

Across Eberron presents the...

EBERRONICON



A POCKET GUIDE
TO THE WORLD

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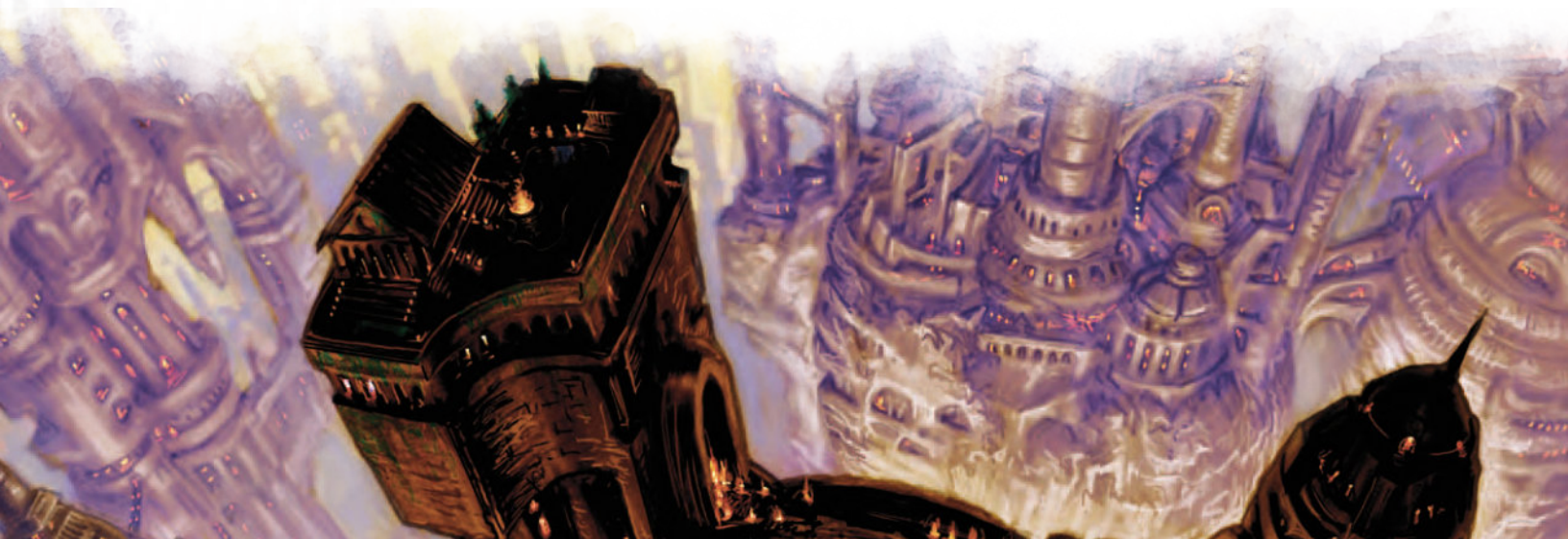
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AN ACROSS EBERRON PRODUCTION

Disclaimer: The editors of this work are not responsible for countless hours of lost time due to deep dives into the lore of Eberron, resulting in the charting of shipping lanes, conspiracy boards of Cults of the Dragon Below, tinfoil-hat theories about elves, or trying to list all the druidic sects, because there are always more druidic sects.

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WELCOME TO EBERRON

The world of Eberron is one steeped in pulp action and noir mystery. It's home to thrilling two-fisted action, gritty detectives, and eldritch horrors. Everyday magic surrounds the people of Khorvaire; *everbright lanterns* illuminate the streets, the Raincallers Guild ensures bountiful harvests, and messages are relayed thousands of miles in the blink of an eye through a network of *speaking stones*.

The Eberron campaign setting was designed to make sense of the magic system of *DUNGEONS & DRAGONS*, starting from one simple concept: if we live in a world where arcane magic is reliable, repeatable—and most importantly, teachable—then wouldn't our society use magic to make our lives easier?

In Eberron, low-level spells are commonplace and harnessed like a science—but the world is one of *wide* magic, not *high* magic. Powerful spellcasters are uncommon, and heroic ones exceedingly so, so don't expect anyone to be waiting in the wings to save the world. The continent of Khorvaire has been ravaged by war for a century, ancient evils stir in the dark, and no one is coming to the rescue. Whether you walk deep in the jungles of the Shattered Land or on the mean streets of the City of Towers, **Eberron needs heroes.**

ABOUT THIS SUPPLEMENT

Dozens of official Eberron sourcebooks, adventures, novels, and articles have been published since Eberron was released in 2004. These vast resources are a goldmine for players, DMs, and adventure creators, but they can also overwhelm as you explore the setting for the first time. Similarly, *Eberron: Rising from the Last War* is a superb introduction to the setting in fifth edition, but its 320 pages are a lot to absorb—and for the sake of space, it glosses over many facets of the setting that players and DMs might find fascinating to include in their game.

Eberronicon consolidates fifteen years of lore in one supplement, providing a pocket guide that concisely summarizes the major races, places, factions, and faiths of the setting. This supplement is not intended to be comprehensive. Instead, it highlights major topics for further exploration, allowing you to quickly find what

interests you, then dig deeper in other sourcebooks. Appendix A: Secrets has hidden knowledge for DM eyes only. Appendix B: Further Reading contains resources for diving deeper.

LEARN MORE

Each section contains a "Learn More" note suggesting further reading. When you see a line like this...

? **Learn more:** ECG chapter 4.

...it's our suggestion of where to learn more. Check **Appendix B: Further Reading** for all the abbreviations used in these references. While the information on any given topic might be spread across two, three, or a dozen sourcebooks, this note focuses on a couple favorite sources to give you a great start. If you only have time to read one source, make it one of these.

We hope this supplement serves as an invaluable resource, regardless of whether you're a player, DM, or adventure creator:

- If you're a player creating your first (or thirteenth) Eberron character, you can easily find character options that interest you, then delve deeper in the official sourcebooks.
- If you're a DM in the middle of an engrossing session, you can look up information on the fly, instead of digging through a dozen sourcebooks while your players look on.
- If you're creating an adventure or an entire campaign, you can discover new ideas for intriguing locations and nefarious enemies, conveniently presented in a few short sentences to select subjects worth pursuing further. We also include a Secrets appendix to inspire deeper mysteries and plots that player characters would be unaware of.

SETTING DISTINCTIVES

If you've played in another fantasy setting before encountering Eberron, you'll find many similarities between the two worlds—and perhaps just as many differences. This section highlights unique elements to set the tone for your explorations in this new world. But as with any setting, you should feel free to take what works for your campaign, while adapting other elements to tell the story of *your* Eberron.

MAGIC & TECHNOLOGY

Eberron is a world of magical industry. Artificers and wizards fill a similar role to our own world's engineers and scientists, using schools of magic instead of scientific disciplines. However, Eberron is not a "high magic" setting. Spells above third level are rare in Khorvaire, with such magic generally only available to the wealthy. Magic above fifth level is a thing of legends. Instead, Khorvaire is defined by its application of everyday "wide magic"—clever use of cantrips and low-level spells to make life easier.

While Eberron has a similar aesthetic to steampunk and related genres, it isn't a world of mundane technology, steam power, clockwork constructs, and the like. The Eberron setting is built on the assumption that in a world with pervasive low-level magic, there would be little need for mundane inventions because magic has taken their place. So instead of the linear advancements of steampunk settings that mirror the real world, Eberron can be a world without mundane technology due to the pervasiveness of arcane technology. For example, the trains don't need to run on steam or electric power—not because of a primitive understanding of science, but because you don't need steam if you can bind powerful elementals in Khyber dragonshards and tap their power instead.

INDUSTRY & COMMERCE

Despite the distinction in what powers technologies in Eberron—magical advancements instead of mundane ones—many industries of Khorvaire feel similar to our own world at the turn of the 19th to the 20th century.

While the dragonmarked houses might bring to mind the dystopian corporations of cyberpunk, they actually reflect a much older economic organization: medieval guilds. Structured around families and bound by limited technologies, the houses have not commercialized and primarily rely on licensing to regulate industry, rather than doing everything themselves.

HEROIC PULP ACTION

While dragonmarked houses and nations vie for supremacy in Khorvaire, the conflict is often less focused on economic espionage and more on relic hunting. Bands of adventurers venture into the dangerous frontiers like Xen'drik and the Mournland, racing to be the first to recover lost magic.

Unlike the grim tone of cyberpunk settings, Eberron's evils are balanced by the sense that heroes can change the world. In cosmic horror, the actions of the heroes are futile in the face of an inevitable eldritch future. In Eberron, spells and steel can stop antediluvian horrors. Villains may weave dastardly schemes, but they can be defeated in a final high-stakes confrontation.

WANDSLINGERS

The frontier of Q'barra is patrolled by roving wandslingers, dispensing justice and mediating disputes. The battlefields of the Last War were fought not only by warriors with sword and shield, but by wandslingers hurling spells across enemy lines. While a wand can be a toy or tool, it is also a weapon, and wizards who openly carry a wand are publicly representing their threat. Your character's wands can be ergonomically designed and look like guns if you enjoy that aesthetic, but the advances of magic have made gunpowder unnecessary—why spend centuries refining a dangerous chemical compound when magic constantly provides an easier solution with wands that never jam or backfire?

THE LAST WAR

The continent of Khorvaire has just emerged from a century of war, which included periods of intense conflict intermixed with times of uneasily glaring at each other across borders. Nations lost territory, gained, and lost again, and several new nations were established from land seized from others. With shifting allegiances throughout the century of conflict, nearly every nation has considered all its neighbors enemies at some point. Though hostilities ceased with the Treaty of Thronehold and the nations are rebuilding relationships with their neighbors, the memory of tensions has not faded.

However, the dragonmarked houses have ensured some measure of stability, remaining neutral throughout the conflict. Dragonmarked heirs have an allegiance that transcends national borders, serving every nation alike, regardless of nation of birth.

In this world of wide magic, the innovations of warfare were not ones of machinery and gunpowder. The battlefield was not controlled by archers and wandslingers, not ranks of riflemen. Artillery was dominated not by mundane cannons, but by massive siege staffs—wands made out of whole tree trunks.





SENTIENT CONSTRUCTS

Classical fantasy settings often feature soulless golems and constructs crafted by wizards, powered by alchemy or other magic. Steampunk settings expand on this with clockwork automatons using gears, wires, and an oil can to keep everything running smoothly. Cyberpunk settings spotlight high-tech robots with advanced artificial intelligence.

In Eberron, the warforged are magically animated, but they're no mere constructs nor clockwork devices. Beneath their armored exterior, warforged are made of living wood that functions as muscle, bone, and central nervous system. Warforged are not artificial intelligences, but fully sentient, with the same capacity for love, fear, and faith as any other person.

SHADES OF GRAY

People in Eberron are neither paragons of virtue nor vile exemplars. Even the jovial barkeep may water down his ale, an evil act of fraud. Villains have motivations beyond "They hate everyone, especially puppies." Community leaders might do the right thing for all the wrong reasons.

While Eberron does not disregard alignment entirely, few creatures have fixed alignment. Traditional "monstrous" races, like goblins and harpies, are no more inclined to evil than dwarves or halflings, and while nations of monstrous creatures might be unfamiliar and uncomfortable to people from the Five Nations, its residents are not inherently evil. The only mortals bound to a certain alignment are those cursed with lycanthropy. Otherwise, all are free to live and act as they please, for good or evil. Immortal beings—whose existence flows from the distilled essence of their planes—usually fall within traditional alignments of good and evil, but even so, celestials can fall and fiends can rise.

DISTANT DEITIES

The gods of Eberron are distant, if they exist at all, and they certainly don't walk the face of the earth. All souls, good and evil, fade away in Dolurrh together. Without cosmic forces of divinity shaping each moment, mortal souls choose their own destiny. Even a powerful cleric of the Sovereign Host can't prove the presence of the Host, but believes they are ever-present, such as viewing Onatar's existence as every strike of a hammer on the forge. Spells that commune with deities in other settings instead might reach powerful outsiders, who may have godlike powers but are only deities by merit of those that give them worship—and those powerful outsiders have no concrete proof of the existence of greater powers either. In Eberron, religion is truly a matter of faith, not sight.

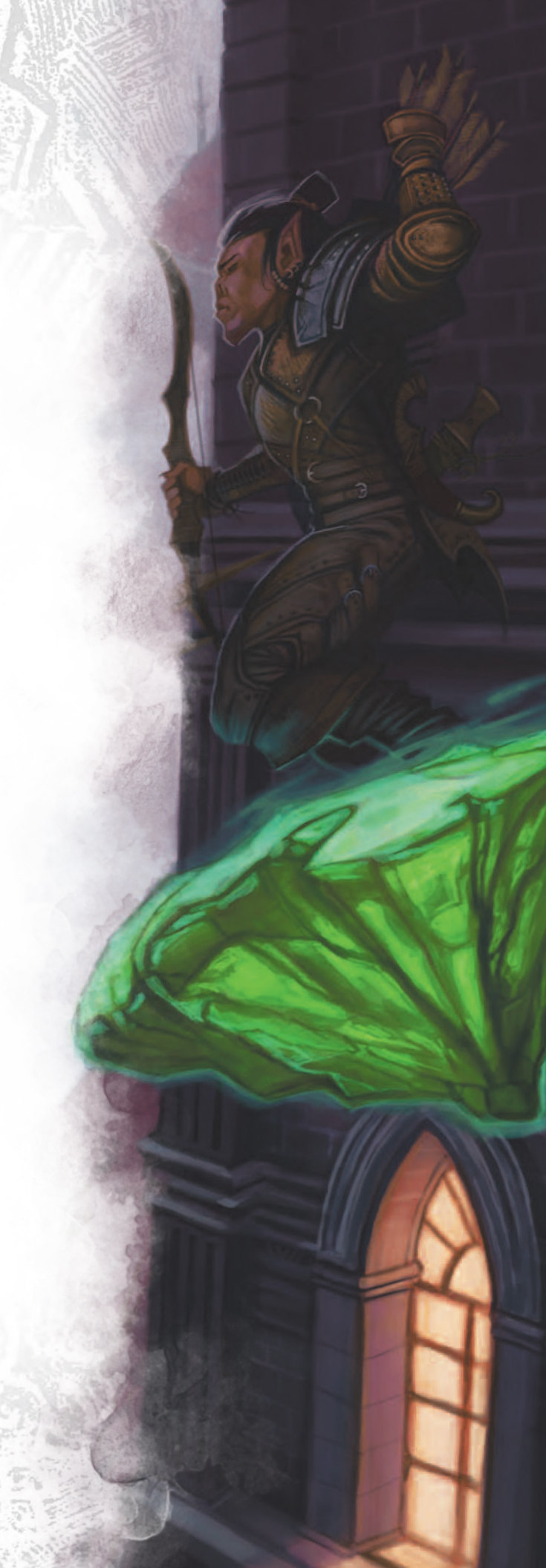
THE DRACONIC PROPHECY

The Draconic Prophecy appears everywhere: in the sky, on the ground, in the pattern of streams flowing over sand, and, more recently, on mortals in the form of dragonmarks. Few creatures can begin to fathom its depths, let alone interpret its shifting nuances that speak to all possible futures.

Dragons, with their advanced culture and spellcraft beyond the comprehension of lesser creatures, are one of the few mortals with the capacity to understand the immensity of the Draconic Prophecy. They dedicate their long lives to its study, believing that the Prophecy was set in place by the Progenitors as a way to guide them forwards into the future. Despite (or perhaps because of) their interest in the Prophecy, most dragons do not interfere in the affairs of other creatures, living in an isolated culture on the continent of Argonnessen.

DRAGONMARKS

Three thousand years ago, the first dragonmarks appeared, mysteriously giving magical power to their humanoid bearers. There are twelve true dragonmark types, each tied to a certain race and granting a particular set of abilities. They can manifest—seemingly at random—on individuals descended from a marked bloodline. More recently, destructive aberrant marks began appearing on creatures of every race, even those with no true dragonmarks in their heritage.





CHAPTER 1: RACES

From honorable hobgoblin artificers to elf necromancers venerating their undead ancestors, Eberron is a world of surprising cultures. This section highlights interesting lore and possible origins for characters of every race.

CHANGELINGS

Though changelings have an unmistakable appearance—pale skin and hair, and mere hints of noses and lips—it’s rare to spot them in their natural form. This race of shapeshifters is commonly mistrusted, though no more innately dishonest than any race. They live (often unseen) throughout Khorvaire and beyond.

🔍 **Learn more:** PGE “Changelings,” ROE chapter 3.

GRAY TIDE

The Gray Tide principality was founded by the changeling privateer Prince Kel in dreams of establishing a homeland for his race. Changelings can be found in Gray Tide (and the surrounding Lhazaar Principalities) in the greatest concentrations in Khorvaire. Here, many openly inhabit their natural forms, rather than taking the guise of other races, and find widespread acceptance from the other races.

🔍 **Learn more:** DGS “The Lhazaar Principalities, Part 2.”

INTELLIGENCE AGENCIES

Changelings are prime recruits for clandestine networks, making them far more common among the ranks of intelligence agencies than in the general population. Changelings can easily find employ with the Dark Lanterns of Breland, Royal Eyes of Aundair, Argentum of Thrane, Twilight Brigade of of Karrnath, Thousand Eyes of Sarlona... or other less legitimate agencies. Despite not having a dragonmark of their own, changelings could also find employ with any dragonmark house.

🔍 **Learn more:** KBB “Dragonmarks: Spies, Heraldry.”

LOST

Lost is a city of doppelgangers and changelings, made of living buildings that can move and change shape. Though generally found in Droaam (when it can be found at all), Lost is rarely in the same place for long, and what may be an ogre camp one day could be a pastoral farm town along the border the next. The city of Lost has pledged fealty to the Daughters of Sora Kell and offers them their talents as spies.

🔍 **Learn more:** DUN 193 “Eye on Eberron: Lost,” ECG chapter 4.

RIEDRAN

In Riedra, on the continent of Sarlona, changelings are regarded with awe and dread. The Riedran Path of Inspiration teaches that if humans live a good life, their spirit is reincarnated into a changeling’s form in their next lifetime. Riedran changelings are under immense social and religious pressure to serve the Inspired, and it is highly improbable one would abandon their place in the order of things for other pursuits.

🔍 **Learn more:** SOS chapters 1-2.

TYRANTS

The changeling gang known as the Tyrants is one of the three major criminal organizations of Sharn. These information brokers use their shapeshifting abilities for blackmail, fraud, and more. The Tyrants can be an excellent source of information—or terrible enemies who turn a victim’s secrets against them.

🔍 **Learn more:** SCT chapter 5.



DRAGONBORN

Honor-bound warriors created to serve the true dragons of Argonnessen, dragonborn come from a proud martial tradition.

? **Learn more:** EPG chapter 2.

ARGONNESSEN

The legendary continent of Argonnessen is the true home of the dragonborn. While the interior of the continent is home to militaristic city-states, adventurers are much more likely to be from the isle of Seren or the nearby northern coast of Argonnessen, worshiping the dragons but rarely interacting with them.

? **Learn more:** EPG chapter 2.

Q'BARRAN

The swampy jungles of Q'barra are home to Khorvaire's dragonborn. They long ago formed an empire that ruled over modern Q'barra and extended out to the Talenta Plains. Today, the dragonborn still fulfill their ancient duties in the ruins of their fallen empire... though some yearn to reclaim their former glory. Though human-dragonborn relations have always been tense, the conflict has cooled somewhat in the last couple years.

? **Learn more:** ECG chapter 4, DUN 185 "Poison Dusk, Black Sun."



DROW

Eons ago, enslaved elves on the continent of Xen'drik rebelled. Their oppressors, the giants, responded by creating the drow, twisting and transforming their elvish captives. These new creatures with strange powers and perfect darkvision were tasked with assassinating the elvish rebels. When the giant civilization crumbled, the drow made their own way, settling in the ancient ruins of Xen'drik.

? **Learn more:** SOX chapter 3.

VULKOORI & QALTIAR

The tribes of the Vulkoori, the most well-known drow culture in modern Xen'drik, revere the scorpion-god Vulkoor. Other branches of these tribes, such as the Qaltiar, have a broader focus on worshiping primal spirits. These drow have a special hatred of giants, their fallen masters.

? **Learn more:** CSR chapter 4, SOX chapter 3.

SULATAR

The Sulatar worship the raw power of fire and practice the binding of fire elementals, magic learned long ago from their giant masters. The only known community of Sulatar drow lies in and around the Obsidian City, deep in the forests of Xen'drik.

? **Learn more:** SOX chapter 3.

UMBRAGEN

The ancestors of the modern Umbragen fled into Khyber after the fall of the giants, deeming a struggle against the horrors of Khyber less terrifying than the war of giants and dragons. Their mages made a pact with the Umbra, a well of spiritual energy that infused the drow with dark power to fight the horrors of Khyber. Their civilization is now threatened by armies of the daelkyr, and the secretive Umbragen have begun sending representatives to the surface in hopes of finding a way to turn the tide.

? **Learn more:** SOX chapter 3, DRA 330 "The Umbragen."





DWARVES

Between the powers of commerce granted by the Mark of Warding, and the control of the Mror Holds over Khorvaire's mineral resources and precious metals, dwarves enjoy prosperity and power. Still, simmering rivalries between clans threaten to boil over and destroy the fragile peace that the Iron Council has imposed on the boisterous dwarves.

Learn more: RLW chapter 1, DGS "Dwarves of the Mror Holds, Part 2."

CITY

While the Mror Holds are the dwarven homeland, many have emigrated to the rest of Khorvaire in the past thousand years. These city dwarves easily blend into society, most pledging their loyalty to their own countries, not the Mror Holds.

Learn more: RLW chapter 1.

DRAGONMARKED

The Mark of Warding is carried by dwarves with the blood of House Kundarak in their veins.

Learn more: See *Factions: Dragonmarked Houses*.

AKIAK

The Akiak dwarves in distant Sarlona are the remnants of a once-great dwarven nation that included both surface dwarves and duergar. Today, its remaining members stage guerilla-style assaults against Riedran forces, hoping to reclaim their lost homeland in the Paqaa Mountains.

Learn more: SOS chapters 1-2.

MROR

The dwarves of the Mror Holds are happy to enjoy the riches of their newfound independence from Karnath and their control over the natural resources of the Ironroot and Hoarfrost Mountains. During the Last War, they discovered the Realms Below, the remains of a once-great underground kingdom. While the dwarves eagerly excavate the ruins in search of untold treasure, they have woken a powerful daelkyr lord, Dyrrn the Corruptor. Every stronghold recovered from the Realms Below is paid for in dwarven blood.

