from good-aligned crysteel weapons and from spells and abilities that have the good descriptor.

Soul Binding (Su) The incorporeal touch of a kalaraq tears at the victim's mind and soul, overcoming all forms of damage reduction. In addition, those struck by a kalaraq must succeed on a DC 27 Will save or be affected as if by a *confusion* spell (caster level 18th).

If a kalaraq reduces its opponent's Wisdom to 0, it binds the soul of that foe to one of its many eyes. Even if the subject of this ability is dreaming, its soul is torn from its physical body and it dies instantly. Until the kalaraq is destroyed, a subject of this ability cannot be returned to life through any means. In addition, the kalaraq gains access to all of the memories of the victim (but not any actual skill ranks or class levels). It also gains a +10 circumstance bonus on Disguise checks made to impersonate the bound subject.

A kalaraq's Hit Dice are a measure of how many souls it has bound. A kalaraq can voluntarily release bound souls, but if a powerful kalaraq released a large number, it would lose Hit Dice.

Night Terrors (Su) A kalaraq quori can split off aspects of its spirit and send these dark eyes to prowl Dal Quor in search of mortal spirits. This ability in conjunction with invade dreams allows a kalaraq to use *nightmare* up to three times per day. Further, if the victim fails the save against *nightmare*, a second DC 27 Will save is required. Failure results in 1d4 points of damage to each of Intelligence, Wisdom, and Charisma. This is a mind-affecting ability. The save DC is Charisma-based.

Spying Eyes (Ex) A kalaraq can send its many eyes to scout and spy at a distance. This has the same effect as the spell *greater prying eyes*, but it is an extraordinary ability that has an unlimited duration. A kalaraq can use only twenty spying eyes per day. These eyes regenerate every 24 hours, but if they are all destroyed, a kalaraq cannot spy for the rest of the day.

Swarm of Eyes (Su) A kalaraq can disperse its physical form into a swarm of eyes. Transforming to and from this form is a standard action. As a swarm of eyes, a kalaraq takes on all swarm traits applicable to swarms made up of Fine creatures (*MM* 315–316), including distraction (DC 26), except that because it is incorporeal it is unaffected by high winds. The swarm of eyes deals swarm damage equal to that dealt by the kalaraq's incorporeal touch. A kalaraq can make full use of its psi-like abilities while it is a swarm of eyes.

Malleable Seeming (Su) As a standard action, a kalaraq can assume any form of Medium size or smaller, including weapons, armor, clothing, and other accoutrements of its intended appearance. The change is not illusory—a kalaraq's body has no specific natural form. *True seeing* reveals the many eyes and shadowy nature of the kalaraq's true form, but not any specific shape. A kalaraq can remain in a seeming until it chooses to assume a new one. Most kalarags prefer a humanoid seeming. This ability grants the kalaraq a +10 bonus on Disguise checks based on its new form.

Skills When a kalaraq quori possesses a human host, it combines its skill ranks with those of the host. A typical kalaraq has 20 ranks in Autohypnosis, Bluff, Concentration, Diplomacy, Intimidate, Knowledge (psionics), Knowledge (the planes), Listen, Perform (oratory), Psycraft, Sense Motive, Spot; 10 ranks in Disguise, Hide, Knowledge (arcana), Move Silently, and Search; and 5 ranks in Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility and royalty), and Knowledge (religion).

Kalarags are the nobility of nightmare—creatures formed of shadow and surrounded by a host of spectral eyes. They are also known as eyebinders.

Strategies and Tactics

When facing a group of enemies, a kalaraq starts with either *energy wave* or *psionic blast*. Once its opponents are stunned, it disperses into a swirling maelstrom of eyes and shadow, engulfing its enemies and devouring their minds. Against powerful individual opponents—especially other outsiders—kalarags rely on focused attacks such as *ego whip* to strip away spellcasting ability, followed by *insanity*, *psychic crush*, or *mind thrust*. Because Will saves apply to most of a kalaraq's psi-like abilities, the quori can soften up its enemy with its soul binding touch and then follow with a deadly power.

SAMPLE ENCOUNTERS

On Dal Quor, the mightiest quori are usually loners, and they move only with intent. PCs usually run across quori in their Inspired or possessed shells. Recently, quori have manifested physically in some of the wild zones of Riedra, though they cannot move beyond these regions. Quori also enter dreams.

