

Dragonmark Heirs I: An NPC Portfolio

by Magic Goblin



MAGIC GOBLIN PRESENTS: Dragonmark Heirs I: An NPC Portfolio



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INTRODUCTION

Welcome to **Dragonmark Heirs I: An NPC Portfolio**, a *Dungeons & Dragons* roleplaying game bestiary for the 5th edition ruleset.

A trio of NPCs are presented here for integration in the world of Eberron, all tied to a different Dragonmarked house. They all have 3 stat blocks, for the NPCs to grow with your player characters. These are all exceptional individuals, and may serve as nemeses or potential short term allies. However, keep in mind that in Eberron, the player characters should take center stage; they are the most important individuals in the world. Try not to use a gamut of high level allied NPCs that the PCs get the idea of "we don't have to do this, so and so will take care of this threat."

WHAT IS EBERRON?

Eberron is a campaign setting created in 2002 by Keith Baker, as part of a search by *Wizards of the Coast* for a new campaign setting for third edition *Dungeons and Dragons*. It is different from most other settings, having a feel of pulp Industrial Europe, where magic replaces the advances in technology. It is a world of cinematic action where the player characters take center stage. They are the most important characters in the setting. Airships and lightning rails, powered by elementals, allow for cross-continental travel very swiftly and easily, allowing for a typical adventure to feature a wide gamut of scenery and foe types without having weeks of foot travel. High magic, like resurrection spells, are very uncommon in Eberron, while low magic like magical laundry services are prevalent, mainly proliferated by the Dragonmarked Houses. If you are interested in knowing more, there are several 3rd and 4th edition books for Eberron, as well as the recently released *Wayfinder's Guide to Eberron*, which will be useful for players and DMs alike in using these NPCs and running adventures in the world of Eberron.

MOTIVATION VS. ALIGNMENT

I owe the inspiration for this section to none other than Keith Baker himself, who wrote on this topic extensively on his website. There is a difference, especially in Eberron, between a character's personal motivation and alignment. Two allies on the same side of a war can have different alignments, one good and one evil. The evil one may delight in the slaughter, wearing trophies of his slain foes on his arms and armor, but would never do some-

thing so awful to the citizens of his home country. The good soldier may strive to protect the innocents of his campaign, and may resent his ally for the wanton slaughter and torture he perpetrates on their enemies. But at the end of the day, they both have the same motivation: to fight and protect their country from threats. In this way, the NPCs presented here have a range of alignments, covering the entire spectrum. Just because an NPC is lawful good does not prevent them from being a nemesis for a good aligned party; even though their alignments may be similar, their motivations may be at odds with one another. Do not be afraid to cause a moral dilemma among the player characters; Eberron is a world of shades of gray, and every decision need not be clear cut and obvious for the players.



ROWAN D'DENEITH (LG)

As an infant, Rowan was living on a job with his Blademark father and his mother. During the Last War, they were stationed in a Brelish border town that was attacked by Hobgoblin mercenaries from Cyre. When the battle was over, Rowan's parents both were deceased. When a Bladebearer heard the infant's cries from within the ruins of a structure, he was impressed at the child's fortitude and decided to raise him as his own. Rowan aged slower than the other members of the clan, as he was a human, but he worked longer hours and trained every day until his Dragonmark manifested. He became stronger, and eventually managed to defeat his Blademaster in single combat. Returning to House Deneith, Rowan now works to integrate his Hobgoblin brethren into the Blademarks Guild, as he knows that their battle prowess is above many others. Rowan's Dragonmark has manifested on his left hand.

ROWAN D'DENEITH

Medium humanoid (human), lawful good

Armor Class 16 (chain mail)

Hit Points 78 (12d8 + 24)

Speed 30 ft

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

Saving Throws Con +4, Str +5

Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common, Goblin

Challenge 3 (700 XP)

Mark of Sentinel. Rowan's Dragonmark allows him to innately cast the following spells, requiring no material components:

At will: blade ward

1/day: shield

ACTIONS

Multiattack. Rowan makes two attacks with his glaive.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

ROWAN D'DENEITH

Medium humanoid (human), lawful good

Armor Class 18 (+1 half plate armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +6, Str +7

Skills Athletics +7, Perception +5

Senses passive Perception 15

Languages Common, Goblin

Challenge 6 (2,300 XP)

Mark of Sentinel. Rowan's Dragonmark allows him to innately cast the following spells, requiring no material components:

At will: blade ward

1/day: shield

Sentinel's Intuition. When Rowan rolls for Initiative or makes a Wisdom (Perception) check to notice a threat, he can roll one Intuition die, a d4, and add it to the ability check.

Martial Advantage. Once per turn, Rowan can deal an extra 10 (3d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Rowan that isn't incapacitated.

ACTIONS

Multiattack. Rowan makes three attacks with his glaive.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.