The twelve clans of the Iron Council cannot come to an agreement on how to deal with Dyrrn and his forces. The influential Clan Mroranon spurns Dyrrn and his magic. The wealthy Clan Soldorak, on the other hand, has embraced the weapons of the daelkyr, and many of its warriors and leaders carry symbionts—organic weapons and tools that meld with flesh—developed by Dyrrn.

Learn more: RLW chapter 2, PGE "Dwarves."



ELVES

Former slaves of the giants, the long-lived elves of Eberron chase the immortality that was stripped from them when the giants kidnapped eladrin and transformed them into mortals. They fled and settled in Aerenal, and later Khorvaire, where elves bearing the Mark of Shadow have found renown as the greatest entertainers and artists of Khorvaire.

? **Learn more:** RLW chapter 1.

AERENI

When elves settled on the tropical islands of Aerenal southeast of Khorvaire, they found powerful manifest zones to Irian and Mabar. In time, their necromancers created the first of the Undying, giving the greatest of the Aereni immortality of sorts by turning them into undead powered by positive energy. The Undying Court offers wisdom and guidance to those that yet live.

Aereni elves focus on perfection in a way shorter-lived races struggle to comprehend, and while Aerenal is ruled by noble families, they are selected based on merit, rather than blood.

? **Learn more:** PGE “Aerenal,” DGS “[Elves of Aerenal, Part 1](#)” & “[Part 2](#)”.

BLOODSAIL

The Bloodsails of the Lhazaar Principalities are the descendants of elves exiled from Aerenal for practicing Mabaran necromancy. After founding the Bloodsail principality, they continued to practice their faith, exalting undead sustained by negative energy. Vampires receive special honor, and Bloodsails hope to earn the right to become one themselves in death.

? **Learn more:** DRA 410 “[Eye on Eberron: The Bloodsail Principality](#),” DGS “[The Lhazaar Principalities, Part 2](#).”

CITY

A group of elves moved to the continent of Khorvaire three millennia ago, integrating into communities across the continent. A city elf raised in Breland identifies far more with their fellow Brelish citizens than they ever would a cold and regal elf from Aerenal.

? **Learn more:** PGE “[Half Elves & Urban Elves](#).”



DRAGONMARKED

The Mark of Shadow is carried by elves with the blood of House Phiarlan in their veins. However, not all elves with the Mark of Shadow are part of House Phiarlan. Nearly three decades ago, the Shadow Schism split the house, and the Thuranni family formed their own rival house. Phiarlan has claimed the western half of Khorvaire, while Thuranni has its most powerful holdings in Karrnath and the Lhazaar Principalities.

? **Learn more:** See [Factions: Dragonmarked Houses](#).

ELADRIN

The old stories are filled with legends of mythical feyspires. Ruled by powerful archfey and inhabited by elegant eladrin, they came and went from the Material Plane—but this all changed when the Day of Mourning struck. The feyspires became stuck, scattered across Eberron and unable to return to their native Thelanis.

? **Learn more:** EPG chapter 2, ECG chapter 1.

TAIRNADAL

Most Tairnadal live on the mountainous isles of northern Aerenal, dedicated to ensuring the immortality of their greatest ancestors by emulating the deeds of these patron spirits. Each Tairnadal is selected by a patron spirit upon reaching adulthood, and live the rest of their life seeking to emulate them; for example, if one's patron spirit was a mighty warrior, they would seek worthy foes and great conflicts.

A large group of Tairnadal, the Valaes Tairn, immigrated to what was once southeastern Cyre. They served as mercenaries during the Last War before annexing the territory, now known as Valenar.

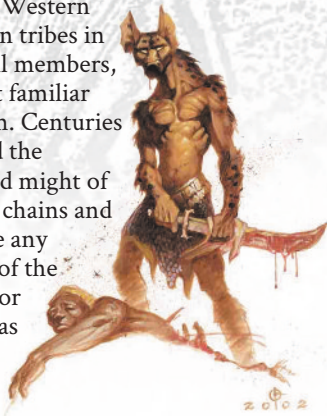
? **Learn more:** PGE “[Valenar](#),” DGS “[The Elves of Valenar, Part 2](#).”



GNOLLS

Gnolls are predominantly found in Western Khorvaire. While the savage carrion tribes in the Demon Wastes have some gnoll members, people of the Five Nations are most familiar with the Zvir Pact gnolls of Droaam. Centuries ago, this group of gnolls abandoned the worship of fiends, and the combined might of a dozen clan leaders shattered their chains and ensured they would no longer serve any demonic master. Today, the gnolls of the Zvir Pact live free, neither conqueror nor conquered. Sometimes known as the Gnoll Brotherhood, the Zvir Pact serves as mercenaries, trackers, and bounty hunters, with their archers held in high regard.

🔍 **Learn more:** PGE “Droaam,” DRA 368 “Backdrop: Graywall,” Queen of Stone novel.



GNOMES

Gnomes are cunning, social creatures who will never draw a dagger if a whispered message would have the same effect, yet never flinch when the dagger is necessary. They have an unquenchable thirst for knowledge, which has led to them creating pillars of academic knowledge like the Library of Korranberg. The gnomes possess secret knowledge of how to bind elementals to Khyber dragonshards, making them an integral part of the economy of Khorvaire.

🔍 **Learn more:** RLW chapter 1, PGE “Gnomes.”

DRAGONMARKED

The Mark of Scribing is carried by gnomes with the blood of House Sivis in their veins.

🔍 **Learn more:** See *Factions: Dragonmarked Houses*.

ZIL

The gnomes of Zilargo are enamored with knowledge to the point of excess. They can be found making studies of any of a dozen topics, but their greatest strengths lie in diplomacy, shipbuilding, and elemental binding. Their tight-knit social structure encourages Zil gnomes to ask questions and study others, leading to a significant population of bards and diplomats. Meanwhile, the shadows hold the efficient spies and deadly assassins of the Trust, dedicated to maintaining the order of society against all threats, internal and external.

🔍 **Learn more:** PGE “Gnomes,” DGS “The Gnomes of Zilargo, Part 1” & “Part 2.”

GOBLINOIDS

Goblinoids—known in their own tongue as *dar*, “the People”—lived in Khorvaire for many millennia before humanity settled there. The great Empire of Dhakaan spanned most of the continent, but after a long war with alien creatures from Xoriat, the Dhakaan Empire collapsed.

Thousands of years later, the remnants of the proud goblinoids are scattered across Khorvaire. The Goblin language is widespread, especially in the more untamed areas, and is treated as Common by many of the monstrous races.

🔍 **Learn more:** RLW chapter 1, PGE “Goblinoids,” KBB “Dragonmarks: Goblins.”

CITY

After the Empire fell, many goblinoids were enslaved by humans and their kin. The founder of Galifar won their loyalty by promising freedom if they fought by him to unite the continent. Since that day, city *dar* have lived side by side with the other residents of the Five Nations, and identify far more strongly with their fellow citizens than with Darguun.

🔍 **Learn more:** PGE “Goblinoids.”

DARGUUL

During the Last War, a coalition of goblinoid warlords betrayed the Cyrans who were employing them as mercenaries. They claimed the land in southwestern Cyre as Darguun, “Land of the People.” Facing war on all fronts, Cyre did not possess the troops to reclaim the land, and so a new *dar* nation was born.

Among the fierce Darguul, two main factions exist. The Ghaal'dar are hobgoblin-led tribes in the lowlands, generally loyal to Llesh Haruuc, warlord ruler of Darguun. By contrast, the Marguul—savage bugbear clans of the mountains and southern Darguun—have little respect for the rule of law.

🔍 **Learn more:** PGE “Goblinoids.”

DHAAKANI

As the Empire of Dhakaan fell, some *dar* retreated deep underground, sealing themselves in to preserve the culture and knowledge of their people. These enclaves hold long-lost secrets of artifice that even the best of House Cannith cannot match.

Recently, the Heirs of Dhakaan have begun to reemerge on the surface. These martial *dar* have little interest in wizardry or religion, but take pride in their legacy of brilliant artificer-smiths and legion-inspiring dirge-singer bards who sing of heroes of legend.

🔍 **Learn more:** RLW chapter 1, KBB “Dragonmarks: Goblins.”



HALF-ELVES

Elves met humans two millennia ago when elves from Aerenal moved to Khorvaire. Their descendants formed a new race known as *Khoravar*—the Children of Khorvaire. Half-elves take pride in their race and in the importance of their two dragonmarked houses, Lyrandar and Medani.

The Khoravar have easily inserted themselves in Khorvairian culture and can find a home most anywhere on the continent. These half-elves have strong bonds of community and great pride in their racial identity, but also believe in the value of cooperation with other races.

🔍 **Learn more:** PGE “Half-Elves & Urban Elves,” ROE chapter 5, DGS “The Khoravar: Half-Elves of Khorvaire.”

DRAGONMARKED

The Mark of Storm is carried by half-elves with the blood of House Lyrandar in their veins, and the Mark of Detection is carried by House Medani.

🔍 **Learn more:** See *Factions: Dragonmarked Houses*.

FIRST-GENERATION

Although it’s uncommon for humans and elves to procreate, first-generation half-elves do exist. They do not generally hold a strong Khoravar identity, but rather gravitate to whatever culture they were raised in. Unlike other half-elves, they do not share the Khoravar blood of Lyrandar or Medani, and therefore never manifest either dragonmark.



HALF-ORCS

Over the years, the native orc and immigrant human tribes of Khorvaire inevitably intermingled. Half-orcs are not a true-breeding race that consistently reproduces itself like the Khoravar, nor do they have as distinct of a racial identity. These half-human, half-orc offspring are viewed as brutish in much of the Five Nations, but find respect in the Shadow Marches, Droaam, and to a lesser extent, the Eldeen Reaches.

🔍 **Learn more:** PGE “Orcs,” ROE chapter 5.

DRAGONMARKED

The Mark of Finding is carried by half-orcs (and humans) descended from Marchers with the blood of House Tharashk in their veins.

🔍 **Learn more:** See *Factions: Dragonmarked Houses*.

MROR

There are few half-orcs in the Mror Holds, but those that live there are generally born of unions between the humans and the Jhorash'tar orcs the dwarves drove underground. Like their orc forbearers, Mror half-orcs are likely to hold enmity toward the dwarves. They are not related to the Jhorgun'taal of the Shadow Marches, and do not manifest dragonmarks unless Tharashk blood is brought in.

🔍 **Learn more:** ECG chapter 4, MRM chapter 1.

MARCHER

Long ago, human immigrants to western Khorvaire landed on the marshy shores of the Shadow Marches and were taken in by the orcs. Their offspring—known as Jhorgun'taal, “children of two bloods”—live comfortably with a fusion of Marcher human and orc culture. It was here that the Mark of Finding recently emerged in the last thousand years, and most Khorvairians view the stereotypical Jhorgun'taal as a Tharashk bounty hunter or inquisitive.

🔍 **Learn more:** PGE “Orcs.”



HALFLINGS

Hailing from the trackless Talenta Plains, the tolerant and witty halflings have been in Khorvaire since before recorded history. Some remain nomads to this day, while others have left their tribes in the plains and seamlessly integrated into Galifaran society. Halflings tend to form small communities of their own, the most infamous of which is the Boromar Clan of Sharn.

Learn more: RLW chapter 1, PGE “Halflings.”

DRAGONMARKED

The Mark of Healing is carried by halflings with the blood of House Jorasco in their veins, and the Mark of Hospitality is carried by House Ghallanda.

Learn more: See *Factions: Dragonmarked Houses*.

TALENTAN

The halflings of the Talenta Plains in eastern Khorvaire live much as their ancestors have for millennia, with tribes of halflings tending to herds of dinosaurs—and riding them as dearly beloved spirit companions. Talentan tribes revere the spirit world, with shamans serving as spiritual advisors and guiding their migratory paths. Though Talentans are generally content to live their nomadic lives apart from the more industrialized nations around them, the Last War disrupted this lifestyle, forcing many tribes to confront the wider world.

Learn more: PGE “Halflings,” ROE chapter 5, DGS “[Druids of Khorvaire, Part 3](#).”

CITY

Halflings have adapted well to city living and can be found across Khorvaire, embracing the cultures and customs of the cities where they live. They tend to form communities or tribes within the cities that they live in—these can be a force for good or ill. The most infamous halfling community in the cities is the Boromar Clan of Sharn, a deep-rooted criminal organization with powerful political influence.

Learn more: ROE chapter 5, DRA 354 “[Dragonmarks: Boromar Clan](#).”

HUMANS

Born on the continent of Sarlona, humankind first immigrated to Khorvaire over three thousand years ago. As legendary figures like Karrn the Conqueror cut a bloody path through the shambles of the Dhakaani Empire, humans slowly spread across the continent. In addition to the following unique cultures across the world, this enterprising and adaptable race is ubiquitous throughout most of Khorvaire.

Learn more: PGE “Humans.”

DEMON WASTES

The second wave of humanity coming from Sarlona landed on the western shores of Khorvaire. Those unlucky enough to land on the northern half of the continent became part of the Carrion Tribes, savage tribes that worship demonic powers and other terrible forces.

Learn more: RLW chapter 2, PGE “[Demon Wastes](#).”

DRAGONMARKED

The Mark of Making is carried by humans with the blood of House Cannith in their veins. The Mark of Handling is carried by House Vadalis, the Mark of Passage by House Orien, and the Mark of Sentinel by House Deneith. Additionally, while House Tharashk is a half-orc house, some humans have Tharashk ancestry and can also manifest the Mark of Finding.

Learn more: See *Factions: Dragonmarked Houses*.

SARLONAN

Sarlona is the birthplace of humanity and the cradle of its first great civilizations. Today, the majority of the continent is dominated by the nation of Riedra. The Inspired, generally considered benevolent rulers of this peaceful yet xenophobic country, are believed to be reincarnations of the greatest leaders and warriors in human history.

By contrast, the human tribes of Syrkarn live in a wild, harsh, but free land. The humans of Adar live in mountain fortress-monasteries that shelter peaceful monks.

Learn more: SOS chapter 2.

SEREN

The Seren islands are home to fierce barbarian tribes that revere the dragons of the mysterious mainland of Argonnessen. Rumor holds that Serens are terrifying cannibals who sacrifice children to dragons, but these are vastly exaggerated. Rather, these ferocious raiders and seafarers believe they have an ancestral duty to guard Argonnessen, land of dragons, from the unworthy.

Learn more: PGE “[Dragons: Seren](#),” DGS “[Serens, Part 1](#).”





KALASHTAR

Kalashtar are descended from human monks that melded their minds with quori—dream spirits of light that fled Dal Quor in search of refuge on the Material Plane. The children of these monks became the kalashtar, and while they appear like uncannily beautiful humans, they are a separate race. These psionically gifted people carry a genetic link to those same spirits their ancestors bonded with millennia ago.

Kalashtar are born into a secretive interplanar conflict that they rarely entrust other races with knowledge of. They believe that sinister quori spirits rule Dal Quor, the Plane of Dreams. Through following their faith, the Path of Light, the kalashtar hope to bring about a new age in Dal Quor—one of light instead of nightmares.

Learn more: PGE “Kalashtar,” ROE chapter 4.

ADARAN

The original kalashtar were born in Adar, on the continent of Sarlona. Most kalashtar remain in Adar to this day, living peaceful, meditative lives alongside others of their race in monastic communities. Adaran kalashtar tend to be “lightbringers,” believing the turning of the age will come about through lives of goodness, rather than active conflict with the evil spirits of the Dreaming Dark. However, some are forced to turn to combat, as Inspired forces from Riedra often clash on their borders.

Learn more: SOS chapters 1-2.

KHORVAIRIAN

Some kalashtar emigrated from their Adaran home to the continent of Khorvaire, blending the culture of their homeland with the lifestyle of the Five Nations. The kalashtar have established close-knit communities in major cities, preferring to blend in rather than cause trouble. They tend to distrust outsiders for fear of agents of the Dreaming Dark, and prefer to deal with problems themselves rather than try to convince authorities of the incredulous threat from nightmare spirits. Khorvairian kalashtar are more likely to take an active stand against evil than their Adaran relatives, some choosing the difficult path of “shadow watchers.”

Learn more: ROE chapter 4.

KOBOLDS

These small lizard-like humanoids are assumed primitive by many, but the clever kobolds simply prefer to live simply, apart from civilization. They believe themselves to be the first mortal race, born of blood spilled during the ancient conflict of the Progenitors—Khyber, Eberron, and Siberys. Kobold strengths include their ingenuity, ability to work together, and their sheer numbers.

Iredar kobolds trace their ancestry to Eberron and have moderate views, living in their mountain caves and fighting to protect themselves. Irvhir kobolds live deep in Khyber and fight everyone, including the iredar. Stories are told of the irsvern, winged kobolds that live on mountaintops and claim descent from Siberys, but no proof of their existence has been presented.

Learn more: DGS “Kobolds of Khorvaire.”

DROAAMISH

Usually of the lowest caste, the kobolds of Droaam are bullied by the larger denizens of the realm. The cleverness of the kobolds is not underestimated, however, and Kethelrax the Cunning, a kobold in Southern Droaam, has even been recognized and titled as a warlord by the crone queens, much to the chagrin of his neighbors.

Learn more: PGE “Goblinoids,” ECG chapter 4.

Q’BARRAN

In Q’barra, kobolds tend to stay to the west, living in and on the Endworld Mountains. Q’barran kobolds are leery of outsiders, and lead frequent raids into settlements like Wyrmswatch to chase away interlopers and harvest supplies.

Learn more: ECG chapter 4.

ZIL

The kobolds of Zilargo primarily inhabit the Seawall Mountains on the eastern border with Darguun. The irvhir are engaged in constant conflict, defending their tunnels and caverns against the gnomes and dwarves of Zolanberg that seek to mine the mountain’s riches—including Khyber dragonshards, key to elemental binding.

Learn more: ECS chapter 7.





LIZARDFOLK

Lizardfolk are an uncommon race sometimes lumped together with dragonborn and kobolds and called “scales” by confused Khorvairians. These territorial creatures tend toward a tribal society, and can be found hidden in pockets scattered across the globe, especially in Q’barra and Xen’drik.

Learn more: WGE chapter 3, PGE “Q’barra.”

Q’BARRAN

The swamps of Q’barra are home to most lizardfolk of Khorvaire. There, the Cold Sun Federation dedicates themselves to fighting their hostile Poison Dusk kin that worship demonic forces.

Decades ago, the Cold Sun Federation signed a treaty with the human settlers of New Galifar, but the past few years have seen a significant rise in tensions between the Federation and New Galifar as House Tharashk escalates its dragonshard mining.

Learn more: PGE “Q’barra,” DUN 182 “Backdrop: Q’barra,” DUN 185 “Poison Dusk, Black Sun.”

XEN’DRIK

Lizardfolk can be found in scattered communities throughout Xen’drik. Many are the pawns of dragons; meanwhile, one large community guards the Ring of Storms, an isolated valley holding a gigantic fallen Siberys shard.

Learn more: DUN 122 “Backdrop: The Ring of Storms,” SOS chapter 3..

ORCS

Orcs, one of the few races native to Khorvaire, are neither wild or uncivilized, but live driven more by belief and passion than by any desire to build an empire. As a result, they were pushed to the edges of the continent by the goblinoid Dhakaani Empire. Today, orcs tend to live by their passions in small family groups and clans.

Learn more: PGE “Orcs,” KBB “[Dragonmarks: Orcs and the Ghaash’kala.](#)”

DEMON WASTES

The orcs that inhabit the Demon Wastes and the twisted passages of the Labyrinth are some of the few mortals that live in this bleak region. Most worship dark fiendish powers, though they occasionally hear the call of the Binding Flame and seek to join the Ghaash’kala.

The Ghaash’kala orcs believe themselves charged with the sacred duty of protecting the world from the horrors of the Demon Wastes. These tribes—primarily comprised of orcs, but also humans and half-orcs—guard the primary passage in and out of the Labyrinth. These holy warriors dedicate their lives to serving *Kalok Shash*, the Binding Flame.

Learn more: KBB “[Dragonmarks: Orcs and the Ghaash’kala,](#)” PGE “Demon Wastes,” DUN 172 “Expeditionary Dispatches: Guardians of the Labyrinth.”

JHORASH’TAR

In the Mror Holds, the orcs living in its most desolate mountainous regions are known as the Jhorash’tar. With the rise of dwarven civilization, they have been pushed to the fringes of the land. However, the Jhorash’tar have found staunch allies in the dwarven clans of Toldorath and Tordannon, who lobby against Clan Mroranon to grant the orcs full clan status, including a seat on the Iron Council.

Learn more: ECG chapter 4, MRM chapter 1.

MARCHERS

The Shadow Marches are considered the traditional homeland of the orcs, and many live there to this day. Most Marcher orcs live in small tribes scattered throughout the swamps. Some worship aspects of powerful fiends and aberrations as members of Cults of the Dragon Below, while a rare few still follow the path of the Gatekeepers, the oldest druidic tradition in Khorvaire.

Learn more: PGE “Orcs,” KBB “[Dragonmarks: Orcs and the Ghaash’kala.](#)”



PLANETOUCHE

Planetouched creatures are a rarity in Eberron, but in a world of magic and mystery, anything can happen. Planar energies might infuse and change the biology of children born in manifest zones, granting them unexpected powers. Even outside of manifest zones, the unpredictable powers of planes could change the physiology and abilities of any creature, whether through an encounter with an extraplanar creature summoned during the Last War or an accident of artificing.

AASIMAR

The rare aasimar are not a race, but rather, individuals chosen by powerful forces for good. Some are created through the influence of the planes, with powerful celestial guides. Aasimar can also be chosen by the Silver Flame, often joining the clergy as their couatl guides urge them onwards. Or an elf might be touched by Irian and guided by their own Undying ancestors.

? **Learn more:** WGE chapter 3, KBB “Dragonmarks: Aasimar.”

DAELKYR HALF-BLOODS

The foul taint of the daelkyr, powerful aberrations from Xoriat, can warp creatures in disturbing ways. Whether twisted by a manifest zone or subjected to the foul attentions of a breed leech before they were born, daelkyr half-bloods are distinguished from their birth race with the manifestation of strange powers—and a twisted symbiont twin, grown out of their very bodies.

? **Learn more:** MOE chapter 2.

GENASI

Genasi are touched by powerful elemental forces from the planes. An air genasi might be touched by Lamannia or Syrania, while a fire genasi would likely be touched by Fernia or Kythri.

? **Learn more:** EPG chapter 2.

TIEFLINGS

In Eberron, not all tieflings have red skin, horns, and tails, though all are humanoids touched by inhuman power. The variant tieflings in *Mordenkainen’s Tome of Foes* could represent the influence of different powers and planes; Levistus for Risia, Zariel for Shavarath, etc.