Dreamweaver (EL Party Level +3): While on the trail of a particular villain, camping or resting PCs discover their quarry has found them, and the dastard has whatever additional aid is required to meet the Encounter Level. The situation looks grim, but sometime during the fight the characters notice that the enemy never attacks a particular PC—the one on watch when the encounter started. That's because the character is really a hashalaq, and the PCs are in a dream staged by the quori to learn their tactics. Characters who are killed simply wake up at the end of the encounter, but the first one to die must save against the *nightmare* spell used through the hashalaq's invade dream ability.

ECOLOGY

Quori are outsiders alien to Eberron and the Material Plane. Immortal beings, the quori still feed—they consume the psychic energy of dreaming mortals. They don't sleep, nor do they reproduce in the conventional way. All quori are the spawn of the Dreaming Dark, *il-Lashtavar*, and the Dark can only create new quori when a living one dies. This is just one of the many reasons the Inspired seek to eradicate the kalashtar. A quori who is discovered to be working against the interests of the Dreaming Dark is quickly killed so that its spiritual energy can return to the Dark and be reborn.

QUORI LORE

Characters who have ranks in Knowledge (the planes) can learn more about quori. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC Result

- 15 This creature is a quori, a malign outsider from Dal Quor, the Region of Dreams. Such creatures cannot manifest physically on the Material Plane. This result reveals all outsider, extraplanar, psionic, and quori traits.
- 20 Quori have powers relating to specific emotions, such as fear or rage. They actually invade the dreams of sleeping mortals, and they feed on the energy of the dreams.
- 25 Quori can also possess willing humans, though few have the force of personality to accept such a spirit. They can see in any form of darkness and can communicate telepathically. All quori are resistant to acid, cold, fire, magic, and psionics, as well as immune to charm, fear, and sleep.
- 30 Only good-aligned weapons can wound quori effectively, and on Dal Quor, they can travel from place to place instantaneously. It's possible that the "divine spirits" guiding the Inspired are quori.

Environment: All quori come from central region of Dal Quor, the Region of Dreams. Their domed cities rise up from the dreamstuff just beyond the realm where mortal spirits travel in their dreams.

Typical Physical Characteristics: Quori share few characteristics. Some of them are insectile while others are chaotic clouds of eyes and shadow, and still others are made up of hundreds of tendrils.

Alignment: Most quori have fundamentally identical personalities—they are all effectively *mind seeds* of the Dreaming Dark. However, on rare occasions quori do break out of this psychic mold, developing new and unique personalities and potentially shifting alignment. As such, they are usually lawful evil.

SOCIETY

The quori have a strict caste system, with each caste serving a specific role in Dal Quor and on Eberron. A quori that finds favor in the many eyes of the Dreaming Dark might be physically transformed into a member of a higher caste. Although the quori put the goals of the Dark before everything else, they always look for opportunities for personal advancement.

Most quori are cruel but sophisticated, preferring psychological torment to physical conflict. They are endlessly patient, willing to wait for decades to take vengeance or bring a plan to fruition. Most quori want to control every aspect of a battle. If caught by surprise, a quori might flee from an inferior foe, returning when it has the upper hand.

Kalaraq quori guide the quori race, and the Devourer of Dreams—the personal emissary of the Dreaming Dark—is of this order. Although the kalaraq never fight one another overtly, each has its own agenda, and each hopes to someday seize the throne of the Devourer of Dreams. Because of this internal conflict, it is very unusual for a kalaraq to leave Dal Quor to inhabit a mortal vessel. When using a kalaraq in a game, the DM should consider what spirits the creature might have bound.

Hashalaq quori are the loremasters of Dal Quor. Even those hashalaqs who do not have Inspired vessels devote a great deal of time to studying Eberron and the

other planes, and they are one of the few quori castes that understand the ways of magic. In Dal Quor, the hashalaqs are typically found as advisors to the kalaraq. They also serve as judges, policing the quori and ensuring that the rivalries of the tsucora never threaten the greater plans of the Dreaming Dark.

The burning tendrils of du'ulora sentinels serve as the brawn to the hashalaqs' brains. In times of battle, the du'uloras fight in the vanguard, watching dispassionately as their enemies turn on one another. But while du'uloras feed on the rage of others, they are cold and calculating. Du'uloras are content to serve the Dreaming Dark. Battle defines their existence, and these creatures spend their lives eagerly awaiting the next opportunity to match wits with a cunning foe.

Usvapnas, also known as dream masters (*Magic of Eberron* 148), are the assassins and spies of Dal Quor. They serve the hashalaqs, and they revel in destroying any threat to the Dreaming Dark's plans. The dream masters also sow discontent and worse in mortal minds.