ROWAN D'DENEITH

Medium humanoid (human), lawful good

Armor Class 18 (+1 half plate armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +6, Str +8

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common, Goblin

Challenge 9 (5,000 XP)

Magic Weapons. Rowan's weapons attacks are magical.

Mark of Sentinel. Rowan's Dragonmark allows him to innately cast the following spells, requiring no material components. His spellcasting ability is wisdom (save DC 13):

At will: blade ward

1/day each: compelled duel, shield, warding bond

Sentinel's Intuition. When Rowan rolls for Initiative or makes a Wisdom (Perception) check to notice a threat, he can roll one Intuition die, a d6, and add it to the ability check.

Martial Advantage. Once per turn, Rowan can deal an extra 13 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Rowan that isn't incapacitated.

ACTIONS

Multiattack. Rowan makes three attacks with his glaive.

Burning Glaive. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 11 (1d10 + 6) slashing damage plus an additional 3 (1d6) fire damage.

REACTIONS

Parry. Rowan adds 3 to his AC against one melee attack that would hit him. To do so, Rowan must see the attacker and be wielding a melee weapon.

Story Hooks

- Rowan is a White Blade Blademark in Sharn, and one of the player characters has been accused of a crime - the truth of the crime is another matter, but Rowan has been known for more *brutal* police work, as well as his efficiency at taking down criminals.
- Rowan is leading a squad of hobgoblins from Darguun into the Shadow Marches to recruit Tharask mercenaries into the Deneith folds - often by force.
- Rowan is a believer in the maligned *dark dream of conquest*, and with his Dragonmark advancing to its greater form, he is working with Queen Aurala of Aundair to begin a new war - one that results in Deneith in a place of higher power, and the destruction of House Cannith.



ULFUND D'KUNDARAK (LN)

Ulfund is considered a disgrace among his fellows of House Kundarak, as he has turned to using his talents for less than scrupulous activities. He has formed an addiction with the rush of opening a lock or a vault, loving the kick he gets with every successful job. Ulfund isn't a bad person, but he has his vices, and loves a good drink and to share stories of his exploits. Ulfund often donates his excess "earnings" to local orphanages and halfway houses, rarely making more than end's meet even from high profile jobs, and he refuses to steal from anyone who can't replenish the loss. Ulfund's Dragonmark has manifested on his right cheek.

ULFUND D'KUNDARAK

Medium humanoid (dwarf), lawful neutral

Armor Class 15 (studded leather armor)

Hit Points 41 (6d8 + 14)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Perception +3, Sleight of Hand +5, Stealth +7, Thieves' Tools +5

Senses darkvision 60ft., passive Perception 13

Languages Common, Dwarvish

Challenge 2 (450 XP)

Mark of Warding. Ulfund's Dragonmark allows him to innately cast the following spells, requiring no material components. His spellcasting ability is intelligence (save DC 12):

At will: alarm (ritual)

1/day: arcane lock

Sneak Attack. Once per turn, Ulfund can deal an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ulfund that isn't incapacitated and Ulfund doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Ulfund makes two attacks with his handaxe.

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

ULFUND D'KUNDARAK

Medium humanoid (dwarf), lawful neutral

Armor Class 17 (+1 studded leather armor)

Hit Points 104 (16d8 + 32)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Perception +4, Sleight of Hand +7, Stealth +10, Thieves' Tools +7

Senses darkvision 60ft., passive Perception 14

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Mark of Warding. Ulfund's Dragonmark allows him to innately cast the following spells, requiring no material components. His spellcasting ability is intelligence (save DC 13):

At will: alarm (ritual)

1/day: arcane lock

Master of Locks. When Ulfund makes an Intelligence (History), Intelligence (Investigation), or Thieves' Tools check involving lock and trap mechanisms, he can roll one Intuition die, a d4, and add the number rolled to the ability check.

Sneak Attack. Once per turn, Ulfund can deal an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ulfund that isn't incapacitated and Ulfund doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Ulfund makes two attacks with his handaxe and one with his wrist-mounted crossbow.

Handaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Wrist-Mounted Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120ft., one target. Hit: 7 (1d6 + 4) piercing damage.

ULFUND D'KUNDARAK

Medium humanoid (dwarf), lawful neutral

Armor Class 17 (+1 studded leather armor)

Hit Points 157 (21d8 + 63)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Dex +8, Int +6

Skills Acrobatics +8, Perception +4, Sleight of Hand +8, Stealth +11, Thieves' Tools +11

Senses darkvision 60ft., passive Perception 14

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

Mark of Warding. Ulfund's Dragonmark allows him to innately cast the following spells, requiring no material components. His spellcasting ability is intelligence (save DC 14):

At will: alarm (ritual)

1/day each: arcane lock, glyph of warding, knock

Master of Locks. When Ulfund makes an Intelligence (History), Intelligence (Investigation), or Thieves' Tools check involving lock and trap mechanisms, he can roll one Intuition die, a d6, and add the number rolled to the ability check.