The Venomous Demesne, a hidden city in Droaam, is home to tieflings that fled the Sarlonan region of Ohr Kaluun seeking safety from the Inspired. Their unnatural powers were gifted as part of a dark pact their ancestors made thousands of years ago. These tieflings do appear like traditional ones of other settings.

In the Demon Wastes, tieflings known as sakah are corrupted by the fiendish overlords and their rakshasa servitors. Their appearance varies, but all have signs of fiendish influence.

Rellekor, a small town in Thrane, has a large tiefling population. The village was established by the Church of the Silver Flame as a haven for planetouched tieflings, surrendered to village elders at birth.

? **Learn more:** MRM chapter 2, KBB “Dragonmarks: Tieflings.”



SHIFTERS

Drawing on their beast within to temporarily shift, shifters can take on aspects of the animal they embody to grant abilities such as increased strength or speed. They value individualism and rely on instinct and emotion. Most shifters live in the Eldeen Reaches, though they can be found in rural areas throughout Khorvaire.

Common belief holds that shifters—or “weretouched”—are related to dangerous lycanthropes, but shifters are neither cursed nor contagious. Nearly two centuries ago, fanatical elements within the well-meaning Church of the Silver Flame sought to purge them along with the lycanthropes; as a result, many shifters mistrust the Church to this day.

? **Learn more:** RLW chapter 1, ROE chapter 2.



ELDEEN

The western Eldeen Reaches are filled with shifter communities, some integrated with druidic sects such as the moonspeakers, other tribes hidden deep within dense forests. Most Eldeen tribes are small and led by a council of elders.

? **Learn more:** ROE chapter 2.

DROAAMISH

In the wake of the Lycanthropic Purge, many shifters ended up as refugees in Droaam. In the century since, they have become a common sight in this nation, working alongside gnolls, orcs, and goblinoids.

? **Learn more:** ECS chapter 7.

TASHANA

Shifters originally came from the frozen north of Sarlona, and today, there are many tribes that still eke out an existence in the plane-scarred Tashana Tundra. These semi-nomadic tribes place less importance on individuality than most shifters from Khorvaire, and instead emphasize community, simplicity, and spirituality.

? **Learn more:** SOS chapter 2.

TASKAAN LEGION

These shifters, once of their own sovereign nation, fell under Riedran power as the Inspired formed their mighty empire. The Taaskan Legion, also known as the Savage Legion, serves as an elite force of ruthless shock troopers, guarding the northern borders of the Empire and serving the Chosen as personal bodyguards.

? **Learn more:** SOS chapter 2.

WARFORGED

The warforged are the most spectacular of the Last War's many innovations. These sentient golems were made by House Cannith for a single purpose: to fight and die for whoever bought them. But to their creators' surprise, they not only had intelligence, but true sentience—the ability to feel, fear, and love like any race.

With the Treaty of Thronehold and the end of the Last War, warforged were declared to be *people*, free to decide their own futures. This freedom came at a price, however; House Cannith was ordered to dismantle all its creation forges so no more warforged could ever be created.

The end of the Last War has not made life easy for these creations of war, and warforged face discrimination across Khorvair. In some places—notably Breland—they are treated equitably, but still have few opportunities for improving their station. In other regions, especially Thrane and Karrnath, many warforged are little more than indentured servants. Even where treated fairly, many warforged find themselves unsure what to do after spending their lives as obedient soldiers. Unaccustomed to frivolity and having few physical needs, some simply work for a pittance to pay off some debt unscrupulous charlatans convince them they owe.

Warforged models can serve a variety of purposes, some as nimble scouts, others as towering juggernauts, but all have some sort of armored exterior that encloses a core of living wood. Every warforged has a unique mark on their forehead, known as a ghulra—a Dwarven word for “truth.” This ghulra serves as a fingerprint, and no two are alike; their cause and meaning are a mystery, even to their creators at House Cannith.

🔍 **Learn more:** PGE “Warforged,” ROE chapter 1, DGS “[The Warforged, Part 1](#)” & “[Part 2](#).”

MOURNLAND

Unlike other races in Eberron, warforged can live in the twisted and dangerous Mournland almost as easily as out of it. They do not require food, drink, sleep, or shelter, so few of the Mournland's hazards threaten them.

Here, a growing cult gathers that follows the mysterious Lord of Blades. This charismatic leader espouses that the time of flesh and blood creatures is over, and that the warforged will be the inheritors of the continent.

There are also rumors of a smaller warforged cult known as the Godforged. They worship the Becoming God and are building a body for this titanic deity in the dead-gray mists.

🔍 **Learn more:** RLW chapter 4. Also see [Faiths: Warforged Faiths](#).



OTHER RACES

You could establish a place for any race imaginable somewhere on Eberron or its many planes. The following section suggests origins for uncommon races that have been given little attention in previous sourcebooks. As always, you are free to come up with your own explanation to suit your campaign better.

? **Learn more:** WGE chapter 3.

AARAKOCRA

Syrania, Lamannia, and their associated manifest zones are excellent places to put these creatures bound to elemental air. Aarakocra also might be found in tall and unmapped mountain ranges.

CENTAURS

Centaur herds roam the northern half of Khorvaire, especially around the Madwoods in Karrnath.

FIRBOLGS

Secretive protectors of the wilds, firbolgs might be found deep in any forest, such as the Towering Woods of the Eldeen Reaches, the Dragonwood in central Breland, or the Karrnwood in northern Karrnath.

GITH

The githzerai live in fortress-monasteries in Kythri. Meanwhile, the githyanki built theirs in the Astral Plane, raiding the other planes for supplies. Both hate the denizens of Xoriat, with a special loathing for mind flayers, corrupted versions of their own champions that were twisted by the daelkyr.

GOLIATHS

Originally from Xen'drik, the goliath race left those shores and came to Khorvaire tens of thousands of years ago, forming small clans and family units in the tall mountains of their adopted continent. Alternately, you could use goliath statistics to represent eneko, a race of half-ogres native to the land of Syrka in far flung Sarlona, or perhaps the result of secret Vadalis experiments during the Last War in pursuit of the perfect super-soldier.

KENKU

The Nightswift, a network of kenku spies, are headquartered in the city of Starilaskur in Breland. Their eyries have infiltrated many of the metropolises of Khorvaire. Kenku origins are a matter of debate; some scholars assert they are natives of Eberron transformed by the Mourning, while others believe the kenku are exiles from Thelanis, cursed by a powerful archfey.

LOCATHAH

Living deep in the jungles of Xen'drik, the aquatic locathah have ongoing tensions with the drow of the inner continent. However, the fact that they cannot occupy dry land has kept them from outright war.

LOXODONS

Gentle giants and careful craftsmen, a loxodon might be part of the Riedran underclasses or a society in Xen'drik's interior. Alternatively, a variant covered in thick fur could be found living in the Tashana Tundra.

MINOTAURS

Considered by many to be a monstrous race, these cow-headed humanoids tend to live in the wilder areas of the world, especially Droaam.

SIMIC HYBRIDS

While the Simic Guild does not exist in Eberron, a Simic hybrid's statistics could represent biological transformation by other factions: perhaps a daelkyr experiment, a castoff of Mordain's studies, or a magebred human secretly created by House Vadalis.

TABAXI

The catlike tabaxi could live in the jungles of Xen'drik, surveying the many cultures of the shattered continent. Or maybe they're endemic to the Demon Wastes, their original appearance twisted to match the rakshasa rulers of that land.

TORTLES

A peaceful race, tortles might be found on the interior of the continent of Xen'drik, or perhaps a long-forgotten corner of Q'barra or the Eldeen Reaches. Tortles might even be actual turtles mutated by the Mourning or by Mordain the Fleshweaver.

UNDERWATER RACES

You could find cultures of other aquatic races, such as tritons, sea elves, and sahuagin, anywhere beneath the waves.

VEDALKEN

The semiaquatic vedalken could be mortals from Daanvi that have stumbled into the messy and chaotic Material Plane. Or perhaps they form small communities in the deep jungles of Xen'drik, hidden from the wider world.

YUAN-TI PUREBLOODS

Yuan-ti in Eberron include the sinister serpentine folk of the deep jungles of Xen'drik and Sarlona, as well as the feathered shulassakar of Khorvaire that revere the couatl and the Silver Flame.

SHADAR-KAI

Shadar-kai might be placed in the feyspire Taer Lian Doresh, in the Lhazaar Principalities. Perhaps they are one of the eladrin from the Fortress of Fallen Dreams, pulled into Dal Quor and slowly corrupted by the influence of that plane.



CHAPTER 2: PLACES

While Khorvaire's complex political drama and storied ancient ruins can easily fill a whole campaign, the need for heroes does not end at its shores. Beyond Khorvaire lie lands of wonder and power—crumbled empires, lost civilizations, alien cultures, unlikely allies, dangerous foes, and the land of 'Here be Dragons.'

AERENAL

Aerenal, an island continent off the southern coast of Khorvaire, was settled by the elves after their exodus from Xen'drik tens of thousands of years ago. Covered in some of the most powerful Irian and Mabaran manifest zones on the planet, these islands are home to many exotic plant and animal species unknown in other parts of the world.

Two major groups of elves inhabit Aerenal: the stately Aereni, who preserve the wisest among them as undead known as the Undying, and the warlike Tairnadal, who seek to exemplify the glorious deeds of their patron ancestors.

🔍 **Learn more:** PGE "Aerenal," ECG chapter 2.

ARGONNESSEN

The wider world knows virtually nothing about the mysterious continent of the dragons. These creatures of vast intelligence keep to themselves, studying the Draconic Prophecy but avoiding meddling in others' affairs. Few outsiders dare venture beyond nearby Seren to the mainland, and of those that do, none return.

🔍 **Learn more:** PGE "Dragons," DOE chapter 1.

SEREN

Just off the northwest coast of Argonnessen lie the islands of Seren, where dragons are worshiped as gods by the tribal humans and other races. The warlike Serens dedicate themselves to protecting Argonnessen and its waters from any unworthy creatures that might encroach on it. They have taught the coastal communities of Khorvaire (especially less heavily fortified ones) to fear the sight of Seren longboats. While xenophobic as a rule, the Serens believe dragonmarks are blessings of Siberys and may actually deign to negotiate with a creature that displays such a mark.

🔍 **Learn more:** PGE "Dragons," EHB chapter 4.

FROSTFELL & EVERICE

The frozen polar caps of Eberron are largely unexplored, awaiting brave adventurers to uncover their secrets. The northerly Frostfell is rumored to be the original home of the dwarves, but either that home lies deep underground, or the once-hospitable land was turned into a barren and icy wasteland by a fiendish overlord.

The southern Everice is difficult to reach, requiring navigation through Xen'drik or the dangerous waters that surround it. Everice is ruled over by a powerful archfey, the Queen of Winter, said to grant favors to those who reach her palace.

🔍 **Learn more:** RLW chapter 2, PGE "Frostfell and Everice."

KHORVAIRE

A century ago, when the Last War began, Khorvaire was dominated by the grand Kingdom of Galifar and its Five Nations. Galifar was officially disbanded with the Treaty of Thronehold in 996 YK, and as the war ended, twelve regions were recognized as sovereign nations. Beyond the fringes of civilization, the vast continent is also home to barren wastes and wild lands.

? **Learn more:** RLW chapter 2, ECS chapter 7.

AUNDAIR

Aundairians are a spirited, intelligent people known for their commonplace magic, proud nobles, and flamboyant fashion. Their nation is a monarchy ruled by the ambitious Queen Aurala ir'Wynarn. Every self-respecting Aundairian knows their fine wines and enjoys a rousing duel.

? **Learn more:** RLW chapter 2, 5N chapter 1.

BRELAND

The Brelish are an independent and skeptical people that fiercely value free thought. However, every virtue comes with a vice, and Breland is home to more corruption and underhanded dealings than any other nation. While governed by the well-loved monarch King Boranel ir'Wynarn, Brelanders see great virtue in democracy; some even believe that upon his demise, a democratic government will be established, as none of his surviving heirs have his charisma.

? **Learn more:** RLW chapter 2, 5N chapter 2.

DARGUUN

During the Last War, goblinoid mercenaries were hired to protect the southwest of Cyre. Three decades ago, a young warlord named Haruuc realized that his people outnumbered the beleaguered humans. In an act of treachery, he overthrew his employers and claimed the land as a sovereign country for the *dar*, naming it Darguun—"Land of the People."

While Lhesh Haruuc Shaarat'kor rules Darguun, the farther removed you are from the capital of Rhukaan Draal, the less power he has. Although he has abolished slavery, some of the clan lords ignore this edict.

Although Darguun signed the Treaty of Thronehold, it is a significantly wilder place than other nations. Law enforcement is often unpredictable, and crimes that would land you in jail in Breland might just warrant a shrug in most parts of Darguun.

? **Learn more:** RLW chapter 2, ECG chapter 2, ECS chapter 7.

DEMON WASTES

The hellscape of the Demon Wastes is a barren land in the northwest of Khorvaire. Few mortals live here other than the bloodthirsty Carrion Tribes, worshippers of the rakshasa and other fiends that dwell deep within the Wastes. The proud orcs of the Ghaash'kala clan patrol the Labyrinth, the great system of maze-like canyons that guard the way to the mountains and greater Khorvaire. The Ghaash'kala are dedicated to their sacred duty of preventing the evil of the Wastes from ever leaving. The kinder of these clans might try to persuade those leaving the Wastes to join their clan—others simply kill anyone or anything trying to leave.

? **Learn more:** PGE "Demon Wastes," ECG chapter 2.



DROAAM

Once part of western Breland, the nation of Droaam declared its independence a decade ago. The monstrous inhabitants are now joined under the combined rule of three legendary hags, the Daughters of Sora Kell. However, Droaam's sovereignty was not recognized under the Treaty of Thronehold; as the Treaty's laws do not apply here, Droaam frequently attracts deserters, refugees, and turncoats who seek a free life.

Outsiders often wonder how the nation has not fallen to infighting. The hag queens, with their war troll army, command their warlords, who in turn hold dominion over swaths of the country. Elsewhere, the Dark Pack of the Towering Woods, the venerable illithid Xor'chylic of Graywall, the medusas of Cazhaak Draal, and other powers call this region home.

? **Learn more:** ECG chapter 4, DRA 368 "Backdrop: Graywall," KBB "Dragonmarks: Droaam and the Daughters of Sora Kell."

ELDEEN REACHES

A land of farmland and forest, the fiercely independent Eldeen Reaches were once part of Aundair but seceded almost 50 years ago. They were later recognized as a sovereign nation by the Treaty of Thronehold, but many residents fear Aundair may try to reclaim its land.

Within, the Towering Wood is home to many shifter communities, and druidism is the predominant faith of most communities. The Wardens of the Wood, the largest druidic sect in the Reaches, are the generally accepted authorities of the region; led by the greatpine Oalian, an ancient awakened tree, they espouse living in harmony with nature.

House Vadalis is headquartered in the unforested southeastern portion of the region along the shores of Lake Galifar. One of the principal powers of the region, they and the many ranchers under their influence experience ongoing tensions with the Wardens, as the ranchers seek to develop the land for industry.

? **Learn more:** ECS chapter 7, ECG chapter 4.

KARRNATH

Living in the cold northeast, the Karrns are a grim people with a strong martial heritage. Karrnath is home to Rekkenmark Academy, the most respected military academy in Khorvaire.

Early in the war, Karrnath experienced a series of famines and crop failures that led King Kaius I to adopt the Blood of Vol as the state religion and accept help from a mysterious group within the faith known as the Order of the Emerald Claw. With their help, Karrnath raised armies of undead troops to bolster their ranks with soldiers who needed neither rest nor food.

When King Kaius III took power less than a decade ago, he ousted the Order of the Emerald Claw and declared them terrorists and enemies of the state. The Blood of Vol was also stripped of its exalted status, though many Karrns still follow the faith and approve of the use of undead.

Karrnath was one of the strongest proponents for ending the Last War, though Kaius has to keep a firm hand on his warlords, many of whom believe that they would have won the Last War.

? **Learn more:** RLW chapter 2, 5N chapter 4.

LHAZAAR PRINCIPALITIES

Stretching across the northeastern coast of Khorvaire, the islands of the Lhazaar Principalities are home to privateers and merchant princes. This land and its waters are often regarded as lawless by the citizens of greater Khorvaire. While High Prince Rygar ir'Wynarn represented the collected Principalities during the Treaty of Thronehold, he does not rule the Principalities. Instead, each fleet and captain independently govern over their claimed territories.

Not every Lhazaarite is a pirate, and most ships are simply merchant ships. However, many of the Principalities aren't averse to flying more than one set of flags, depending on who they encounter on the high seas.

? **Learn more:** RLW chapter 2, ECG chapter 4, DGS "The Lhazaar Principalities, Part 1" & "Part 2."





THE MOURNLAND (FORMERLY CYRE)

The lost nation of Cyre once represented the best of Galifar. Its vibrant arts and culture were a fusion of the talents of the other nations. From the soaring heights of the Seven Palaces of Vermishard in the capital of Metrol to the vast foundries of Making, home of House Cannith, it was a sight to behold.

In 994 YK, this jewel was shattered by a mysterious cataclysm known as the Day of Mourning, where dead-gray mist billowed out from central Cyre and stopped exactly at its borders, killing or horrifically transforming everything that it touched. Cyre is now called the Mournland, and the unnatural dead-gray mist lingers, though it has lost the lethal effect it had on that fateful day. Few brave its horrors except a growing band of warforged led by the charismatic and mysterious Lord of Blades, who live deep in the trackless mists.

Cyrans are now a broken people, lost without a homeland. Neighboring countries have taken in Cyran refugees, and Breland has offered them a home in what has become known as New Cyre. This area, little more than an enormous refugee camp, is ruled by Prince Oargev ir'Wynarn, the last surviving member of the Cyran royal family.

? **Learn more:** RLW chapters 2 & 4, 5N chapter 3, KBB “Dragonmarks: Cyre.”

MROR HOLDS

During the Last War, the Mror Holds declared independence from Karrnath, and this claim was recognized by the recent Treaty of Thronehold. This homeland of the dwarves holds promise of vast wealth for those willing to delve deep in the Ironroot and Hoarfrost Mountains—both in veins of precious metals waiting to be mined, and deeper still, the recently discovered treasures of the lost Realm Below. But the prizes of the Realm Below come at a cost; these ancient halls are stalked by the daelkyr Dyrn the Corruptor and his hordes of aberrations. Some Mror dwarves embrace the power offered by the daelkyr, while others reject it, the divide drives deep wedges between the clans.

On the surface of the Mountains, the dwarves have claimed the best land in the center of the valley, around Mirror Lake. But they are not the only ones to call the Holds their home; the nomadic Jhorash'tar orcs live on the fringes, driven to the desolate mountains by the dominant dwarves. Tensions run high between the Jhorash'tar and most dwarven clans, many wishing to banish them entirely. The animosity is returned in kind, with orcish raids on dwarven caravans and mining operations.

? **Learn more:** RLW chapter 2, PGE “Dwarves.”

Q'BARRA

As the Last War dragged on, it became clear that whatever the result, Galifar would never be the same. A conglomeration of disillusioned nobles, many from Cyre, declared they would abstain from the Last War and instead form a “New Galifar” in the jungles east of the Endworld Mountains.

What they failed to account for were the existing inhabitants of their chosen paradise. These jungles were home to all forms of scaled beings including lizardfolk, dragonborn, and troglodytes. The settlers carved a bloody swath for themselves before finally agreeing to a treaty with the native inhabitants, allowing House Tharashk to set up extensive Eberron dragonshard mining operations throughout the region.

More recently, a second wave of immigrants, many of whom are Cyran refugees, have settled in mining towns to the west of New Galifar. This mix of prospectors, wandslingers, and renegades created a federation under the flag of Hope. The last few years have brought increasing tensions between these settlers and “scales” of the region, and future conflict seems unavoidable.

? **Learn more:** RLW chapter 2, DUN 182 “Backdrop: Q'barra,” DUN 185 “Poison Dusk, Black Sun.”

SHADOW MARCHES

The Shadow Marches are a wild and untamed region with no centralized government. Long ago, human immigrants from Sarlona landed on the western coast of Khorvaire and mingled with the native orc tribes, forming the hybrid tribes of today.

Zarash'ak, the City of Stilts, is the largest city in the Marches and the traditional home of House Tharashk. The farther away from Zarash'ak you get, the wilder the land and its people. Uncounted tribes of orcs, humans, and half-orcs live out in the marshes. Some worship the daelkyr whose influence lingers still, while others keep the traditions of the Gatekeepers, slaying any aberrations they come across and maintaining the *dimensional seals* that keep the daelkyr sealed in Khyber.

? **Learn more:** RLW chapter 2, DUN 191 “Eye on Eberron: The City of Zarash'ak.”



TALENTA PLAINS

The Talenta Plains of eastern Khorvaire range from the arid grasslands in the north to the Blade Desert that runs along the Endworld Mountains to the south. Its halfling residents and their dinosaur companions are the most well-known inhabitants of the Plains, and the city of Gatherhold, near the once-beautiful Lake Cyre, is the only permanent settlement of any size.

The borders between Eberron and its planes appear to be particularly thin in this region, with spirits from Dolurrh and Thelanis in particular slipping through to the Material Plane through numerous manifest zones. Ancient ruins, be they demonic, couatl, Dhakaani, or dragonborn, dot the landscape, treated as sacred or cursed places by Talenta halflings.

Learn more: RLW chapter 2, ECS chapter 7.

THRANE

Thranes are a religious, devoted, and kind people that shun materialism and other vices. This theocracy is officially led by Jaela Daran, Keeper of the Flame—an eleven-year-old girl with a powerful connection to the Silver Flame. The vast majority of Thranes follow the faith of the Silver Flame, and while few led to become bold warriors rooting out supernatural evil, they are all called to lives of goodness and faith.

With its fertile lands bordered on most sides by rivers and greater bodies of water, Thrane was the only nation to retain all its territory in the Treaty of Thronehold. It also maintains control of the once-Aundairian city of Thaliost it seized near the end of the Last War, and many citizens of both nations hold bitter resentment toward the other.

Learn more: RLW chapter 2, 5N chapter 5.

VALENAR

Formerly known as southeast Cyre, the land now known as Valenar was seized by mounted Tairnadal warriors from Aerenal during the Last War. The human residents of Valenar have transitioned surprisingly well to their new elven masters. While the Valaes Tairn are nominally the rulers, these warrior elves of Valenar are uninterested in the actual administration of the country. House Lyrandar has stepped in to govern while the Valaes Tairn try to provoke their neighbors (most prominently Karrnath) into skirmishes, or even better yet—an actual war.

Learn more: RLW chapter 2, DGS “[The Elves of Valenar, Part 1](#),” DRA 362 “[Expeditionary Dispatches: The People of Taer Valaestas](#).”