Tsucora quori form the masses of Dal Quor. Constantly jockeying for position, tsucoras hope to be reincarnated as a more powerful servant of the Dark. Their plans are as often for the ruination of a competitor as they are for the furthering of the *il-Lashtavar's* plans. None want to return to life as a lowly tsoreva.

Tsoreva quori (*Magic of Eberron* 147) serve as expendable troops in any battle on Dal Quor or as Inspired shock troopers on Eberron. These quori relish battle. They serve as the infantry under a du'ulora's command. Every tsoreva wants only to die well, returning as an honored soldier to the Dreaming Dark.

Not all is evil within the Region of Dreams, however. The ancestors of the kalashtar were the largest group of rebel quori ever known, counting even the kalaraq Taratai among them. Amid the incarnations of conformity and hatred on Dal Quor, a few free thinkers still hide.

TYPICAL TREASURE

A quori has standard treasure for its Challenge Rating. Once again, this treasure is usually in the hands of an Inspired or human vessel. On Dal Quor, quori do have items and objects, but they have no money.

INSPIRED

Though Riedra is full of willing humans, few have the spiritual strength (required Charisma) to contain a powerful quori, so most of these spirits can only manifest through Inspired vessels. The puissant quori presented here have Inspired vessels, but most of these are concentrated in Riedra.

Of the twelve kalaraq quori that are currently free in Dal Quor, only three leave behind the duties and schemes of the Region of Dreams to visit Eberron often—Lord Surasek of the Guiding Path, Lord Zoratesh of the Harmonious Shield, and Lady Sharadhuna of the Thousand Eyes. Every other kalaraq has a vessel awaiting its use in Riedra, but most come to Eberron only under the most dire circumstances

ever since the binding of Ulakhun at the siege of Kasshta Keep.

Each other type of quori has a number of Inspired based on its caste—less powerful quori are more numerous in Dal Quor and more numerous among the Inspired. Du'ulora Inspired serve as commanders in Riedra's military and the Thousand Eyes. Hashalaq Inspired act as planners, nobles, and judges within Riedra, and as ambassadors and spies outside. Tsoreva and tsucora Inspired are the most numerous, while usvapna Inspired are found in disproportionately large numbers in foreign lands. These latter fiends often work alone rather than as part of a Riedran noble's entourage or ambassador's staff.

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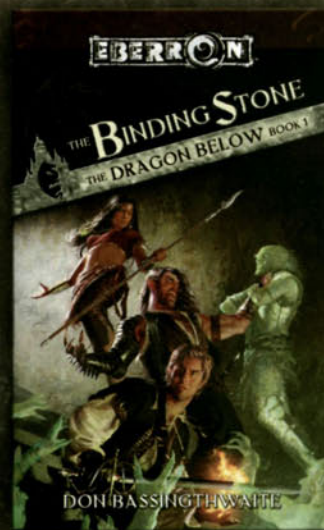
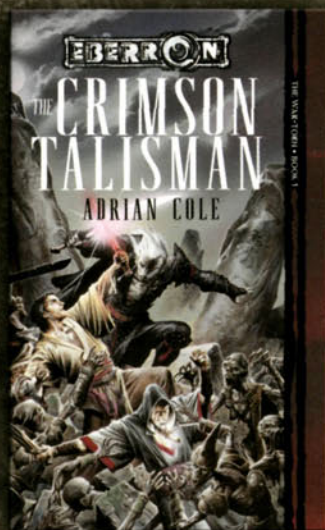
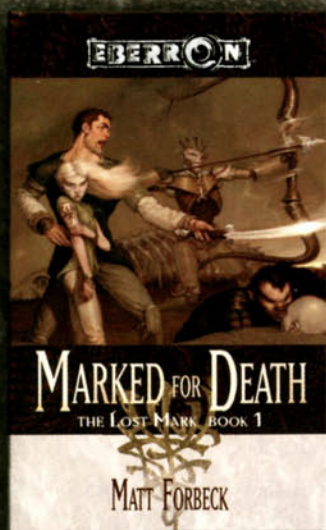
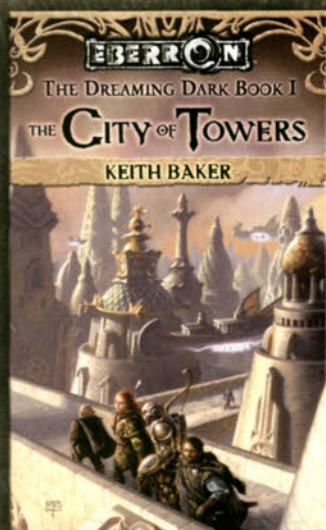
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