Sneak Attack. Once per turn, Ulfund can deal an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ulfund that isn't incapacitated and Ulfund doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Ulfund makes two attacks with his handaxe and one with his wrist-mounted crossbow.

Handaxe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Wrist-Mounted Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120ft., one target. Hit: 8 (1d6 + 5) piercing damage.

REACTIONS

Uncanny Dodge. When Ulfund is attacked and can see the attacker, he can use his reaction to halve the attack's damage against him.

Story Hooks

- Ulfund is usually an independent thief, but has been press-ganged into working for the Boromar Clan. They've tasked him with lifting some magical items from distracted adventurers - like the party.
- Ulfund has stolen a priceless artifact from Morgrave University, and rumors hold that the person who hired him for the job wants it for nefarious purposes - but Ulfund wants to donate the earnings to a decaying orphanage in Sharn, the one he grew up in.
- Ulfund has enacted a plan to break into a mighty bank vault in the Mror Holds, but the vault he has chosen could start an open conflict between two Dragonmarked houses!



Therran d'Lyrandar (CN)

Therran loves the lifestyle offered by her dragonmark; she is a fan of sailing the high seas or the skies above, controlling all manner of transport craft to see the world's splendors. She has taken to the privateer life, disliking the rules of House Lyrandar and preferring to take passengers that she approves of. Of course, these passengers often want her to sail for less than legal purposes, and she has found herself on the "right" side of a lightning rail robbery at least once in her life.

Therran d'Lyrandar

Medium humanoid (half-elf), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Persuasion +5

Damage Resistances lightning

Senses darkvision 60ft., passive Perception 10

Languages Common, Elven

Challenge 3 (700 XP)

Mark of Storms. Therran's Dragonmark allows her to innately cast the following spells, requiring no material components. Her spellcasting ability is charisma (save DC 12):

At will: gust (WGtE p.107)

1/day: gust of wind

Amphibious. Therran can breathe air and water.

ACTIONS

Multiattack. Therran makes two attacks with her rapier.

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

Storm's Fury (Recharges on a short or long rest). Each creature in contact with the ground within 15 feet of Therran must make a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Therran d'Lyrandar

Medium humanoid (half-elf), chaotic neutral

Armor Class 17 (+1 studded leather armor)

Hit Points 92 (18d8 + 11)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +7, Cha +7

Skills Acrobatics +7, Persuasion +7

Damage Resistances lightning

Senses darkvision 60ft., passive Perception 10

Languages Common, Elven

Challenge 7 (2,900 XP)

Mark of Storms. Therran's Dragonmark allows her to innately cast the following spells, requiring no material components. Her spellcasting ability is charisma (save DC 14):

At will: gust (WGtE p.107)

1/day: gust of wind

Storm's Grace. When Therran hits with her rapier, she deals an extra 4 (1d8) piercing damage (included in the attack).

Amphibious. Therran can breathe air and water.

ACTIONS

Multiattack. Therran makes two attacks with her rapier. She can replace one of these attacks with storm's fury.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Storm's Fury (Recharges on a short or long rest). Each creature in contact with the ground within 15 feet of Therran must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.



THERRAN D'LYRANDAR

Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (+2 studded leather armor)

Hit Points 126 (24d8 + 18)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	12 (+1)	10 (+0)	20 (+5)

Saving Throws Dex +8, Cha +9

Skills Acrobatics +8, Persuasion +9

Damage Immunities lightning

Senses darkvision 60ft., passive Perception 10

Languages Common, Elven

Challenge 11 (7,200 XP)

Mark of Storms. Therran's Dragonmark allows her to innately cast the following spells, requiring no material components. Her spellcasting ability is charisma (save DC 17):

At will: gust (WGtE p.107)

1/day: gust of wind, control water, control wind

Storm's Grace. When Therran hits with her rapier, she deals an extra 9 (2d8) piercing damage (included in the attack).

Amphibious. Therran can breathe air and water.

Windwright's Intuition. When Therran makes a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, she can roll one Intuition die, a d6, and add the number rolled to the ability check.

ACTIONS

Multiattack. Therran makes three attacks with her rapier. She can replace one of these attacks with storm's fury.

+1 Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Storm's Fury (Recharges on a short or long rest). Each creature in contact with the ground within 15 feet of Therran must make a DC 17 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.

Story Hooks

- Therran is ferrying a passenger who has stolen something from the PC's; open conflict aboard the ship could cause them to be banned from it permanently, but they cannot let the item out of their sight for too long.
- The party needs to charter a ship for a job, but the risk of it leads several parties to decline to take them. Therran, however, will gladly see them to their destination - for a price.
- Therran is piloting an airship set to rob a priceless artifact that is being moved across land on a heavily armored lightning rail - and the PC's need to ensure this artifact arrives safely!