ZILARGO

Zilargo is a land and culture dominated by gnomes. On the surface the land is idyllic, with little to no crime, nearly untouched by the Last War, a safe and secure land. Dig a little deeper, however, and you will find the Zil maintain this facade through manipulation, blackmail, and paranoid surveillance. To the gnomes of Zilargo, privacy is a luxury that is not worth the cost of violence, crime, or civil unrest. It is the duty of the Trust—their secret police—to maintain this vigil, and its members could be anyone, anywhere, at any time, and they are always watching.

Learn more: RLW chapter 2, ECG chapter 4, DGS “[The Gnomes of Zilargo, Part 1](#).”

SARLONA

Distant Sarlona was the ancestral home of humanity long before they came to Khorvaire millennia ago. Today, it is dominated by the empire of Riedra, which reformed a continent that had been broken apart by warring city-states. The continent bears a shockingly strong connection to the planes, featuring not only many manifest zones, but also wild zones of unpredictable planar power. In the north of the country, these effects are even stronger, with vicious reality storms tear across the landscape where the planes themselves brush against Eberron.

? **Learn more:** ECG chapter 5, SOS chapters 1-2.

ADAR

Adorning the southern tip of Sarlona is Adar, the mountainous home of spiritual warrior-monks with psychic powers. The first kalashtar came from Adaran human monks who bonded with dream spirits escaping the reach of the Dreaming Dark, the ruling body of Dal Quor. The temple-citadels of Adar work together to maintain a psychic shroud that protects them from the scrying and teleportation capabilities of Riedra, whose empire constantly assails their borders in an attempt to conquer this last pocket of resistance against Riedran dominance of the continent.

? **Learn more:** ECG chapter 5, SOS chapters 1-2.

RIEDRA

One of Khorvaire's most valuable allies during the Last War, the empire of Riedra provided humanitarian support to the warring nations. The Riedrans have ambassadors in all of the major nations of Khorvaire, and are more than willing to give help to these war-torn nations. Riedrans follow a caste system, where everyone has their place—the Chosen with their psychic powers sit at the top, maintaining a special connection to the extraplanar spirits that guide and advise their rule. Living well in this life guarantees you a place in the next higher caste, meaning few Riedrans ever venture beyond the borders of their nation. The common folk of Riedra are a diligent and peaceful people, though Khorvairian visitors to the empire rarely get a chance to interact with citizens other than carefully selected diplomats.

? **Learn more:** ECG chapter 5, SOS chapters 1-2.

SYRKARN

Neighboring Adar and Riedra, this arid land of wind-carved steppes and seas of grass is sparsely settled. Populated mostly by nomadic tribes of Sarlonan orcs, ogres, eneko, and humans, it is a simple land, apparently of little interest to the Riedran empire above it. This makes it an appealing gateway for Khorvairians to make landfall in Sarlona, as the generous Riedrans are notoriously xenophobic.

? **Learn more:** SOS chapter 1.

TASHANA TUNDRA

The frozen northern reaches of Sarlona have an unusual number of wild zones and are home to reality storms. Shifters and humans make up the majority of the populace that eke out an existence in the frozen tundra beyond the borders of Riedra, while dwarves tunnel deep under the mountains, safe from steel and spies.

? **Learn more:** SOS chapter 1.



XEN'DRIK

A mysterious unmappable continent, Xen'drik is full of diverse environments ripe for adventuring. While the jungles in the north are most accessible, the Menehtarun Desert in the west and Ash Cauldrons volcanic ridge to the south are just a few of its many treacherous environments. In this land, explorers can encounter unfamiliar cultures, race against rival treasure hunters, navigate deadly traps, and explore ancient ruins.

Eons ago, the mighty civilization of the giants ruled Xen'drik, wielding arcane arts unparalleled before or since. Legend holds that Sovereigns and Six cursed the too-proud giants, and the land was made uninhabitable for millennia by the cataclysmic magics laid upon it. Today, though the curses have weakened and the land is ripe for exploration, civilizations still find themselves unable to take root on this continent, and any explorer attempting to map its terrain soon discovers the Traveler's Curse, in which time and space warp and the path never leads to the same place twice.

Learn more: PGE "Xen'drik," ECG chapter 5, SOX, CSR.

STORMREACH

This lawless frontier city on the eastern coast was founded on the ruins of a half dozen other civilizations. Many believe the colossal statue watching over the city is a relic from the legendary giant civilization, perhaps even of the titan emperor Cul'sir himself.

Many centuries ago, pirates founded a city around Stormreach's deep bay. It prospered, with expeditions to the interior recovering treasures of the long-lost kingdoms that came before. Two hundred years ago, the Kingdom of Galifar established a port in Stormreach in hopes of stopping the reign of the pirates. Five pirates known as the Storm Lords agreed to work with Galifar in exchange for amnesty and authority over the city, and today consider themselves the equal of any royalty on Khorvaire.

During the Last War, Stormreach became a haven for deserters and dissidents. The dragonmarked houses and the Five Nations reap economic benefits from their presence there, but none claim responsibility for the city. So long as the Storm Lords themselves are not threatened, the Stormreach Guards turn a blind eye to conflicts in the street. The town thrives despite the curses laid on Xen'drik long ago, but as it continues to grow, none know what ancient magics might interfere...

Learn more: PGE "Xen'drik," CSR.

WHAT DO YOU CALL A...?

If you were born and raised in the cold north of Karrnath, what are you called, and what of your culture? You are referred to as a Karrn, and your favorite sharp cheddars and sausages are Karrnathi.

If You Are From...	You Are A(n)...	Your Things Are...
Adar	Adaran	Adaran
Aerenal	Aereni	Aereni
Aundair	Aundairian	Aundairian
Breland	Brelander/Brelish	Brelish
Cyre	Cyran	Cyran
Darguun	Darguul	Darguul
Demon Wastes	Wastelander	Wastes
Droaam	Droaamite	Droaamish
Eldeen Reaches	Reacher	Eldeen
Karrnath	Karrn	Karrnathi
Lhazaar Principalities	Lhazaarite	Lhazaar
Mror Holds	Mror/Mrorian	Mror/Mrorian
Q'barra	Q'barran	Q'barran
Riedra	Riedran	Riedran
Seren	Seren	Seren
Shadow Marches	Marcher	Marcher
Stormreach	Stormreacher	Stormreacher
Syrkarn	Syrk	Syrk
Talenta Plains	Talentan	Talentan
Tashana Tundra	Tashanan	Tashanan
Thrane	Thrane	Thrane
Valenar	Valenar	Valenar
Zilargo	Zil	Zil

And Beyond Eberron...

Dal Quor	Quori	Quori
Dolurrh	Dolurrhi	Dolurrhi
Fernia	Fernian	Fernian
Irian	Irian	Irian
Khyber	Khyberian	Khyberian
Kythri	Kythri	Kythrian
Lamannia	Lamanni	Lamannian
Mabar	Mabari	Mabaran
Risia	Risian	Risian
Shavarath	Shavaran	Shavaran
Syrania	Syranian	Syranian
Thelanis	Thelanian	Thelanian
Xoriat	Xorian	Xorian





THE MATERIAL PLANE

Legend holds that at the beginning of time, three great dragons—the progenitor wyrms—created everything. Khyber turned on her siblings, tearing Siberys apart and scattering his remains across the sky—these formed the Ring of Siberys that orbits the world. In response, Eberron bound Khyber within her own body—Khyber becoming the subterranean realm and Eberron becoming the surface world. Today, these three are sometimes known as the Dragon Above, the Dragon Below, and the Dragon Between.

 **Learn more:** PGE “Creation Myths.”

EBERRON, THE DRAGON BETWEEN

The planet of Eberron is the Dragon Between, encompassing all the regions discussed earlier in this supplement. Eberron is the land of mortals, and the source of the most common dragonshards used in a wide range of magical pursuits.

 **Learn more:** PGE “History.”

KHYBER, THE DRAGON BELOW

Few mortals venture into the underworld of Khyber. Within are bound the daelkyr, fiends (including the overlords) and foul aberrations. When traveling in Khyber, time and space are unpredictable, and reality itself is suspect. The realm is full of demiplanes—separate realms only loosely connected to the physical world. Dragonshards from Khyber are prized for elemental binding, but dangerous to obtain.

 **Learn more:** RLW chapter 2, PGE “Khyber.”

SIBERYS, THE DRAGON ABOVE

The sky of Eberron is dominated by the Ring of Siberys, a breathtaking equatorial band of light formed from orbiting crystal dragonshards. The rare and prized Siberys dragonshards that fall from this ring amplify the latent ability of dragonmarks.

Beyond the Ring of Siberys, twelve moons orbit Eberron, each sharing its name with the month named after it. The moons have powerful influence over the ocean tides, which can reveal long-hidden ruins ripe for adventuring. Scholars believe that each moon might be linked to one of the twelve planes, though they are far too distant to prove this theory. Meanwhile, superstition ascribes each dragonmark to a particular moon, and children born under a full moon are said to be influenced by its powers.

 **Learn more:** RLW chapter 4, DGS “[The Moons of Eberron](#).”

OUTER PLANES

Beyond the Material Plane, thirteen other planes of existence enfold reality. The influence of each plane on Eberron can wax and wane during its coterminous and remote phases.

🔗 **Learn more:** RLW chapter 4, PGE “Planes of Existence.”

MANIFEST ZONES

Manifest zones to other planes can be found across Eberron, and rarely, in upper Khyber. In these unusual locations, the influence of another plane bleeds through to the Material Plane. For example, the Syranian manifest zone around Sharn allows astoundingly tall towers, extraordinary flying skycabs, and other such wonders. Most manifest zones are permanent, though rarely, one might appear or disappear as the story merits. Occasionally, it is even possible to travel from the Material Plane through a manifest zone to its associated plane.

🔗 **Learn more:** PGE “Planes of Existence: Manifest Zones,” RLW chapter 4.

DAANVI, THE PERFECT ORDER

Daanvi is a plane of dispassionate order and strict adherence to the law, where justice is administered without regard for circumstance. Perfect, orderly fields and well-stocked garrisons dot the landscape of this plane. Despite the well-ordered nature of this plane, Daanvi is not a utopia, for law can be used as a tool for both peace and oppression.

Common residents of this plane include the sentient ant-like race of formians, as well as celestials such as visilights and angels. The plane is also home to countless constructs, such as inevitables (tasked with enforcing the laws of the universe) and modrons (who are imbued with the essence of Order itself).

Some scholars suggest that when Daanvi is coterminous with the Material Plane, it can be correlated with periods of stability on Eberron itself, though this has never been proven.

🔗 **Learn more:** RLW chapter 4, KBB “Planes of Hope, Peace, and Order.”

DAL QUOR, THE REGION OF DREAMS

When mortals dream, their spirits visit the outer edges of Dal Quor, a place of continually shifting dreamscapes. Deeper in, this realm is home to quori spirits, creatures spawned out of the swirling heart of il-Lashtavar, the Darkness that Dreams. These nightmare beings live in fantastical impossible cities in the inner reaches of Dal Quor and prey on the dreams of mortals.

The natural position of Dal Quor in Eberron's cosmology was shattered eons ago in a conflict with the giants of Xen'drik. This disrupted the cycle of this plane and it has remained remote ever since, preventing the spirits of Dal Quor from crossing over or manifesting directly on Eberron; as a result, the quori must possess mortal hosts to work their plots.

🔗 **Learn more:** RLW chapter 4, DRA 324 “Living Nightmares: Dream Creatures of Dal Quor.”

DOLURRH, THE REALM OF THE DEAD

Dolurrh is the final resting place of all mortal souls. Dolurrh is not a punishment, it is not a reward, it simply *is*. After death, mortal souls are naturally drawn to this plane, becoming shades of their former selves and start their gradual fade to nothingness. Similarly, living mortals who travel there run the risk of being trapped by the apathy that pervades the entire plane.

Many believe Dolurrh is a place of transition, and those souls that fade from Dolurrh continue their journey to a celestial realm where the Sovereigns dwell. Others see it as oblivion, and seek ways to avoid their souls ever going there, or attempt to keep the souls of the dead from fading.

When Dolurrh is coterminous with the Material Plane, souls can slip through and manifest as ghosts, and resurrection magic can pull more than was intended from the Realm of the Dead, often spawning incorporeal spirits. When Dolurrh is remote, resurrection magic is all but impossible.

🔗 **Learn more:** RLW chapter 4.

FERNIA, THE SEA OF FIRE

To most, Feriala is considered the embodiment of evil in the form of fire, featuring endless pools of magma and flame, dotted with blasted obsidian isles where creatures of fire manifest and make war with one another. Some scholars, however, believe that the plane embodies neither evil nor good, but is merely an elemental force unto itself—representing fire as a destructive force, but also fire as a creative force, one that yields warmth and light and the potential for craft and industry.

When Feriala is coterminous with Eberron, heat waves and drought follow. Volcanoes and magma pools often become portals between the worlds, though inaccessible to most mortals.

🔗 **Learn more:** RLW chapter 4.



IRIAN, THE ETERNAL DAY

Irian is a plane of light and hope, serving as a source of positive energy, love, and new beginnings. The Aereni believe that their Undying draw their power from this plane. Within the plane of Irian, a bright white sun hangs constantly in the sky. Rivers of liquid glass flow from the quartz mountains. White sand deserts and forests of crystals litter the landscape.

When Irian is coterminous with Eberron, all life is filled with vigor, wounds heal faster, and plants grow vibrantly.

? **Learn more:** RLW chapter 4, KBB “[Planes of Hope, Peace, and Order.](#)”

KYTHRI, THE CHURNING CHAOS

Kythri encompasses change and chaos. The entire plane is roiling cauldron of primal forces, elemental matter, and protoplasmic ooze, where islands of matter can be held in stability by willful inhabitants. Slaad and howlers call Kythri home, as well as the proud githzerai who dwell on the more stable islands.

Chaotic in purpose as well as orbit, Kythri is unpredictable in regard to its proximity to Eberron. It has no set pattern of effects when conterminous. Similarly, manifest zones to Kythri are varied, amplifying elements of chaos in their borders.

? **Learn more:** RLW chapter 4.

LAMANNIA, THE TWILIGHT FOREST

Lamannia is a place of raw and unbounded nature, completely untouched by civilization. Despite being called the Twilight Forest, every type of natural biome is contained within this plane, with rolling hills, breathtaking mountains, and wide oceans as common as its forests.

When Lamannia is coterminous with Eberron, the power of nature grows. Especially in regions of unspoiled nature, plants grow more verdant and animals breed more prolifically.

? **Learn more:** RLW chapter 4.

MABAR, THE ENDLESS NIGHT

Mabar is a plane of utter darkness and entropy, antithesis of all life. There, no light shines, its starless night sky persisting for eternity. Mabar is a well of negative energy, fueling decay and empowering the undead, and necromancers from Karrnath and Aerenal have learned to use its power for their own gain. Yugoloths, cruel angels, and creatures of shadow claim Mabar as their home—if they can resist the life-draining darkness.

When Mabar is coterminous with the Material Plane, shadows grow darker and the nights are long and cold. In the deepest blackness, a hapless mortal might accidentally stumble into Mabar itself.

? **Learn more:** RLW chapter 4, KBB “[The Endless Night.](#)”

RISIA, THE PLAIN OF ICE

Risia is the plane of elemental ice and cold constancy. Endless blizzards lash mountains of ice and frigid tundra, and unknown secrets are held in the frozen depths of fathomless arctic seas. It is home to spirits, both fiends and elementals, that embody the ideas of binding ice and deadly cold.

When Risia is coterminous with Eberron, cold weather becomes more intense and deadly, and magics tied to frost become more powerful.

? **Learn more:** RLW chapter 4.

SHAVARATH, THE BATTLEGROUND

Shavarath embodies conflict. It is a place where angels of valor, righteousness, and lost causes war endlessly with fiends of tyranny, oppression, and simple mindless rage. Across its vast battlefields, endless sieges, guerilla skirmishes, and horrific trenches, war in all of its aspects is reflected. The denizens of Shavarath care little for other planes, as they believe the fate of all worlds is decided on the bloody plains of their Battleground.

When Shavarath is coterminous with Eberron, the world find itself bent toward war. During battles, strange phenomena have been reported, such as whirlwinds of razors appearing out of nowhere, or creatures of Shavarath in the midst of battle spilling into Eberron.

? **Learn more:** RLW chapter 4.



SYRANIA, THE AZURE SKY

Syrania is a plane of peace and plenty. Crystalline cities float through its endless blue skies, each one administered by magnificent angels. The plane's Immeasurable Market serves as a peaceful ground for artisans from many planes to sell their wares. The angels of Syrania devote themselves to contemplation of a singular worthy virtue in all its expressions.

When Syrania is coterminous with Eberron, the world bends toward peace. During that time, some say that the plane can be reached simply by flying high into the open sky.

? **Learn more:** RLW chapter 4, KBB "[Planes of Hope, Peace, and Order.](#)"

THELANIS, THE FAERIE COURT

Thelanis, the plane of the fey, is a place where stories hold sway. There, powerful archfey live out their grand tales in realms with the lesser fey, occasionally snatching unwary mortals as players in their grand dramas. Rules that mortals take for granted do not apply in Thelanis, as narrative takes precedence over common sense; if the Story dictates that you arrive precisely at the stroke of midnight, midnight will not come until you arrive. Time and space are likewise not bound by practicality, and mortals that find their way to Thelanis can find the Material Plane flies ahead without them, or even find themselves stepping backward in time upon their return to Eberron.

When Thelanis is coterminous with Eberron, the fey grow more populous and you might accidentally find yourself stepping into a fairy tale.

? **Learn more:** RLW chapter 4, KBB "[Dragonmarks: Thelanis and the Fey.](#)"

XORIAT, THE REALM OF MADNESS

Xoriat is a plane of unnamable horrors and alien geometry, where vellum layers of reality peel apart to reveal seas of flowing webs, carving tapestries of meanwhiles, around cities of formless salt, all under the baleful eyes of pitiless suns drenched with the stain of corruption.

This plane is incomprehensible to the minds of most mortals, and those who have tried to describe it resort to fragments of gibbering writing that speak of impossible and contradictory things. It is inhabited by monstrosities with impossible alien anatomies that sometimes make their way to the mortal realm. The most powerful and feared of these are the daelkyr—the unfathomable artists and scientists of that plane—who twist the minds and bodies of those they meet to unknowable ends. But mad scholars tell of even greater beings contained within Xoriat who have mercifully never noticed Eberron; these same scholars speak of Xoriat not as the Realm of Madness, but rather, the Realm of Revelation.

When Xoriat is coterminous with Eberron, madness reigns. Magic goes wild, time flows strangely, and the daelkyr and their nightmarish creations can break through to the Material Plane. Xoriat was last coterminous over nine millennia ago, when the combined might of the Dhakaani Empire and the Gatekeepers drove the daelkyr away only at great cost. The Gatekeepers, using ancient draconic magic, created dimensional seals to seal the daelkyr in Khyber and keep the plane from ever being coterminous again. Yet the magic of the seals' creation is long lost, and their power wanes with each passing century.

? **Learn more:** RLW chapter 4, KBB "[Dragonmarks: Xoriat.](#)"

ASTRAL, ETHEREAL & SHADOW PLANES

The Astral Plane is the timeless tapestry through which the thirteen orbiting planes revolve.

The Ethereal Plane coexists with the Material Plane, and is the medium through which incorporeal spirits can interact with it.

The Plane of Shadow is not an independent plane into itself but a dark, illusory reflection of the Material Plane.

While these three planes are present in Eberron, they do not have a deep connection to the Material like the thirteen discussed above. They never have manifest zones and lack the unifying themes of the other planes. As a result, these planes have little practical relevance to most adventures in Eberron.

? **Learn more:** PGE "Planes of Existence."

BEYOND EBERRON'S PLANES

While there might be a multiverse beyond Eberron's cosmology, nobody within the known universe has any evidence of worlds beyond. Since the beginning of time, Eberron has been completely sealed off, inaccessible and invisible to any powers beyond the planes. However, you might decide the Mourning has ripped a hole in the barrier separating Eberron from other material planes, or that the newly torn veil is itself what caused the Mourning. Perhaps, for the first time in history, adventurers might travel from this world to the great beyond—or unknown powers might find their way to this isolated world.





CHAPTER 3: FACTIONS

In every corner of Khorvaire and beyond, you will find no shortage of groups with a vested interest in the success or failure of brave heroes. Wherever you go, whatever you do, you climb a tangled web of competing interests. Allies and enemies abound—and depending on the day, a single faction might play both roles. Everyone wants something, though their motives are rarely as simple as good or evil. You might be useful in achieving those desires, or be an obstacle in need of removal... Or both.

ADVENTURING GUILDS

Adventurers can be found anywhere, but those that like structure and consistent work might apply to a formal adventuring guild. These organizations sponsor expeditions both large and small, connecting talented and ambitious adventurers with clients in search of priceless artifacts.

ACQUISITIONS DIRECTORATE

Run by the Twelve, the Acquisitions Directorate conducts missions on behalf of the dragonmarked houses. The Twelve wants to get their hands on ancient and powerful artifacts before other adventurers do, and are willing to pull a few strings to make sure they come out on top.

? [Learn more:](#) EHB chapter 2.

CLIFFTOP ADVENTURERS' GUILD

Based in Sharn, the Clifftop guild is a generally goodhearted group that accepts anyone brave enough to be an adventurer.

? [Learn more:](#) SCT chapter 2.

DEATHSGATE ADVENTURERS' GUILD

The Deathsgate guild of Sharn is home to treasure seekers and mercenaries of questionable morals. Willing to take on nearly any job for the right price, they specialize in not asking too many questions.

? [Learn more:](#) SCT chapter 2.

WAYFINDER FOUNDATION

An elite invite-only organization founded by the veteran adventurer Boroman ir'Dayne, the Wayfinder Foundation's explorers are the cream of the crop. Its halfling leader recently contracted a seemingly incurable disease on a trip to Xen'drik, and every Wayfinder dreams of being the bold hero to find the impossible cure. In addition to its headquarters in Fairhaven, the Foundation has smaller branches in Sharn and Stormreach.

? [Learn more:](#) EHB chapter 2.

THE AURUM

An organization dedicated to those who earned their wealth, rather than merely inheriting it, this exclusive society opposes the economic dominance of the Dragonmarked Houses. Originally started among the resource-rich dwarves of the Mror Holds, the Aurum's membership has expanded throughout the Five Nations, including land barons, powerful merchants, and influential political figures. Their open and philanthropic veneer is a cover for manipulative schemes designed to maximize influence and profit.

? [Learn more:](#) RLW chapter 4, DRA 415 "Eye on Eberron: The Aurum."

THE CHAMBER

The dragons of the Chamber have a nontraditional view of the Draconic Prophecy. Unlike others of their kind, the Chamber believes the Prophecy warrants the participation of the dragons beyond the reaches of their own continent. To this end, they watch the movements of the younger races, especially the dragonmarked, either from afar or by assuming the guise of a humanoid to conceal their more direct manipulations.

? **Learn more:** RLW chapter 4, DRA 409 “Eye on Eberron: The Chamber.”

DAASK

The criminal organization Daask serves as the hands and eyes of Sora Katra, and by extension, all the Daughters of Sora Kell. It deals in protection, loan sharking, and distributing illicit alchemical substances like the infamous dragon’s blood. The organization is composed primarily of orcs, shifters, and gnolls, but can also call on the services of some of Droaam’s most terrifying monsters: war trolls, lycanthropes, and even medusas.

As monstrous races have become more widely accepted in the Five Nations in recent years, this has opened the door for Daask to infiltrate throughout the continent, especially in Breland and Aundair. They keep to the slums and lawless areas of cities, doubtlessly lining the pockets of the authorities to avoid interference. Besides, what guard wants to tangle with a troll?

? **Learn more:** DUN 194 “Eye on Eberron, Daask,” DRA 368 “Backdrop: Graywall.”



DAUGHTERS OF SORA KELL

The Daughters of Sora Kell are legends come to life. These three hags emerged from the shadows less than 15 years ago with an army of war trolls behind them, seizing control of the region now known as Droaam.

Sora Maenya, an annis hag, is the iron fist of the coven. The terror of the Eldeen Reaches for generations, her strength and appetite are legendary, and she loves playing games with her prey before tearing them to shreds. Over the centuries, she has devoured entire villages, leaving them barren and empty.

Sora Katra, a green hag, is the honeyed voice of the coven. Renowned as a trickster of the deep swamps, she’s been a mainstay in Brelish folklore for centuries. Stories abound about heroes coming to her in search of treasures or secrets, determined to best her with wit or steel, but they rarely end well for the mortals.

Sora Teraza, a dusk hag, is the most mysterious member of the coven. Believed by many to be the driving force behind the creation of Droaam, she’s said to be the most gifted oracle of the age, with preternatural prescience despite her blindness.

? **Learn more:** DGS “Daughters of Sora Kell, Part 1” & “Part 2,” KBB “Dragonmarks: Droaam and the Daughters of Sora Kell.”



DAELKYR

Bizarre creatures from the plane of Xoriat, the daelkyr led an incursion into the Material Plane several millennia ago. Their assault on Eberron focused on Khorvaire, and they shattered the goblinoid Dhakaani Empire beyond repair. Eventually, the daelkyr were beaten back and trapped in Khyber.

Each daelkyr has a preferred portfolio of aberrations they have crafted, and each one’s “art” tends to follow a particular theme. Among the six great named daelkyr, Belashyrra the Glorious Eye spawned the first beholders, while Dyrnn the Corruptor mutated the *dar* into the monstrous dolgrim and dolgaunts.

? **Learn more:** RLW chapter 6, PGE “Khyber: The Daelkyr,” MZ “Daelkyr and Cults of the Dragon Below.”

DRAGONMARKED HOUSES

Thousands of years ago, the first dragonmarks appeared on the continent of Khorvaire—and mysteriously, only there, not on any other continents. Today, twelve marks exist, each tied to a certain race and bloodline. The families bearing each mark came together to form dragonmarked houses, holding near-monopolies in their respective areas and exerting tremendous economic and political power—despite the Korth Edicts ensuring that the houses are officially unaffiliated with any nations or political factions, and members prohibited from holding land or noble titles to ensure neutrality. You need not be marked to find employ with a house, though the most lucrative services are generally offered by dragonmarked heirs.

Learn more: PGE “Dragonmarks,” ECG chapter 6, DMK chapter 1.



CANNITH (MAKING)

The Mark of Making presents on humans descended from the Cannith bloodline and is tied to construction, creation and innovation. House Cannith is celebrated for its inventions of magical technologies such as warforged and the lightning rail.

These unique skills in manufacturing, especially in weapons of war, quickly led Cannith to a dominant role among the other dragonmarked houses. However, at the end of the Last War, the Day of Mourning killed its leader—leaving behind fierce disputes about the rightful heir—and destroyed its main base of operations. After that, the Treaty of Thronehold ended the war and shut down Cannith’s creation forges, leaving the house fractured and a shadow of its former glory.

House Cannith controls two major guilds: the Fabricator’s Guild, the principal manufacturing sector of the house, and the Tinker’s Guild, a loose group of traveling house members that repair and create mundane good of all kinds.

Learn more: ECG chapter 6, DMK chapter 1.

DENEITH (SENTINEL)

The Mark of Sentinel presents on humans descended from the Deneith bloodline and is tied to protection and martial ability. Both during the Last War and through the present day, House Deneith is the most reputable source of personal protection and mercenary services in Khorvaire.

House Deneith controls two major guilds: the Blademarks Guild, the largest provider of mercenaries on the continent, and the Defenders Guild, specializing in personal protection.

A third branch of House Deneith is the Sentinel Marshals. These elite law enforcers are drawn from the most trusted members of the two previous guilds. The Sentinel Marshals were empowered by Galifar, and now again by the Treaty of Thronehold, to cross national borders in pursuit of criminals.

Learn more: ECG chapter 6, DMK chapter 1.

GHALLANDA (HOSPITALITY)

The Mark of Hospitality presents on halflings descended from the Ghallanda bloodline and is tied to service of others, food and shelter. House Ghallanda provides the best inns and restaurants across Khorvaire. It remains popular largely due to the strict neutrality of its inns, with governments having no power in a Ghallanda house.

The only guild that House Ghallanda controls is the Hostelers Guild, but its reach is large. It controls all aspects of the service industry, from food and lodging to legal gambling. An inn with the Ghallanda seal of certification is guaranteed to meet the minimum standards for health and safety in the Five Nations.

Learn more: ECG chapter 6, DMK chapter 1.

JORASCO (HEALING)

The Mark of Healing appears on halflings and is tied to healing wounds, both physical and mental. House Jorasco offers medical services of both mundane and magical natures throughout Khorvaire, and some of its most powerful dragonmarked heirs can even raise the dead.

House Jorasco controls the Healers Guild, providing and regulating medical services across Khorvaire, from hospitals to long term care facilities. Its healers were essential in the Last War, serving as medics to all nations without reservation.

Learn more: ECG chapter 6, DMK chapter 1.

KUNDARAK (WARDING)

The Mark of Warding presents on dwarves descended from the Kundarak bloodline and is tied to the storage and protection of material goods and places. House Kundarak controls the majority of Khorvaire’s banking industry and used that status to acquire significant wealth during the Last War.

House Kundarak controls two major guilds: the Banking Guild, which protects and distributes the gold and valuables of Khorvaire, and the Warding Guild, which wards houses and properties against thieves and damage.

Learn more: ECG chapter 6, DMK chapter 1.



LYRANDAR (STORM)

The Mark of Storm presents on half-elves descended from the Lyrandar bloodline and is tied to weather patterns and effects. House Lyrandar controls the seas and skies of Khorvaire, with the majority of Khorvaire's ships and all of its skyships belonging to this house. During the Last War, it played an important role in ensuring an adequate food supply through manipulating weather.

House Lyrandar controls two major guilds: the Raincallers Guild, who specialize in weather control and irrigation, and the Windwrights Guild, which dominates the industries of shipping and transportation by sea and (more recently) by air.

? **Learn more:** ECG chapter 6, DMK chapter 1.

MEDANI (DETECTION)

The Mark of Detection presents on half-elves descended from the Medani bloodline and is tied to finding immediate threats and preventing those yet to come. House Medani serves as private investigators—known as inquisitives—and profited from counterintelligence operations during the Last War.

House Medani controls the Warning Guild, which not only licenses non-house inquisitives and sentries, but also trains bodyguards to proactively anticipate and neutralize danger.

? **Learn more:** ECG chapter 6, DMK chapter 1.

ORIEN (PASSAGE)

The Mark of Passage presents on humans descended from the Orien bloodline and is tied to movement. House Orien provides most courier services and land transport in Khorvaire, but lost its main interchange and thousands of miles of lightning rail during the Day of Mourning.

House Orien maintains two guilds: the Couriers Guild, which delivers mail and packages across the face of Khorvaire, and the Transportation Guild, which is responsible for maintaining the trade roads, courier posts, and most importantly, operating the lightning rail.

? **Learn more:** ECG chapter 6, DMK chapter 1.

PHIARLAN & THURANNI (SHADOW)

The Mark of Shadow presents on elves descended from the Phiarlan bloodline and is tied to illusion and stealth. House Phiarlan is renowned for its skilled artisans and entertainers, but secretly provides espionage services through its clandestine branch. Formerly based in Cyre, the house moved headquarters to Sharn after the Day of Mourning.

House Phiarlan controls one major guild, along with a secretive one that few even know exists. The Entertainers and Artisans Guild runs theaters, music halls, circuses, and oversees the artisans of the continent. The secret Serpentine Table is the most reliable and exclusive information-gathering network in Khorvaire, though even its own employees usually know next to nothing about the organization that they work for.

Several decades ago, the Thuranni family—accomplished assassins of the house—split off from House Phiarlan and took with them the house's clientele in eastern Khorvaire, forming their own dragonmarked house, House Thuranni. Today, these two rival houses generally service different regions of Khorvaire, with Phiarlan in the west and Thuranni in the east.

Like Phiarlan, the new House Thuranni is known for the arts, but secretly it offers espionage, along with its specialty, discrete assassination services. House Thuranni operates the Shadow Network, with a public face of entertainment, but behind the scenes, its members serve as elite assassins or spies.

? **Learn more:** ECG chapter 6, DMK chapter 1.



SIVIS (SCRIBING)

The Mark of Scribing presents on gnomes descended from the Sivis bloodline and is tied to written and verbal communication. House Sivis heirs serve as scribes, notaries, and translators. Its message stations are ubiquitous, where an operator can use a *speaking stone* to send instantaneous messages to other message stations across the world.

House Sivis controls two major guilds: the Notaries Guild, which produces and protects legal documents and letters of credit, as well as employing bookkeepers who are skilled with numbers and detecting forgeries. The Speakers Guild operates the *speaking stone* stations, as well as providing translators and barristers.

? **Learn more:** ECG chapter 6, DMK chapter 1.

THARASHK (FINDING)

The Mark of Finding presents on half-orcs descended from the Tharashk bloodline, along with humans holding the same half-orc ancestry. This mark is tied to locating and tracking valuables and people. House Tharashk, based in the Shadow Marches, provides prospectors, bounty hunters, and inquisitives. It frequently contracts with Droam to hire monstrous races.

House Tharashk maintains the Finders Guild, which oversees prospectors in the wilds of Khorvaire, bounty hunters in tamed lands, and inquisitives in the cities.

? **Learn more:** ECG chapter 6, DMK chapter 1.

VADALIS (HANDLING)

The Mark of Handling presents on humans descended from the Vadalis bloodline and is tied to raising, breeding and communicating with beasts and monsters. House Vadalis is known for its exceptional magebred mounts and other exotic animals, but also offers a wide range of practical services including ranching and animal training. It is constantly experimenting and refining new breeding methods.

House Vadalis controls the Handlers Guild, which is in charge not only of breeding and maintaining the livestock of Khorvaire, but also managing the lands on which they roam.

? **Learn more:** ECG chapter 6, DMK chapter 1.



OTHER MARKS

Beyond the twelve dragonmarked houses recognized today, there are two others of note, though their history is often lost or misunderstood. The extinct line of Vol once carried the Mark of Death, while House Tarkanan is the newest organization to collect the aberrant marks under its control.

TARKANAN (ABERRANT MARKS)

Dragonmarks have existed for thousands of years, always carried predictably through certain bloodlines and granting positive powers. However, another kind of mark exists—the aberrant dragonmark. Unlike true marks, aberrant marks can manifest on anyone, regardless of their ancestry. Their powers are destructive, unpredictable, and hard to control, and their bearers are universally feared and reviled.

Long ago, during the War of the Mark, those with aberrant marks clashed with the dragonmarked houses, led by Halas Tarkanan and the Lady of the Plague. Most bearers of aberrant marks were exterminated during this inquisition, but the marks continue to randomly manifest through the present day.

A few decades ago, an aberrant-marked wetworks team was secretly formed by the Brelish government. The members went rogue and formed “House Tarkanan,” named in honor of the infamous leader that raised an army against the dragonmarked houses. In reality, this “house” is little more than a gang of thieves and assassins, though it also offers shelter to aberrants fleeing persecution.

? **Learn more:** DMK chapter 4, KBB “[Sidebar: Aberrant Dragonmarks](#).”

VOL (MARK OF DEATH)

Thousands of years ago, the Mark of Death appeared on elves of the line of Vol. However, House Vol was wiped out over two millennia ago, and today, nobody knows what capabilities this lost mark bestowed. While some assume it granted powers linked to death and decay, all other true dragonmarks are constructive in nature, making it unlikely the Mark of Death was destructive.

? **Learn more:** See Appendix A: Secrets.



THE DREAMING DARK

The Dreaming Dark are quori, nightmare spirits from Dal Quor. They cannot touch Eberron directly, but operate through their Inspired vessels, seeking to manipulate the world until all fall under their sway.

The quori's ultimate goal is to anchor Dal Quor in its current state, lest they all perish as its current age comes to an end. They believe that by controlling the dreams of mortals and the world itself, they can halt the turning of the age.

🔗 **Learn more:** RLW chapter 4, SOS chapter 1.

THE EMERALD CLAW

Though the Order of the Emerald Claw was one of the most prestigious Karrnathi knightly orders during the Last War, they've since been declared terrorists and lost the crown's official support.

The fragmented remnants of the Emerald Claw have vowed to restore the true glory of Karrnath. These fanatics serve the Lady Illmarrow, a mythical figure once regarded as a scary story to frighten children at night. Their forces are bolstered by powerful necromancers, skilled bone knights with power over undeath, and legions of intelligent undead soldiers. Although the Order prays to the Blood of Vol, the vast majority of faithful Seekers disavow their behavior.

🔗 **Learn more:** RLW chapter 4, ECG chapter 3.

THE LORD OF BLADES

The origins of the enigmatic Lord of Blades are unknown, but recently, this figure emerged from the dead-gray mists of the Mournland and began preaching his message of warforged superiority. His followers believe absolutely in his message of an apocalyptic future in which the warforged will destroy or enslave the creatures of flesh and bone that currently rule Khorvaire.

He is seen as a terrorist by some warforged, who have had their fill of war and seek only to live a quiet life, but others call him a messiah, feeling as if they were exploited by the people who used them like slaves then took away their ability to reproduce.

Although the creation forges that created the warforged were ordered dismantled after the Treaty of Thronehold, rumors abound that the Lord of Blades has recovered a functioning one in the Mournland and seeks to learn how to operate it.

🔗 **Learn more:** RLW chapter 4, DUN 111 "Critical Threats: Lord of Blades."

THE LORDS OF DUST

Although the fiendish overlords were sealed away eons ago at the end of the Age of Demons, their followers were not. The immortal and endlessly patient rakshasas study the Draconic Prophecy with the intention of freeing their dark masters. They match wits and agents against the dragons of Argonnessen, both factions trying to bend the Prophecy to their own ends.

The mighty city of Ashtakala in the Demon Wastes is the seat of their power, and powerful artifacts hide behind these obsidian walls. Here the prakhutu, chosen voices of the overlords, scheme and betray one another, each seeking to release their own master.

🔗 **Learn more:** DRA 337 "Eternal Evil: The Lords of Dust," KBB "Dragonmarks: The Lords of Dust."



NEWSPAPERS

Scandal, intrigue, romance, thrills from distant lands—you can find all this at the nearest newsstand! Magic allows for the rapid copying and distribution of daily and weekly broadsheets. While these chronicles vary in integrity and veracity, the people of Khorvaire rely on them to be their window to the wider world.

? **Learn more:** RLW chapter 1.

KORRANBERG CHRONICLE

Khorvaire's most popular paper, this nonpartisan Zilargo-based newsroom covers major events from across the continent, though rumor suggests it's not as unbiased as it claims to be.

? **Learn more:** RLW chapter 1.

SHARN INQUISITIVE

The *Sharn Inquisitive's* bold reporters pick up stories the *Korranberg Chronicle* might skip over due to their limited scope. This broadsheet carries both local gossip and national news.

? **Learn more:** SCOT chapter 1.

THE FIVE VOICES

This group of “unrelated” papers were published in each of the Five Nations during the Last War: the Voice of Aundair, the Voice of Cyre, and so on. Each nation's *Voice* printed nationalist propaganda and outlandish theories. An unproven conspiracy theory posits that they are all owned by the same person.

? **Learn more:** DRA 416 “Eye on Eberron: Rak Tulkesh.”

OTHER PAPERS

In addition to widespread broadsheets such as the *Breland Ledger* and the *Aundairian Scroll*, smaller local papers abound, including the *Vathirond Journal*, the *Vedykar Sentinel*, and the *Write of Passage*. The *Voice of the Flame* carries religious articles for followers of the Silver Flame. *Aureon's Arcanix* publishes monthly arcane news, while while the *Rope and Piton* and the *Wayfinder's Weekly* recount exploits of brave adventurers. Meanwhile, the *Daily Prophecy* is a tabloid declaring bold conspiracy theories: “King Kaius is a vampire!”

SCHOLARSHIP

While not mandatory, education is considered a basic right throughout the Five Nations. Higher education, however, is generally a privilege available to the nobility and upper classes.

? **Learn more:** RLW chapter 1.

ARCANE CONGRESS

The Arcane Congress, and its floating towers of Arcanix, is a renowned Aundairian institution focused on the study of magic. Many a powerful and prestigious wizard has graduated from these hallowed halls.

? **Learn more:** 5N chapter 1.

LIBRARY OF KORRANBERG

The Library of Korranberg is the result of a gnome trying to gain Aureon's favor by collecting all the world's knowledge. While it fell short of the goal, this library in Zilargo is arguably the largest collection of knowledge in the world.

? **Learn more:** ECS chapter 8, PGE “Gnomes.”

ATUR ACADEMY

The Atur Academy lies within the so-called City of Night in Karrnath. A small institute before the Last War, scholarly study of the necromantic arts blossomed under state sponsorship and the tutelage of the Blood of Vol.

? **Learn more:** PGE “Magical Traditions.”

MORGRAVE UNIVERSITY

Sharn's largest university, Morgrave has a dubious reputation. To its credit, the History department does produce brilliant scholars... with a tendency to pursue artifacts at any cost, including robbing tombs in the name of academics.

? **Learn more:** PGE “Morgrave University.”

PASSAGE INSTITUTE

Aundair's Passage Institute for the Arcane Arts is not well respected in academic circles. Poor scholarship and low standards malign the university. Its alumni, however, would argue that there is no better arcane college dedicated to the practical use of magic, nor another so affordable.

? **Learn more:** PGE “Magical Traditions.”

REKKENMARK ACADEMY

Rekkenmark Academy was once the premier military academy in the Kingdom of Galifar. Positioned on the literal front lines of the Last War, this battered academy is once again opening its doors those outside Karrnath.

? **Learn more:** 5N chapter 4.

THE TWELVE

Sometimes a problem can't be solved by a single dragonmarked house. The Twelve facilitates academic cooperation between houses, funding research and expeditions out of its headquarters in Karrnath. Inventions such as the lightning rail and airships were likely dreamed up at this institution.

? **Learn more:** DMK Introduction.

UNIVERSITY OF WYNARN

Once the foremost institute of learning in Khorvaire, a century of war was not kind to the University of Wynarn, with most staff and students from other nations returning to their home nations. Located in the capital of Aundair, this school has been forced to expand admissions to include those not of noble birth.

? **Learn more:** ECG chapter 3.





CHAPTER 4: FAITHS

In Eberron, faith can be immensely powerful, whether or not the deity being worshiped is real. The gods of Eberron generally can't be contacted, interacted with, or even proven to exist. Rather, their existence is taken as a matter of faith. A cleric's power doesn't necessarily come from the deity they worship, but from the power of their belief in what they worship.

Most citizens of Khorvaire worship the Sovereign Host, the Dark Six, or the Silver Flame.

SOVEREIGN HOST

Legend holds that eons ago, thirteen great champions fought back the fiendish overlords that ruled the world in chaos. Today, they are worshiped as the Sovereign Host—but though they once numbered thirteen, four of its deities were cast out of the pantheon, and are now part of the Dark Six.

Worship of the Sovereign Host is the predominant faith in Khorvaire. Its worship takes many forms and the faith is tolerant of others. Most followers—known as Vassals—worship the pantheon as a whole, making specific offerings to a relevant deity in times of need. Clerics devoted to one Sovereign still revere all the Host, though they dedicate their life to practical service in a particular domain.



Arawai is the goddess of the harvest and fertility, of life and love. She represents the positive relationship between the natural world and civilization.

Aureon is the god of knowledge, order, and magic as a tool for the good of mortals. He is also invoked when a difficult decision must be made, especially in regard to the law or the morality of pursuing arcane secrets.

Balinor is the god of beasts and the hunt, representing the primal cycle of life and death and the struggle to survive on the edge of civilization.

Boldrei is the goddess of community and the hearth, representing the simple bonds between people and working toward the common good.

Dol Arrah is the goddess of honor and the sun, representing martyrdom, righteousness, and just conflict.

Dol Dorn is the god of physical prowess and duty, representing competition, courage, and warfare.

Kol Korran is the god of wealth and commerce, representing trade, travel and business.

Olladra is the goddess of luck and plenty, representing the boons of civilization and the joys that it brings.

Onatar is the god of fire and the forge, representing craft and industry.

🔍 **Learn more:** PGE "The Sovereign Host," FOE chapter 1.

DARK SIX

The Devourer, Fury, Keeper, and Mockery were originally part of the pantheon of the Sovereign Host, but were cast out during the Schism for their evil acts. These four, in conjunction with the Traveler and the Shadow, now form the Dark Six. They represent the darker aspects of civilization, the wild, and mortal nature.

Many Vassals of the Host make prayers to the Dark Six in an attempt to avoid their wrath, as they are still considered deities despite being rejected from the pantheon of the Host. Among faithful of the Dark Six themselves, some incline toward evil acts, while others revere the Six for pragmatic reasons or appreciate the balance they represent in the natural order.

Most followers of the Six focus their devotion on just one god, while holding the others in cautious regard.

The Devourer is the god of storms and the deep. He represents the untamable power of nature and the glory of the predator.

The Fury is the goddess of passion and vengeance. She represents instinct, primal emotion, and the storm of rage.

The Keeper is the god of death and greed. He is the collector of souls, patron of selfish industry, and maker of bargains that always end up in his favor.

The Mockery is the god of betrayal and pain, of winning no matter the cost. He represents the harsh realities of war and survival, the inevitable pain and bloodshed life always brings.

The Shadow is the god of forbidden lore and ambition, master of dark magic, and maker of monsters. He represents the dangers and rewards of the pursuit of knowledge and self-improvement, no matter the cost.

The Traveler does not incline toward evil, unlike the others of the Six, but is the god of chaos and change. It believes that the unexpected makes us stronger—but beware the gifts of the Traveler, for the unexpected comes with a cost.

🔍 **Learn more:** PGE “The Dark Six,” FOE chapter 2.

THE SILVER FLAME

The Age of Demons ended when the couatls collectively sacrificed most of their race to create a force that could imprison the overlords within Khyber. Their essences formed the Silver Flame, an eternal force of goodness that empowers mortal champions against the darkness.

CHURCH OF THE SILVER FLAME

Hundreds of years ago, an overlord named Bel Shalor threatened to break his bonds. A Thranish paladin, Tira Miron, sacrificed herself and joined her spirit to the Silver Flame to rebind him. A pillar of silver fire rose at the spot of her sacrifice, upon which the city of Flamekeep was founded. Today, templars of the Silver Flame defend the innocent against supernatural horrors, while its ministers and common faithful lead lives of compassion and goodness.

🔍 **Learn more:** PGE “Church of the Silver Flame,” ECG chapter 7.



THE PURE FLAME

In the wake of the Silver Crusade that purged most lycanthropes to save the world from the curse's threat, some citizens took their reasonable fear too far. The Pure Flame sect of the Church of the Silver Flame emerged as a radicalized sect focused more on “justice” than mercy. The Servants of the Pure Flame have a following to this day, with a fanatical devotion to cleansing the world from evil, regardless of the cost. Their intolerant views are vastly different than the values of the traditionally accepting and merciful Church of the Silver Flame. Servants are most common in western Aundair, along with a notable stronghold of the sect in Thaliost.

🔍 **Learn more:** FOE chapter 3.

THE SHADOW IN THE FLAME

Tira Miron's sacrifice bound the overlord Bel Shalor, but it could not end his influence. His whispers echo quietly in the Flame, ensnaring the minds of the corrupt and gullible. His followers, some unwitting, others more than willing, form cults that seek to corrupt the Church of the Silver Flame from within. 500 years ago, Bel Shalor empowered his own Keeper of the Flame, Melysse Miron, and she contested the claim of the current Keeper, channeling the same power only a true Keeper could. Horrified at the implications and worried about the Shadow in the Flame finding a new Keeper should Melysse be slain, the Church had her petrified and stored in the deepest vaults of Dreadhold.

🔍 **Learn more:** ECG chapter 1, FOE chapter 3.

SHULASSAKAR

Said to be descended from an ancient group of Sarlonan humans that followed the will of the couatl, these feathered serpentfolk worshiped the Silver Flame for many thousands of years before the Church of the Silver Flame was founded. They consider themselves sacred guards of couatl ruins scattered around the world, and fiercely fight the forces of evil. The shulassakar do not concern themselves with the tenets of compassion and cooperation the Church of the Silver Flame holds central; their focus is on the fight against darkness, and though they will save innocents when possible, those lost in the battle are a cost worth paying. Shulassakar view the Church of the Silver Flame and its adherents as children in the matter of faith, but children on the right track, whereas they are disdainful of all others.

🔍 **Learn more:** DGS “Shulassakar: The Feathered Serpents.”

KALOK SHASH, THE BINDING FLAME

The Ghaash'kala tribes—primarily orcs, but including half-orcs and humans—worship a force known to them as Kalok Shash, “the Binding Flame,” which they believe holds the souls of noble warriors from time immemorial who have died fighting the corruption of the Wastes. Most theologians agree that Kalok Shash is in fact the same force as the Silver Flame, though the two faiths have many differences.

🔍 **Learn more:** PGE “Demon Wastes,” DUN 172 “Expeditionary Dispatches: Guardians of the Labyrinth.”



OTHER FAITHS

Faith is as diverse as the faithful. Across the face of Eberron, many cultures have developed their own sets of values and beliefs. As to their validity, when no gods walk upon the world, who is to say? Regardless of what you worship, with enough faith, it's theoretically possible you might channel divine power from that faith. A charismatic cult leader may believe in themselves so much that they draw power from that belief and that of their followers, performing miracles that a simple con artist could never achieve. However, scholars debate where this sort of divine power comes from—some assert that it's a communal pool of faith empowering the faithful, others that it's channeling power from true deities, and still others argue all power comes from the Divinity Within. This section highlights the diversity of faith across the surface of Eberron.

? **Learn more:** DGS "[Religion in Eberron.](#)"

ATHEISM

Without concrete proof of the Sovereigns and the despair that comes from a century of war, some reject the premise of the divine. To them, clerics are just arcane spellcasters with extra steps, and the Silver Flame is less a deity than a warlock patron. Everyone, regardless of their faith, goes to Dolurrh upon death until they fade away—atheists simply believe that's the end, while some other faiths give home of existence beyond Dolurrh.

BLOOD OF VOL

The Blood of Vol teaches that mortality is a curse, and that true divine power comes from within. The faithful, known as Seekers, believe that if other gods exist, they are cruel. Instead of worshipping a deity, Seekers seek to master the secrets of blood and life itself. This is a grim, practical faith that places high emphasis on unity, community, and making the most of one's life in hopes of seizing the immortality the gods deny.

Life is in the blood, and thus, once a person dies, their body is simply a tool to be used. Seekers have no objection to reanimating the dead, as they're merely objects that can be put to good use.

Some Seekers become sentient undead, such as vampires; outsiders think this means the faith worships undeath, but this is a fundamental misunderstanding. Rather, any Seeker that chooses undeath does so as a martyr, sacrificing their own divinity to preserve their knowledge and protect their communities—and thus, enabling those who still live to continue their pursuit of the Divinity Within.

? **Learn more:** RLW chapter 2, ECG chapter 7, KBB "[Dragonmark: The Blood of Vol.](#)"



CULTS OF THE DRAGON BELOW

The classification "Cults of the Dragon Below" is a general term used to encompass a wide range of cults, and does not imply that any two such cults share a similar ideology. The Cults of the Dragon Below worship all manner of dark things. Some glorify aberrant powers and ally themselves with the daelkyr and their creations, while others seek rewards from the fiendish overlords and their Lords of Dust.

? **Learn more:** ECG chapter 7, DRA 332 "[Touched by Madness: Eberron's Cults of the Dragon Below,](#)" MZ "[Daelkyr and Cults of the Dragon Below.](#)"



DROW FAITHS

In Xen'drik, the Vulkoori tribes of drow worship animalistic deities. Chief among them is the worship of Vulkoor, the Scorpion God. He appears in legends as a fierce scorpion, an enormous scorpion with the torso of a drow. Khorvairian theologians believe him to be an aspect of the Mockery. There are three common aspects of Vulkoor that are worshiped among the Vulkoori.

Vulkoor the Hunter is the most common by far, depicting him as the drow ideal—a skilled and crafty hunter, self-reliant and fearless in the face of danger.

Vulkoor the Wrathful is a god to be feared, and his followers seek to constantly appease him with living sacrifices, especially those who trespass on their sacred sites. They believe that it was his will that ended the reign of the giants, and will do almost anything to avoid the same fate.

Vulkoor the Cunning teaches his followers that the entire continent of Xen'drik is the inheritance of the drow, and outsiders are not to be trusted, leading them to be quite xenophobic. Unlike the other tribes, his followers unearth and learn how to use ancient giant artifacts.

? **Learn more:** SOX chapter 3.



DRUIDISM

The druids of Eberron draw on the primal magic that sleeps within the earth. Druidism was originally taught to the lesser races by the dragon Vvaraak, who foresaw the daelkyr incursion and taught the orcs of Khorvaire how to tap into Eberron's power and seal the daelkyr deep within Khyber. Over the following millennia, Vvaraak's teachings spread across the continent, becoming the foundation for a variety of druidic sects. Eberron holds many more than those named in this section, these are merely the traditions detailed in sources.

? **Learn more:** KBB "[Dragonmarks: Druids](#)", PGE "Eldeen Reaches."

ASHBOUND

This small sect believes that arcane magic corrupts, pointing to calamities such as the Mourning as evidence for how arcane magic will doom the world. The more moderate of the Ashbound simply protest and choose to live far away from civilization, while extremists sabotage the lightning rail and stage raids on areas with heavy use of arcane magic. This sect harrows the Eastern Eldeen Reaches, with groves and meeting places that are secluded and far from civilization.

? **Learn more:** PGE "Eldeen Reaches."

CHILDREN OF WINTER

The Children of Winter believe that modern conveniences have disrupted the natural cycle of life and death, and fear that Eberron, source of mortal life, has a grand plan as yet unfulfilled; if mortals stray too far from the path Eberron intended, she will wipe the slate clean and start the world anew. Due to their fervent belief in a coming apocalypse, members of this extremist sect dedicate themselves to encouraging natural selection, intentionally spreading plague and disease as an important part of the natural order, and opposing the growth of civilization. The Children of Winter are concentrated in the southern Reaches, near the Gloaming within the Towering Wood.

? **Learn more:** PGE "Eldeen Reaches," DRA 418 "Eye on Eberron: The Winter of the World."

FOLLOWERS OF THE BROKEN PATH

Within the Mourmland, a small band of warforged follow an unusual path. These living constructs may be encased in metal, but beneath lies living wood, and they feel a deep kinship between themselves and nature. This new and curious sect of druids call themselves the Followers of the Broken Path. In seeking to understand the world and their place in it, these warforged have developed a desire to heal the scars left by the Last War, particularly the open wound of the Mourmland.

? **Learn more:** DGS "[Druids of Khorvaire, Part 1](#)."

GATEKEEPERS

This sect of druids, largely forgotten today, created the seals that bind the daelkyr to Khyber. The fading Gatekeeper tradition is most common among the orcs of the Shadow Marches and Eldeen Reaches, but also has adherents among the lizardfolk of Q'barra and Xen'drik, as well as the humans of Seren.

? **Learn more:** PGE "Eldeen Reaches."

GREENSINGERS

Well known for their positive relationship with fey creatures, the Greensingers believe in embracing the planes as extensions of the natural world. They are often found near the Twilight Demesne in the Eldeen Reaches, where the lines of Eberron and Thelanis are blurred.

? **Learn more:** PGE "Eldeen Reaches."

IREDAR

An ancient and unique tradition, the iredar kobolds of the mountains worship Eberron directly, claiming that their magic is their right as the first-born mortal children of the Progenitors.

? **Learn more:** DGS "[Kobolds of Khorvaire](#)."

LANDFORGED WALKERS

As the Last War drew to a close and the warforged were freed, a few of them wandered into the wilds of the world. From Xen'drik to the forests of the Eldeen Reaches, these warforged have formed a physical bond with the earth, growing plants upon their bodies as they try to become living extensions of the land itself. They claim that plants are as alive as they are, complete with souls, and treat them with great reverence.

? **Learn more:** SOX chapter 5.





SIYAL MARRAIN

These druids of the Tairnadal have the honor of raising and caring for Valenar beasts, from their famous horses to their equally elegant hawks, hounds, and other animals.

🔗 **Learn more:** DGS “[Druids of Khorvaire, Part 4.](#)”

WARDENS OF THE WOOD

A moderate group that seeks balance between nature and civilization, the Wardens of the Woods are the closest thing the Eldeen Reaches has to a central government. The Wardens’ leader, the awakened greatpine Oalian, serves as nominal leader of the region.

🔗 **Learn more:** PGE “[Eldeen Reaches.](#)”

MASK WEAVERS

The Mask Weavers of the Talenta Plains serve as intermediaries between the spirit worlds of the planes and the halfling clans. Guides and shamans, the most sacred duty of the Mask Weavers is helping their people construct their spirit masks. The Talenta halflings believe these masks bond their spirits to those of their mounts while hunting.

🔗 **Learn more:** DGS “[Druids of Khorvaire, Part 3.](#)”

MOONSPEAKERS

A tradition amongst shifter tribes across Khorvaire, Moonspeakers search for signs and portents in the movements of Eberron’s twelve moons. They believe the moons in the sky hold sway over their animalistic natures.

🔗 **Learn more:** ROE chapters 2 & 7.

SHADOWS OF THE FOREST

Though most druidic sects practice far from civilization, the Shadows of the Wood violate the laws of Breland by calling the King’s Forest of Breland their home. This small sect numbers in the mere hundreds, split into five bands who remain in constant motion. They claim to follow a whispering voice on the wind, at times clashing with forces of the kingdom, and other times helping them. Whether protecting travelers from ravenous beasts or clashing with the King’s Rangers, the Shadows are as elusive and fickle as the wind.

🔗 **Learn more:** DGS “[Druids of Khorvaire, Part 2.](#)”

REINCARNATION IN EBERRON

It is rare to find druids powerful enough for a reincarnation ritual with material components on hand—and rarer still for them to willingly interrupt the cycle of life and call a soul back from Dolurrh. However, in time of great need, great heroes may need a new lease on life.

However, the *reincarnate* spell in the *Player’s Handbook* does not include Eberron races nor reflect the distribution of each race in this setting. We suggest rolling 1d100 on the following table instead; if the race rolled has more than one subrace, the DM can choose an appropriate option, or roll between them to determine the result.

Warforged bodies can only be made in a creation forge, so are not options for the spell, though a dead warforged can return as another race. Kalashtar are likewise not on the list, as one without a bond to a quori spirit is essentially human. If a kalashtar dies and is reincarnated as a human, they retain their bond to the spirit and remain kalashtar; if they return as another race, the spirit’s bond is lost, which can cause a traumatic rupturing of their psyche. While dragonmarked characters retain their dragonmark with the new body, they cannot pass it to their descendants.

d100	Race	d12	Exotic Race
01–03	Bugbear	1	Aarakocra
04–09	Changeling	2	Centaur
10–11	Dragonborn	3	Firbolg
12–18	Dwarf	4	Gith
19–25	Elf	5	Goliath
26–27	Gnoll	6	Kenku
28–34	Gnome	7	Loxodon
35–38	Goblin	8	Minotaur
39–45	Half-elf	9	Tabaxi
46–52	Half-orc	10	Turtle
53–59	Halfling	11	Triton
60–65	Hobgoblin	12	Vedalken
66–77	Human		
78–79	Lizardfolk	d3	Planetouched
80–89	Orc	1	Aasimar
90–97	Shifter	2	Genasi
98–99	Exotic race*	3	Tiefling
100	Planetouched*		

* Roll 1d12 on Exotic Race or 1d3 on Planetouched Race table.

ELVISH FAITHS

Despite their long lives, elves find their faith turning to matters of death, just as many religions of the shorter-lived races.

UNDYING COURT

The islands of Aerenal generally worship the Undying Court. Noble elves deemed worthy to join the Court are effectively mummified, then revived as deathless, drawing on the positive energy of Irian and devotion of their ancestors rather than the negative energy of Mabar and the lives of mortals. The Undying provide their lifetimes of wisdom and guidance to the living, and are held in great reverence.

? **Learn more:** PGE “Aerenal.”



KEEPERS OF THE PAST

Among the Tairnadal elves of Aerenal and Valenar, the Keepers of the Past worship their ancestors, emulating these champions of the past. Upon adulthood, members of the Tairnadal are chosen by a patron spirit, whom they are then responsible for keeping from fading into Dolurrh, becoming like their patron and acting as they would—and thus, allowing their patron to walk the world through them. Priests of the Tairnadal tend to be bards, retelling the legends of past champions to inspire the living and sustain the dead.

? **Learn more:** RLW chapter 2, PGE “Valenar.”

BLOODSAILS

The elves of the Bloodsail Principality in the Lhazaar Principalities are descendants of exiles from Aerenal. They practice a faith that disbelieves in the gods and bears superficial similarities to the Blood of Vol. However, the two faiths are very different, and Bloodsails follow a path of earning your eternal existence as a Mabaran undead, which is anathema to the Blood of Vol. If a Bloodsail cannot pay the blood price to become a higher class of undead (as their principality can only support so many), they are instead turned into vestiges bound to items. These vestiges are often bound to the sails of Bloodsail ships to supernaturally empower them and grant them their unearthly speed.

? **Learn more:** DRA 410 “Eye on Eberron: Bloodsail Principality.”

QUORI FAITHS

Sarlona is home to the ancient empire of Riedra, where the Inspired rule with the guidance of otherworldly spirits known as quori. The Path of Inspiration believes these spirits to be benevolent, while the dissident Path of Light disagrees.

PATH OF INSPIRATION

Riedra’s dominant religion is the Path of Inspiration, placing the blessed Inspired at the top as supernaturally wise and gifted rulers. Worthy and faithful souls are reincarnated in higher forms, moving upward from monster to human to changeling to Inspired. Unworthy or unfaithful souls are cast down lower in the chain of spiritual purity.

? **Learn more:** FOE chapter 6.

PATH OF LIGHT

The kalashtar follow the Path of Light, believing that the Dreaming Dark—the otherworldly quori spirits guiding the Inspired—are not as benevolent as they claim. This philosophical faith urges its followers to fight the Dreaming Dark through a lifetime of meditation and spirituality, weakening the evil quori and gradually turning the plane from one of darkness to light.

A smaller sect of this philosophy is no longer content to patiently meditate, and has begun to take action against the forces of the Dreaming Dark. These warriors—primarily Khorvairian kalashtar—refer to themselves as shadow watchers.

? **Learn more:** FOE chapter 6, ROE chapter 4.



SEREN DRAGON CULTS

Sitting just off the northwest coast of Argonnessen, the Seren tribes worship the dragons of the mainland as powerful totemic figures, assigning different values and traits to each color.

? **Learn more:** PGE “Dragons,” DGS “The Serens, Part 1.”

WARFORGED FAITHS

As the newly freed warforged ponder their existence and the uncertain nature of their souls, several philosophies have emerged among the living constructs.

THE BECOMING GOD

Those that worship the Becoming God believe that warforged were granted souls by an unknown god of constructs. In exchange for the gift of life, these Godforged consider it a sacred duty of many lifetimes to eventually create a body for their god to inhabit and walk the world.

? **Learn more:** FOE chapter 6, ECG chapter 3.

FOLLOWERS OF THE BROKEN PATH

See Druidism section.

THE LORD OF BLADES

The Lord of Blades is a charismatic leader who lives in the Mournland, preaching that the warforged represent a new and higher level of existence, destined to replace the weak races of flesh and blood. The Lord of Blades is rumored to possess a creation forge, but many dismiss this as a self-serving rumor started by the Lord of Blades himself.

? **Learn more:** RLW chapter 4, DUN 111 “Critical Threats: Lord of Blades.”

THE REFORGED

The Reforged embrace the living half of their nature as living constructs. They devote themselves to introspection, emotion, and insight, contemplating the place of warforged in the wider world and the meaning of life itself. Some Reforged even go so far as to remove the metal plating of standard warforged models, becoming as much like flesh and blood as possible.

? **Learn more:** ROE chapter 7.

APPENDIX A: SECRETS

As a world of adventure and intrigue, Eberron is full of mysteries with no canon answer. The true cause of the Mourning is the most prominent of these, leaving room for a DM to explore. The setting also holds deep secrets that canon does give detail on; these mysteries are generally best left unspoiled by players, so they can experience the full joy of exploration and grand discovery.

To that end, the previous chapters generally cover “public” information that scholars in Eberron could discover with nominal research, and those sections are safe to provide to new players looking to explore the setting. In contrast, this appendix contains major spoilers regarding Eberron’s deeper secrets, intended for DM eyes only. Consider these ideas when developing story hooks and metaplots for your campaign.

SPOILER WARNING!

Player characters would be highly unlikely to know any of the information in this section unless their backstory is intricately tied to the topic. If you are a player, consider skipping this section entirely; the information in it can be more fun if you encounter it organically during play. If you prefer to read on, please work with your DM to determine what it’s appropriate for your character to know, and what out-of-character knowledge you should keep to yourself.



THE DAY OF MOURNING

Four years ago, a magical catastrophe known as the Day of Mourning destroyed the nation of Cyre, along with nearly everyone within its borders, enemy combatants and citizens alike. Meanwhile, the dead-gray mists of the Mournland stopped their advancement exactly at the current borders of Cyre, leaving nations like Darguun and Valenar (both of which carved away pieces of Cyre during the Last War) untouched by the mists. This mysterious cataclysm that changed the face of Khorvaire was the catalyst in the Treaty of Thronehold and the end of the Last War.

But what caused the Day of Mourning? The answer to this question is the deepest mystery of Eberron, and is never canonically answered. This intentional omission leaves the story open for DMs to craft answers of their own. The Mournland effectively serves as the largest dungeon on the continent, ripe for exploration, and discovering what caused the Mourning can be an entire campaign unto itself. If you want your players to uncover the cause of the Mourning during your campaign, here are some possible options:

War Magic. Some believe that the abundance of volatile spells and magics used on the battlefields of the Last War caused the Mourning, a magical backlash either by accident or design.

The Overlords. It is possible that the Mourning was the result of one of Eberron’s bound overlords breaking free from their containment, whether through their own machinations or the actions of their devoted followers. This overlord may yet be hiding within the Mournland, gathering their strength before walking Eberron freely once more.

Planar Influence. The Mourning could be the result of an unfortunate alignment of Eberron’s outer planes. Perhaps several planes overlapped with the region in a disastrous combination—the Mournland could be what results when Dolurrh, Mabar, and Shavarath touch.

The Daelkyr. The inscrutable artists of Xoriat could have set plans into motion during their invasion millennia ago, or these alien powers might have found a way to slip the bonds keeping them in Khyber and found a new experiment to enact on the creatures of Eberron.

The Draconic Prophecy. Strands of the Prophecy could have been followed—or ignored—to bring about the Mourning. Wise students of the Prophecy may have caused the Mourning to prevent an even greater apocalyptic event, or perhaps their misinterpretation unleashed unexpected tragedy.

The Great Replacement. Cyre was not destroyed—it was stolen. Some dark power has replaced wondrous Cyre with a twisted duplicate, like a child swapped in the cradle. Who stole Cyre and why? Is someone punishing Queen Dannel, Baron Starrin d’Cannith, or another powerful Cyran? Was it pulled into the mists of Ravenloft? Was it an attack on Cyre, or a dark deed done to protect it?

House Phiarlan. Though House Phiarlan was headquartered in Cyre, a curious number of its leaders were coincidentally out of the nation on perfectly legitimate business when the Mourning struck. This could be a happy accident—or the Serpentine Table might know more than they reveal, and hold the power to recreate the Mourning should they choose.

House Cannith. The fact that the destruction of the Mournland exactly follows the borders of Cyre has left some wondering if the Mourning was a vast defensive project—intended to protect Cyre—gone horribly, tragically wrong.

? **Learn more:** KBB “[Dragonmarks: The Mourning and the Dread.](#)”



THE DRACONIC PROPHECY

The Draconic Prophecy is embedded in creation itself, and while its scope and meaning is far beyond the understanding of most mortals, the Lords of Dust and the dragons of Eberron devote themselves to studying and mastering it. The Prophecy's manifestations are everywhere—whether an unusual pattern of trees only visible from a nearby mountaintop, a particular symbol found on a rock that splits a river, or even the living dragonmarks of Khorvaire. Few mortals live long enough to begin to scratch the surface, and those that try find it difficult to know what the Prophecy truly means.

A translated fragment of the Prophecy might read, “When one who was never born weds the fatherless one, the union will inherit all sins.” The vagueness of the Prophecy not only leaves room for interpretation, but manipulation; a student of the Prophecy might attempt to bring the two together, or prevent their union entirely.

The primary concern of the Lords of Dust is to release the overlords from Khyber, while the dragons oppose this goal, each attempting to use the Prophecy for their own ends. Meanwhile, player characters may have more immediate concerns—a Prophecy that hinges on the manner of King Boranel's death would have immediate impacts on the politics of Breland.

As DM, you can integrate the Draconic Prophecy as a plot device bridging tiers of play. Villains defeated early on may have had prophetic import, setting the wheels in motion for the release of an overlord. Powerful shapeshifting fiends and dragons may act as patrons or enemies to influence the party's actions. A rakshasa in disguise may help the player characters save someone that a dragon was trying to kill to further their prophetic goals. In higher levels of play, the release of an overlord may be imminent, with the party playing a role in the final stages of unlocking ancient cages. Or an adventure could simply involve the party as pawns in a centuries-long game that might release an overlord long after the party dies of old age.

🔍 **Learn more:** ECS chapter 7, DGS “[The Draconic Prophecy](#),” DRA 358 “[Dragonmarks: Fragments of the Prophecy](#).”

A PROPHECY PLOT HOOK

Students of the Draconic Prophecy have uncovered a fragment that's been the subject of much debate:

*a coffin laid in vault of iron
where five children of the king are held.
ancestors come from darkest depths
lamenting that their line is felled*

WHAT DOES IT MEAN?

Many sages believe the events in this prophecy have clearly already come to pass. The prophecy speaks about the Last War and the Kingdom of Galifar itself, with “five children” obviously representing the five sibling-rulers that fought over the remains of Galifar when their father, King Jarot, died. And the “ancestors” foretold the ghostly spirit-faces billowing in the dead-gray mist on the Day of Mourning.

However, some are aware that one of these rulers, Kaius I, still walks the earth in secret. They argue the prophecy has nothing to do with Galifar, as Jarot's line has not been felled.

Perhaps it speaks to both the past and the future—not of Galifar, but of Breland. The prophecy successfully predicted the death of five of King Boranel's children, but in the future, a sixth child will die and be interred in the capital city, Wroat. A few sages believe this chain of events might somehow unleash a wave of undead nobles and rulers rising from crypts in the heart of Breland's capital.

Or perhaps this fragment has nothing to do with anything in Khorvaire at all, and speaks to events in the distant future of another continent.

THE PARTY AS PAWNS

The dragons of the Chamber and the fiendish Lords of Dust both have agents that support the interpretation that Boranel's children are implicated in this prophecy.

The Chamber believes it's essential that the sixth child die due to another fragment of the prophecy they're trying to bring about, but it's equally important that their body *not* be interred in Wroat, to subvert the prophecy.

Meanwhile, the Lords of Dust want the entire prophecy to come to pass, and will stop at nothing to keep things in motion.

An agent of one of these factions approaches the party, giving them a mission to affect this chain of events. Does the party know who their patron is? Do they know their task is related to the Prophecy? Is their patron trying to bring the Prophecy to pass, or to subvert it?

THE DREAMING DARK

The kalashtar are correct in their belief that the Inspired of Riedra are puppets of evil quori dream spirits from Dal Quor, collectively known as the Dreaming Dark. The Dreaming Dark wields its power through possessing the Chosen, a race created through selective breeding and psionic manipulation. Long ago, Riedran human stock was mixed with the blood of fiends and elves to create a race that was beautiful, cunning, had strong psionic potential, and was utterly helpless against possession. When a spirit of Dal Quor possesses one of their Chosen, they become Inspired, and their right to rule is absolute.

The common folk of Riedra are kept in contented servitude by the mind-altering *hanbalani altas*, a network of egg-shaped monoliths spanning most of Sarlona. These monoliths exert tremendous psionic influence over the minds of those living nearby, granting the Riedran people an uncanny unity of purpose. Though the influence of the Inspired over Khorvaire is limited for now, rumor holds that the Riedrans may have begun construction on another monolith in Q'barra, as the Dreaming Dark continues its quest to bend the entire world to its will.

🔍 **Learn more:** SOS.



KING KAIUS

Many people comment that Kaius III bears an uncanny resemblance to his great-grandfather, Kaius I. In fact, the two are the same person.

Early on in the Last War, Karnath suffered from debilitating plagues and food shortages. Kaius I was approached by priests of the Blood of Vol who promised to help Karnath in their fight in exchange for a few “minor” considerations. His nation beset by the combined forces of Thrane and Cyre, Kaius felt as if he had no choice but to accept. The Blood of Vol immediately provided relief in the form of the infamous Karnathi undead, and its militant Order of the Emerald Claw entered the fray, fighting beside Kaius’s soldiers and stirring discontent in the other nations.

Eventually, it came time for Kaius to pay the price. Lady Illmarrow, a lich out of legend, not only asked that the Blood of Vol be allowed to establish temples throughout Karnath, but demanded something more personal: that Kaius submit to a sacramental ritual that would turn him into a vampire. Kaius fought against Lady Illmarrow’s control, but she furiously turned him, then triggered his bloodlust. When the haze cleared, Kaius realized he had murdered his own wife.

Fleeing in fear and shame, Kaius moved underground and began plotting to overthrow the Blood of Vol while his son Kaius II ruled the nation, unaware of what had truly happened to his father. Eight decades later, as his grandson Kaius III prepared to take the throne, the vampire Kaius I secretly replaced Kaius III. Ever since, he has been hiding his vampiric nature and ruling under the name of his grandson, driven by the desire to rebuild his shattered land.

🔗 **Learn more:** ECS chapter 7 “Karnath,” 5N chapter 4.

THIRTEEN MINUS ONE

While more of an easter egg than a setting secret, the theme of thirteen minus one is well worth knowing. This theme repeats throughout the setting. As you dive deeper, keep an eye out for groups of thirteen with one removed: a Baker’s Dozen, though Keith alleges this is mere coincidence. Here are a few examples—can you find more?

Calendar. The ancient giant civilization had thirteen months in its calendar. The people of Khorvaire have twelve in theirs.

Dragonmarked Houses. There are thirteen dragonmarked houses, but Phiarlan and Thuranni share the same mark.

Dragonmarks. There were thirteen true dragonmarks, but the Mark of Death was exterminated.

Dwarf Clans. The dwarves once had thirteen clans, but Noldrun was lost to the Realm Below.

Holy Days. The Church of the Silver Flame has thirteen religious holidays. However, dwindling participation in one, Baker’s Night, risks its disappearance from the calendar altogether.

Moons. In ages faded from memory, there were once thirteen moons, until Crya was destroyed.

Nations. The Treaty of Thronehold recognized twelve nations—this number would be thirteen, had not Cyre been lost to the Mourning, or Droaam been rejected as a signatory.

Planes. Eberron has thirteen outer planes, but Dal Quor has been knocked from its orbit, leaving it inaccessible from the Material Plane.

LADY ILLMARROW

Lady Illmarrow, legendary boogeyman of the Principalities, is secretly the lich Erandis Vol, a millennia-old necromancer of half-dragon and half-elvish descent. Erandis bears the lost Mark of Death—or would, if she were still alive to wield it.

Long ago, two different necromantic traditions arose on the islands of Aerenal among the elves. Most supported Irian necromancy, drawing positive energy into the dead to reanimate them, but others sought Mabaran necromancy, powering the undead with negative energy that drew energy from the living in order to support the dead. The line of Vol followed the latter, and though their dragonmark already granted special powers involving the dead, they hungered for more.

In collaboration with a green dragon known only as the Emerald Claw, the line of Vol experimented in creating elves infused with draconic blood, hoping to augment the powers of their Mark of Death. The resulting experiments yielded many hybrids, but only one of these half-dragon elvish children inherited greater powers as a result—Erandis Vol. She bore a dragonmark more powerful than any seen before, an Apex mark.

When the leaders of the dragons and elves found that such a terrifyingly powerful dragonmark had been created, they united forces to utterly annihilate the line of Vol from existence, and with it the Mark of Death. Erandis’s mother, a powerful necromancer, transformed her daughter into a lich so that she would survive the purge. Erandis fled, along with a few faithful retainers that had supported the Vol family. These exiles established new lives in the Lhazaar Principalities on the frozen island of Farlnen. It was here that Erandis Vol, last bearer of the Mark of Death, assumed the name that she would be known by for millennia to come—Lady Illmarrow.

What is Lady Illmarrow’s goal today? She wants to unlock the secrets of death, but beyond that, her motivations are left up to the DM to decide. Perhaps she merely longs for oblivion but her attempts to die have thus far been unsuccessful. Perhaps she wants to resurrect the Mark of Death and establish House Vol. Perhaps she wants dominion over Dolurrh, but does not bear the living ill will. Or perhaps she wants to destroy all living creatures. What story do you want to tell?

🔗 **Learn more:** RLW chapter 6, KBB “Erandis Vol,” KBB “Dragonmark: The Mark of Death.”



APPENDIX B: FURTHER READING

Ready to dive deeper in the setting? While you can run an entire campaign using just *Eberron: Rising from the Last War*, the world of Eberron offers a wealth of information published over the years. This appendix provides a list of resources for further reading, including sourcebooks, adventures, and novels set in the Eberron campaign setting. Though the mechanics have changed over editions, the story of Eberron from third edition is the same one presented today, and we encourage you to refer to sourcebooks from past editions when building your own world.

? The abbreviations used in *Eberronicon's* **Learn More** notes are listed in this appendix next to the source they denote.

EBERRON LORE

Whether you go head to head with the Boromar crime syndicate, or walk the halls of the Fortress of Fading Dreams while awake, the world holds far more than *Eberronicon* could possibly cover.

CANON SOURCEBOOKS

After the original *Eberron Campaign Setting* was released in 2004, over a dozen other official Eberron sourcebooks were published for third edition. With the advent of fourth edition, two more sourcebooks were released; these included new mechanics, fresh presentations and expansions on old lore. In 2018, Eberron officially entered fifth edition with the publication of the PDF supplement *Wayfinder's Guide to Eberron*. And in 2019, for the first time in a decade, a new Eberron hardcover was published, met with much rejoicing from old and new fans alike.

The following tables contain a list of sourcebooks for third, fourth, and fifth edition.

THIRD EDITION SOURCEBOOKS

Title	Abbreviation	Summary
<i>Eberron Campaign Setting</i> (2004)	ECS	Introduces the Eberron campaign setting with an extensive DM-focused overview.
<i>Sharn: City of Towers</i> (2004)	SCT	Details the urban metropolis of Sharn, including its districts, politics, and factions.
<i>Races of Eberron</i> (2005)	ROE	Explores the culture and history of the four races created for Eberron and expands on the place of other races in Eberron.
<i>Five Nations</i> (2005)	5N	History and culture of the Five Nations of Galifar: Aundair, Breland, Cyre, Karmath, and Thrane.
<i>Explorer's Handbook</i> (2005)	EHB	Focuses on travel, methods of transportation, and exotic locations like Seren and the Frostfell.
<i>Magic of Eberron</i> (2005)	MOE	Briefly discusses artifice and other aspects of magic in Eberron, but primarily third edition mechanics.
<i>Player's Guide to Eberron</i> (2006)	PGE	Gives excellent player-focused overview of most topics in the setting without belaboring details.
<i>Secrets of Xen'drik</i> (2006)	SOX	Expands setting to provide a wealth of information about the untamed continent of Xen'drik and history on the lost civilization of the giants.
<i>Faiths of Eberron</i> (2006)	FOE	Discusses the history and practices of religions of Eberron.
<i>Dragonmarked</i> (2006)	DMK	Describes the history, politics, and culture of the twelve dragonmarked houses.
<i>Secrets of Sarlona</i> (2007)	SOS	Explores the continent of Sarlona, the psionically-gifted Inspired that rule Riedra, and the history of the battle between the Dreaming Dark and kalashtar.
<i>The Forge of War</i> (2007)	FOW	History of the Last War. (Note: to explore the role magic might play in war, we recommend <i>Heroes of Battle</i> , an excellent setting-neutral book for war campaigns.)
<i>Dragons of Eberron</i> (2007)	DOE	Discusses the continent of Argonessen, the history and culture of dragons, and using them in game.
<i>City of Stormreach</i> (2008)	CSR	Details the frontier city of Stormreach; gives more information on campaigns in Xen'drik.
<i>Adventurer's Guide to Eberron</i> (2008)	AGE	An edition-agnostic art book with brief summaries of setting highlights; rarely used for fifth edition games.

FOURTH EDITION SOURCEBOOKS

Title	Abbreviation	Summary
<i>Eberron Player's Guide</i> (2009)	EPG	Provides brief player-focused overview of the setting including races not covered in third edition; updates mechanics for fourth edition.
<i>Eberron Campaign Guide</i> (2009)	ECG	Consolidates the best lore previously scattered across a dozen sourcebooks; has very useful knowledge check tables split by DC. (Note: fourth edition cosmology worked differently than other editions; refer to third edition sources for topics beyond the world itself.)

FIFTH EDITION SOURCEBOOKS

Title	Abbreviation	Summary
<i>Wayfinder's Guide to Eberron</i> (2018, PDF)	WGE	Introduces fifth edition mechanics including artificer Alchemist subclass, races, dragonmarks, magic items; succinct setting introduction excellent for new players
<i>Eberron: Rising from the Last War</i> (2009)	RLW	Complete fifth edition mechanics including full artificer, races, dragonmarks, magic items, group patrons, stat blocks, and more; summarizes the best of old lore with excellent tone and clear presentation; adds new lore on dwarves and Realm Below; gives campaign ideas and plot hooks.

OTHER CANON SOURCES

In addition to the above sourcebooks, Wizards of the Coast published an extended series of articles on Eberron. The lore in these articles is generally considered canon, just as if the material was published in a hardcover sourcebook.

CANON ARTICLES

Title	Abbreviation	Summary
Dragon Magazine (2004-2013)	DRA	Over the years, this long-running player-focused magazine featured numerous articles expanding topics in Eberron. See Dragon Magazine Articles section for a list.
Dungeon Magazine (2004-2011)	DUN	Over the years, this long-running DM-focused magazine featured numerous articles expanding topics in Eberron, along with short adventures. See Dungeon Magazine Articles section for a list of lore features, and Adventures section for modules.
Dragonsshards web articles (2004-2007)	DGS	In addition to magazine articles, Wizards published additional lore on its third edition website in short articles known as Dragonsshards.
Sharn Inquisitive web articles (2005-2007)	--	This series of fun fluff “articles” from the perspective of a Sharn Inquisitive news reporter were posted on the third edition Wizards website.
Steal This Hook web articles (2004-2007)	--	This series of suggested plot hooks—some serious, others humorous—were posted on the third edition Wizards website.

DRAGON MAGAZINE ARTICLES

This section lists some of the most helpful Dragon Magazine articles about Eberron (as mentioned above). This list is not exhaustive, but highlights those with significant lore not discussed in other sources, and omits those focused on the mechanics of old editions.

Editions from 2007 and before are available from former publisher [Paizo](#). A couple episodes were released on the old Wizards website (now only available through the Internet Archive). The most recent editions are on [DMsGuild](#).

AVAILABLE FROM PAIZO

Issue	Article Title
Dragon 324 (October 2004)	Living Nightmares: Dream Creatures of Dal Quor
Dragon 325 (November 2004)	Coup de Grace: Designing Eberron
Dragon 330 (April 2005)	The Umbragen
Dragon 332 (June 2005)	Touched By Madness
Dragon 337 (November 2005)	Eternal Evil: The Lords of Dust
Dragon 344 (June 2006)	Dreadhold
Dragon 345 (July 2006)	The Giants of Xen'drik
Dragon 348 (October 2006)	Horrors of the Daelkyr
Dragon 351 (January 2007)	Dragonmarks: Sorcerers in Eberron
Dragon 352 (February 2007)	Dragonmarks: Warforged: Fierce and Furious
Dragon 353 (March 2007)	Dragonmarks: Manifestly Strange
Dragon 354 (April 2007)	Dragonmarks: Boromar Clan
Dragon 356 (June 2007)	Dragonmarks: The Gathering Stone
Dragon 358 (August 2007)	Dragonmarks: Fragments of the Prophecy
Dragon 359 (September 2007)	Unsolved Mysteries of D&D
Dragon 359 (September 2007)	Dragonmarks: Echoes of the Mourning
Dragon 360 (October 2007)	Lethal Locations: Dragons of Eberron
Dragon 360 (October 2007)	Dragons of Eberron: Dragon Hoards

AVAILABLE FROM WIZARDS WEBSITE ARCHIVE

Issue	Article Title
Dragon 362 (January 2008)	Expeditionary Dispatches: Crossing Valenar
Dragon 362 (January 2008)	Expeditionary Dispatches: The Walls of Taer Valaestas
Dragon 362 (February 2008)	Expeditionary Dispatches: The People of Taer Valaestas
Dragon 363 (April 2008)	Expeditionary Dispatches: Dangers of Taer Valaestas

AVAILABLE FROM DMsGUILD

Issue	Article Title
Dragon 364 (June 2008)	Playing Warforged
Dragon 364 (June 2008)	Expeditionary Dispatches: Forest of Flesh
Dragon 365 (July 2008)	Expeditionary Dispatches: Dolurrrh's Dawn
Dragon 367 (September 2008)	Expeditionary Dispatches: Janus Gull
Dragon 368 (October 2008)	Backdrop: Graywall
Dragon 368 (October 2008)	Expeditionary Dispatches: Stillwater Station
Dragon 375 (May 2009)	Expeditionary Dispatches: The Mournland Express
Dragon 380 (October 2009)	Bazaar of the Bizarre: Dragonshard Items
Dragon 382 (December 2009)	Channel Divinity: The Traveler
Dragon 392 (October 2010)	The Forge of Xen'drik
Dragon 406 (December 2011)	Eye on Eberron: The Trust
Dragon 409 (March 2012)	Eye on Eberron: The Chamber
Dragon 410 (April 2012)	Eye on Eberron: The Bloodsail Principality
Dragon 411 (May 2012)	Eye on Eberron: Eston
Dragon 412 (June 2012)	Eye on Eberron: The Sovereign Swords
Dragon 413 (July 2012)	Eye on Eberron: The Kech Ghaalrac
Dragon 414 (August 2012)	Eye on Eberron: The Vale of the Inner Sun
Dragon 415 (September 2012)	Eye on Eberron: The Aurum
Dragon 416 (October 2012)	Eye on Eberron: Rak Tulkhesh, the Rage of War
Dragon 417 (November 2012)	Eye on Eberron: Miron's Tears
Dragon 418 (December 2012)	Eye on Eberron: The Winter of the World
Dragon 419 (January 2013)	Sentient Living Spells: Magic with a Mind of its Own

DUNGEON MAGAZINE ARTICLES

This section highlights some of the most helpful Dungeon Magazine articles about Eberron (as mentioned above). This list is not exhaustive, but contains those with significant lore not discussed in other sources, and omits those focused on the mechanics of old editions. Dungeon Magazine also published a series of Eberron adventures, which are listed later in the Adventures section.

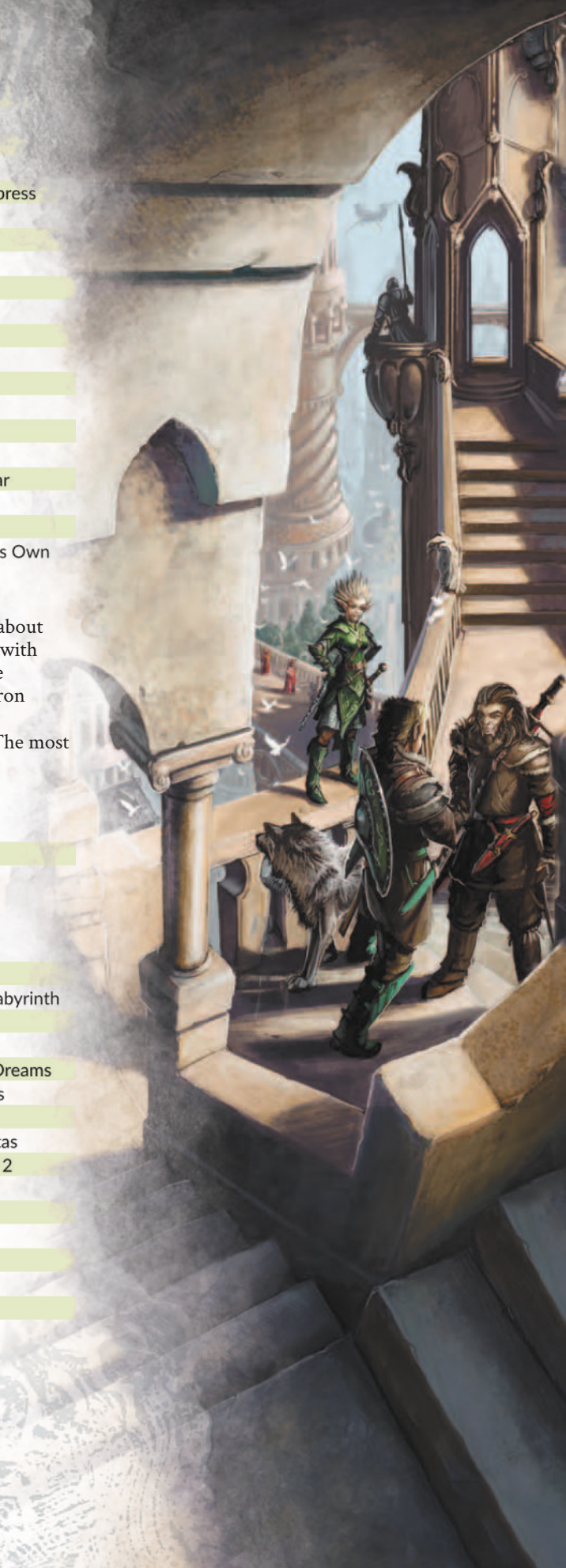
Editions from 2007 and before are available from former publisher [Paizo](#). The most recent editions are on [DMsGuild](#).

AVAILABLE FROM PAIZO

Issue	Article Title
Dungeon 111 (June 2004)	Critical Threats: Lord of Blades
Dungeon 122 (May 2005)	Backdrop: The Ring of Storms

AVAILABLE FROM DMsGUILD

Issue	Article Title
Dungeon 170 (September 2009)	Explore Fairhaven
Dungeon 172 (November 2009)	Expeditionary Dispatches: Guardians of the Labyrinth
Dungeon 173 (December 2009)	Explore Fairhaven: Agents and Enemies
Dungeon 175 (February 2010)	Explore Fairhaven: Villains and Vagabonds
Dungeon 178 (May 2010)	Explore Taer Lian Doresh: Fortress of Fading Dreams
Dungeon 181 (August 2010)	Explore Taer Lian Doresh: Agents and Enemies
Dungeon 182 (September 2010)	Backdrop: Q'Barra
Dungeon 184 (November 2010)	Explore Taer Lian Doresh: Villains and Vendettas
Dungeon 185 (December 2010)	Poison Dusk, Black Sun: Explore Q'barra, Part 2
Dungeon 191 (June 2011)	Eye on Eberron: The City of Zarash'ak
Dungeon 192 (July 2011)	Eye on Eberron: Kyrzin, the Prince of Slime
Dungeon 193 (August 2011)	Eye on Eberron: Lost, the Shapeshifting City
Dungeon 194 (September 2011)	Eye on Eberron: Daask
Dungeon 195 (October 2011)	Eye on Eberron: Fort Bones
Dungeon 196 (November 2011)	Eye on Eberron: Taer Syraen



“KANON” SOURCES

In 2002, a game designer named Keith Baker submitted the winning entry for Wizards of the Coast's Fantasy Setting Search, and Eberron was born. In addition to his numerous official books and articles published over nearly two decades, Keith has remained active in the Eberron community, interacting with fans on social media and offering his thoughts and elaborations on various aspects of the setting.

Over the years, Keith has published a wealth of Eberron information on his personal blog, but he is quick to point out that outside the officially published books, his views are how things are "In My Eberron." Despite being unofficial content, the community has dubbed Keith's writings as "kanon," gladly integrating them into Eberron games alongside official content.

Throughout *Eberronicon*, we have supplemented our recommended sources with Keith's "kanon," as his lore expansions provide valuable info on parts of the setting that aren't covered much in official sources.

KANON SOURCES

Title	Abbreviation	Summary
Keith Baker's blog	KBB	Keith regularly writes blog posts, much like the Dragonshard articles of old, expanding on various topics in the world of Eberron.
Manifest Zone (podcast, 2017-present)	MZ	This current-day podcast is co-hosted by Keith Baker, Kristian Serrano, and Wayne Chang, and explores old and new aspects of the setting in a casual atmosphere.
Morgrave Miscellany (PDF, 2019)	MRM	This player-focused supplement for fifth edition was a collaboration between several designers. It presents Eberron character options including subclasses, feats, backgrounds, and dragonmarks. It also features a few new pieces of lore written by Keith Baker and interesting perspectives on existing topics.
Exploring Eberron (hardcover, 2020)	EXE	Keith is writing a full-length Eberron sourcebook, to be published in January 2020 on DMsGuild in hardcover and PDF format. This highly anticipated supplement delves into unexplored areas of the setting. As soon as it is published, <i>Eberronicon</i> will be updated to reflect the new info.



EBERRON ADVENTURES

Whether you want to run a short one-shot or an extended campaign, there's likely an adventure out there for you.

ADVENTURES FROM PREVIOUS EDITIONS

The following official adventures were published for third and fourth editions. While running them in fifth edition requires converting their mechanics, Wizards of the Coast has provided a basic guide on how to do so here: [Conversions to 5th Edition](#)

Even better, some of these adventures have already been converted for fifth edition. The "5E?" column provides a link to any fifth edition adaptations on DMsGuild (note: you will need a copy of the original adventure along with the conversion notes).

STANDALONE ADVENTURES

Adventure	5E?	Summary
The Aundairian Job (Dungeon 147, 2007)	no	A powerful artifact lies deep in the vaults of a House Kundarak bank. Can the party steal it without getting captured in the process? For 5th level.
City of Blood (Dungeon 154, 2008)	no	Explorers discovered a strange tomb in the savage heart of Xen'drik, quickly plundering its treasure including the tomb's sole occupant—an ornate mummified corpse. These treasures were brought to the port city of Stormreach for sale, but death follows in their wake. For 7th level.
Dark Lantern (Dungeon 214, 2013)	no	An agent of the King's Dark Lanterns has stolen a cache of gold from the Brelish treasury. Hunt him down, retrieve the gold, and thwart the rogue agent's plots. For 6th to 8th level.
Dead for a Spell (Dungeon 206, 2012)	no	The Lord Commander of the Sharn Watch hires the party to investigate the murder of an actress. The investigation quickly spirals into a bloody dispute involving a dead wizard's spellbook, political rivalries, and secrets that might foment war among the Five Nations. For 7th to 9th level.
Eyes of the Lich Queen (softcover, 2007)	no	What begins as a simple expedition to an ancient jungle temple sends adventurers headlong into a search for the fiend-made Dragon's Eye. The party will battle cultists, pirates, long-dead spirits, the machinations of a lich queen, and even dragons. For 5th to 9th level.
Fallen Angel (Dungeon 117, 2004)	YES	Almost a century ago, one of Sharn's floating towers fell from the sky, crushing much of the Godsgate District. Now, a band of bestial ravers searches the ruins of Fallen for the remnants of a broken statue, pulling the party into a plot that could destroy Sharn itself. For 3rd level.
Heart of the Forbidden Forge (Dungeon 167, 2009)	no	A rogue artificer has uncovered an illicit creation forge that conducted experimental and dangerous research during the Last War. While seeking its forbidden knowledge, the artificer woke a dark power that now threatens the region. For 7th level.
Keep on the Shadowfell for Eberron (Dungeon 155, 2008)		A Cult of the Dragon Below in northeast Karrnath, devoted to the overlord Orcus, gains a new leader named Kalarel. He wishes to open a portal to Mabar during the winter solstice, freeing Doresain from his long banishment from the Material Plane.
Khyber's Harvest (DMsGuild PDF, 2009)	YES	A trek across the Shadow Marches leads to Blackroot, a quiet village where orcs and humans live in peace. However, something evil has crawled from below, threatening to devour the village and its denizens. Only a party of brave heroes stands in its way. For 2nd level.
The Mark of Prophecy (ECG, 2009)	no	Four years after the Day of Mourning, characters encounter the ripples of their actions on that fateful day when Cyre died. For 1st level.
The Maze of Shattered Souls (Dungeon 117, 2010)	no	An ancient maze stands amidst the horrors of the Labyrinth, and deep below lies the prison of a great fiendish overlord. Within the Maze, a rakshasa seeks knowledge and power to become the exarch of the Stalker in Darkness. For 15th level.
Murder in Oakbridge (Dungeon 129, 2005)	no	A killer has come to Sharn, and they won't stop their murderous campaign until they exact revenge against a group of ex-carnies starting new lives in the aftermath of the Last War. For 5th level.
The Queen with Burning Eyes (Dungeon 113, 2004)	no	Descend into the ruined undercity of Sharn to face the legacy of the daelkyr, aberrations from the evil plane of Xoriat, and come face to face with the Queen with Burning Eyes. For 1st level.
Riding the Rail (Dungeon 143, 2007)	no	Lightning rail rides in Breland are never as relaxing as they should be—especially when they're transporting a monolith from the mysterious depths of Xen'drik. For 5th level.
Seekers of the Ashen Crown (softcover, 2009)	no	The Ashen Crown was forged by Tairnadal elves, captured by the goblinoid Empire of Dhakaan, then lost to history. Now a fragment has been found, igniting a mad race to find all the pieces, rebuild the artifact, and harness its power. For 2nd to 5th level.
Steel Shadows (Dungeon 115, 2004)	no	A killer stalks the warforged of Sharn. Some say it's a vengeful spirit, while others blame human bigotry and fear. What truth lies hidden in the city's depths? For 7th level.
Tensions Rising (Dungeon 136, 2006)	no	An airship carrying vital secrets has gone down in the Starpeaks. Now the party must race a sinister necromancer to retrieve the information before it falls into the wrong hands. But the dolgrims that live nearby have other ideas. For 4th level.
Voyage of the Golden Dragon (softcover, 2006)	no	On the maiden voyage of the Golden Dragon from Sharn to Stormreach, surely nothing can go wrong... For 7th level.

LOST SCHEMA SERIES

Adventure	5E?	Summary
Forgotten Forge (ECS, 2004)	<u>YES</u>	The party bears witness to a murder, drawing them into a mystery that leads to the forgotten chambers of the undercity. For 1st level.
Shadows of the Last War (softcover, 2004)	<u>YES</u>	Relics uncovered in Sharn's depths paint a target on the party's backs. To find answers, they must travel through Darguun and into the dead-gray mists of the Mourmland. For 2nd level.
Whispers of the Vampire's Blade (softcover, 2004)	<u>YES</u>	One of the King's Dark Lanterns slaughtered his fellow agents and escaped with a Karnathi relic. Can the party find him before he defects to the Order of the Emerald Claw? For 4th level.
Grasp of the Emerald Claw (softcover, 2005)	Coming soon	Deep in the jungles of Xen'drik lies a relic linked to the true origin of the Warforged race. In the wrong hands it could restart The Last War. Can the party reach it before the forces of the Lord of Blades or the Order of the Emerald Claw? For 6th level.

SHARDS OF EBERRON TRILOGY

Adventure	5E?	Summary
Crypt of Crimson Stars (Dungeon 123, 2005)	no	Rumor tells of an Eberron dragonshard of immense size and power. Unfortunately, it lies concealed in a Talentan tomb, below a camp of cruel halfling nomads and their dinosaur pets. For 6th level.
Temple of the Scorpion God (Dungeon 124, July 2005)	no	An insane villain plots deep beneath the city of Sharn. To save the city, the party must find an enormous Siberys dragonshard hidden in the jungles of lost Xen'drik. For 7th level.
Pit of the Fire Lord (Dungeon 125, August 2005)	no	A madman plans to tear open a portal to Fernia, the Sea of Fire. Can the heroes reach him in time to save the city from conflagration? For 8th level.

VICTOR SAINT-DEMAIN TRILOGY

Adventure	5E?	Summary
Chimes at Midnight (Dungeon 133, 2006)	Coming soon	When a brilliant (though eccentric) detective fails to get the recognition they deserve, they set out to prove to Sharn that it can't live without them. For 5th level.
Quoth the Raven (Dungeon 150, 2007)	Coming soon	Terror grips Sharn as an elusive serial killer stalks the streets, then catalogues the slaughter in the local newspaper. To catch them, the party must match wits with an old adversary. For 8th level.
Hell's Heart (Dungeon 151, 2007)	Coming soon	Undaunted by recent failures, a mastermind opens a dark final chapter in his plans for vengeance. For those who cross him, a madhouse of killers and deadly traps await, along with a future as fugitives from the Brelish crown. For 10th level.



CROSS EBERRON: FIFTH EDITION ADVENTURES

Finished running *Forgotten Relics* from *Eberron: Rising from the Last War*, and looking for more adventures written for fifth edition? Join the daring exploits of the Clifftop Adventurers' Guild with *Convergence Manifesto*. This bestselling 13-episode Across Eberron adventure path is produced by Keith Baker, published on the Dungeon Masters Guild, and spotlights many talented authors from the Eberron community.

The *Convergence Manifesto* series, focused on heroic pulp action, is great for new and experienced players alike. The adventures can be played either as stand-alone one-shots, or as a full adventure path taking characters from 1st to 7th level. The story follows the brave adventurers as they crisscross Khorvaire and retrieve powerful artifacts tied to Eberron's thirteen planes, culminating in an epic race to save Sharn from disaster.

Ready to join the adventure? Find Across Eberron at DMsGuild, or read more about this community project at AcrossEberron.com.

CONVERGENCE MANIFESTO ADVENTURE PATH

Adventure	Level	Summary
<u>Fired & Forgotten</u> by Imogen Gingell	1	Episode 1 introduces players to the metropolis of Sharn. Characters can take a literal leap of faith from Sharn's soaring towers into its industrial underworld, fight for warforged rights, and help a skilled artificer construct a valuable artifact that holds the fires of Fernia itself.
<u>Live Another Day</u> by Dave Knighton	2	Episode 2 introduces players to the Shining Valley in Droaam. In order to charge an amulet with the energies of Irian itself, characters will first navigate the tunnels to the secluded valley then defend a flight of harpies from the forces of the Daughters of Sora Kell.
<u>Rime or Reason</u> by David Morris & Anthony Turco	2	Episode 3 introduces players to the frozen wasteland of Icewhite Isle. After a rival adventuring party meets with disaster, the adventurers must follow in their footsteps, brave the cold of a Risian manifest zone, and find the fabled Hoarfrost Flower at the top of an icy tower.
<u>Living Legend</u> by Will Brolley & Mark Navarre-Jones	3	Episode 4 introduces players to the goblin nation of Darguun. The adventurers head through the Seawall Mountains and into a manifest zone of Thelanis, the Plane of Story. There, they can discover a story older than humanity's presence on Khorvaire and prove themselves worthy of an ancient Dhakaani artifact.
<u>Perfect Timing</u> by Derek Myers and Laura Hirsbrunner	3	Episode 5 follows the party through lightning rail hijinx and a thrilling plunge at terminal velocity into Daanvi. In the Plane of Perfect Order, the characters race the Emerald Claw but find themselves hampered by endless red tape. The party must navigate the legal system in the most orderly of ways in order to return home with their prize.
<u>Night's Gambit</u> by Imogen Gingell	4	Episode 6 introduces players to the cold land of Karrnath. There, characters will plan a daring heist, infiltrate the well-guarded Fort Bones, and face chilling Karrnathi undead to obtain a powerful necromantic artifact channeling the power of Mabar.
<u>The Silvered Edge of Twilight</u> by Ed Chivers and Will Brolley	4	Episode 7 introduces players to Thaliost, a city on the edge of civil and religious revolt. Investigating a worrisome theft of a Lamannian artifact, the party follows the trail across the Eldeen Reaches, where they must stop the thief before the gateway opens to another devastating lycanthropic plague.
<u>March of Madness</u> by Andrew Bishkinskyi	5	Episode 8 introduces players to the Shadow Marches. There, the adventurers step into the ancient struggle of the Gatekeeper druids against the corruption of Xoriat. While fighting to keep the seals to Khyber intact, the party comes face to face with madness itself.
<u>Weathering the Storm</u> by Jarrod Taylor	5	Episode 9 introduces players to the islands, waters, and skies of the Lhazaar Principalities. As the swashbuckling adventurers match wits with pirates and princes, they will chase down a stolen airship, only to find themselves flying into the heart of a Kythri-fueled storm.
<u>At Death's Door</u> by Patrick Dunning	6	Episode 10 introduces players to the hellish Demon Wastes. The Lair of the Keeper lies within the pull of Dolurrh, the Realm of the Dead, and wise mortals dare not enter. It is here the party must venture in hopes of stealing a Khyber dragonshard from a dracolich's domain.
<u>A Heart in Mourning</u> by Chad Justis and Aaron Kileen	6	Episode 11 introduces players to the twisted Mournland and its dead-gray mists. As the adventurers struggle to survive in this land where the dead lie undecayed and sentient spells roam the land, they party faces a band of warforged determined to win the same prize they seek.
<u>Lost in Dreams</u> by Nausicaä Enriquez	7	Episode 12 introduces players to the Fortress of Fading Dreams, a fey citadel trapped in the mortal world. This Fortress has an unusual link to Dal Quor, the plane of dreams, and the adventurers must navigate the shifting agendas of twisted fey and living nightmares in its halls.
<u>Skyfall</u> by Imogen Gingell, Patrick Dunning, Jarrod Taylor, and Ed Chivers	7	Episode 13 is the climactic conclusion to <i>Convergence Manifesto</i> . This adventure introduces players to the magical metropolis of Sharn and its floating Skyway. The adventurers are charged with saving the city before a vengeful academic can destroy its manifest zone using the convergence of Eberron's 13 planes. Characters must race across the city's diverse districts in a battle of wits and weapons, locating artifacts linking the planes and disabling the Convergence Engine before it is too late.

ORGANIZED PLAY

Throughout the years, Wizards of the Coast has offered organized play experiences set in the world of Eberron. Written by a wide range of authors, some more familiar with the setting than others, these details within should not be taken as setting canon. These adventures can either provide interesting material to insert into your own campaign, or can be run as written.

ORGANIZED PLAY SEASONS

Season	Summary
Mark of Heroes (2005-2006)	This third edition RPGA campaign took characters from 1st to 10th level, serving as members of an organization known as the Digger Union. Its adventures were only loosely connected in plot. These adventures were never distributed to the public, but you can occasionally find copies on eBay and other online marketplaces.
Xen'drik Expeditions (2006-2007)	This third edition RPGA campaign took characters from 1st to 10th level. Characters could join one of four guilds, each set on using the Draconic Prophecy for their own ends while exploring the continent of Xen'drik. These adventures were never distributed to the public, but you can occasionally find copies on eBay and other online marketplaces.
Embers of the Last War (2018-2019)	This fifth edition DDAL campaign took characters from 1st to 10th level. Falsely accused of a murder, the characters find themselves embroiled in the plots of dragonmarked houses, crime syndicates, and politicians. This adventure path is available on DMsGuild .
Oracle of War (2019-present)	This fifth edition DDAL campaign, currently in-progress, will take characters from 1st to 20th level. Characters play adventurers scavenging in the Mournland for treasure. The adventure path is being published on DMsGuild, beginning with EB-01: The Night Land .

EBERRON NOVELS

Unlike other settings, Eberron does not have an advancing metaplot linked to the stories of novels. The world has remained poised in the year 998 YK since the beginning of third edition, allowing each player character a chance to be the hero of the world.

As such, novels set in Eberron are intentionally not canon, but are meant to serve as inspiration and an exploration of the world of Eberron. The events in the novels need not happen in your Eberron—unless you want them to.

NOVELS

Title	Author	Summary
The Dreaming Dark (3 books, 2005-2006)	Keith Baker	As the Last War ends, follow a group of soldiers who have lost everything as they try to find their place in the world. After a century of war, is there any home for them in a world of peace? Intrigue, betrayal, and revelations await as their path takes them across the world and beyond.
The Lost Mark (3 books, 2005-2006)	Matt Forbeck	A Brelish veteran's adopted elven daughter manifests a mysterious dragonmark that is believed to be the Mark of Death, the extinct 13th true dragonmark.
The War-Torn (4 books, 2005-2006)	Adrian Cole	This series of stand-alone novels explores the aftermath of the Last War and the human cost of extended warfare. "War-torn" is the in-universe analogue of PTSD.
The Dragon Below (3 books, 2005-2006)	Don Bassingthwaite	The unexpected rescue of a kalashtar in the Eldeen Reaches takes the band of heroes across Khorvaire. They will decide the fate of the Shadow Marches and face off against a timeless evil.
Blade of the Flame (3 books, 2006-2008)	Tim Waggoner	Assassin-turned-priest Dirian Bastiaan sails through the Lhazaar Principalities with his companions, fighting the influence of the sinister Erdis Cai and his band of bloodthirsty pirates.
Heirs of Ash (3 books, 2006-2007)	Rich Wulf	Ashrem d'Cannith disappeared on the day of Mourning. The artifact he left behind, his Legacy, could change the face of Eberron, and is sought by his apprentices, friends, enemies, and rivals.
The Inquisitives (4 books, 2007-2008)	Multiple authors	Inquisitives are the sleuths and hard-boiled detectives of the world of Eberron. Here are some of their stories.
The Lanternlight Files (2 books, 2007-2008)	Parker DeWolf	Stand-alone mystery novels following a less-than-savory fixer, set against the noir backdrop of the Eberron campaign setting.
The Draconic Prophecies (3 books, 2007-2009)	James Wyatt	Gavin, a madman buried in the darkest prison in Khorvaire, bears the Siberys Mark of Storm. He is broken out by mysterious strangers who believe he is key to solving a piece of the Prophecy.
The Legacy of Dhakaan (3 books, 2008-2010)	Don Bassingthwaite	Explore the complex politics of Darguun and the Heirs of Dhakaan in this follow-up to the Dragon Below trilogy, along with a few familiar faces.
Thorn of Breland (3 books, 2008-2010)	Keith Baker	One of Breland's best Dark Lanterns, Thorn defends her nation against threats posed from without and within. But she finds herself beset by visions of a life that is not her own.
Taint of the Black Brigade (1 book, 2010)	Paul Crilley	Smarmy inquisitive Abraxis Wren must help clear a woman's name, discovering who has been killing members of the retired Black Brigade, and more importantly, why the murderer is doing it.
Tales of the Last War (anthology, 2006)	Multiple authors	These short stories explore life in the trenches of the Last War, and their effects on the intelligent life of Khorvaire.
Lady Ruin (1 book, 2010)	Tim Waggoner	When an experiment on the extraplanar forces of Xoriat fails, the commander of the research station finds that her best weapon may well be a living symbiont from the Plane of Madness itself.
The Shard Axe (1 book, 2011)	Marsheila Rockwell	Sabira, a Sentinel Marshal, is assigned to defend the heir of a Dwarven hold on trial for a murder that ties into her own dark past.
Skein of Shadows (1 book, 2012)	Marsheila Rockwell	This exciting adventure continues the story of Sabira from The Shard Axe, featuring an underground expedition in dark caverns, drow intrigue, powerful artifacts, and unrequited love.

READY TO LEARN MORE?

We hope *Eberronicon* becomes a valuable resource for you! If you're interested in staying connected and chatting with other Eberron fans, check out the links below.

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FOLLOW KB PRESENTS

Updates on Keith Baker's upcoming supplement, Exploring Eberron, can be found on the [KB Presents Facebook page](#).

CHAT ON DISCORD

Join us on the unofficial Eberron [Discord server](#)! This friendly and positive community has hundreds of fans online at any given moment, ready to discuss lore, brainstorm adventure ideas, build characters, design monsters, and shoot the breeze. You might even catch Keith Baker dropping by to chat with fans and answer questions. Whether you're brand new or a seasoned fan, you're very welcome.

P.S. WE LOVE REVIEWS!

If this supplement helped you out, please leave us an honest review on [DMsGuild](#)! This helps us as authors feel warm and fuzzy and appreciated, and lets us share our labor of love with as many people as possible.

Don't miss the Convergence Manifesto!

