

# WARLOCKS OF EBERRON: PACTS OF THE DRAGONS



BY  
IMOGEN GINGELL

# WARLOCKS OF EBERRON: PACTS OF THE PROGENITOR WYRMS

**B**efore the world as we know it was made, three great dragons ruled existence: Siberys, Eberron and Khyber. A cruel and jealous wyrm, Khyber sought to dominate her rivals. After a battle which shook the Astral Sea, she slew her brother Siberys and scattered his form to the stars. In punishment, Eberron overwhelmed and enveloped Khyber, binding her forever within its body, separating creation into the world we know today.

The shards of Siberys, the Dragon Above, now glitter in a band across the sky. Khyber, the Dragon Below, forms the great expanse of the underworld. Eberron, the Dragon Between, forms the earth which divides them.

## DISTANT PATRONS

The Progenitor Wyrms are enigmatic forces of creation rather than creatures of flesh and blood. They do not engage with mortals directly, and they do not answer prayers. They may not even exist. However, many mortals believe that they hear the voices and the will of the Wyrms expressed in the world itself. Siberys speaks through the dance of dragonshards in the Ring, Eberron sings through the ever-shifting winds, and Khyber tests her bonds with every quake of the earth. Their conversation is written in the Prophecy.

Exceptional mortals that come to understand the words of the Prophecy might learn to catch an essence of its power for themselves. With these motes of power comes the burden of understanding the song of creation. A warlock who accepts this burden imbues themselves with great arcane power, but ties themselves to the will of the Prophecy.

*An astronomer spends her life studying the shapes within the Ring of Siberys, and finally discovers a request, even a promise, embedded in its flows. Every night, she reads the stars and the Ring, searching for the will of the Dragon Above. She plucks the magic from each glittering dragonshard as she fulfills her obligations.*

*A hunter sets his staff to read the currents of the winds and waters. He studies the roots of every tree, and finds within their twisted boughs a message promising something far more grand than game. In return, he makes a gift of his own mortal blood.*

*A prisoner feels the heartbeat of something beneath her feet. Its hunger filters through every stone, and its roars echo in every cave and tunnel. The whispers from the dark offer a different kind of captivity, one that is all the more rewarding.*

## PACT EMISSARIES

Warlocks are quite capable of stumbling upon the arcane gifts of Creation themselves. However, some are introduced to this expression of the Prophecy by enlightened celestials, fiends or mortals. A warlock might consider such an emissary the source of their power rather than the more distant Progenitors.

**Siberys.** As children of the Dragon Above, Argonessen's true dragons are exceptional readers of the Prophecy. A trusting dragon might share its gift, for the right price. Alternatively, a warlock might be visited by an angel native to the wandering planes of the Astral Sea.

**Eberron.** The Dragon Between weaves its magic through life itself. Ascendant druids, especially Gatekeeper orcs, might share a bead of power. Dragons following the wing-beats of the legendary black dragon Vvaraak might also lend their knowledge.

**Khyber.** Khyber's children are selfish by nature, but a deal made with a Cult of the Dragon Below can be of mutual benefit. The prisoners of the underworld, from daelkyr to fiendish overlords, might share what they have learned from Khyber's embrace.

## ENEMIES AND ALLIES

A warlock who has forged a pact with creation is sure to earn the respect and curiosity of many of Eberron's organisations.

**The Chamber.** Argonessen's youngest organisation of dragons has a keen interest in mortal magic, especially where it relates to the Prophecy. A Chamber agent might serve as an ally for a warlock seeking answers. Less curious agents might seek to eliminate a kind of magic they don't fully understand.

**The Gatekeepers.** The orcish druids of the Shadow Marches are among the Dragon Between's fiercest defenders. They stand at the border between Eberron and Khyber in defence of the surface world. A warlock who has made a pact with Eberron is likely to achieve an innate understanding of the Gatekeepers' mission. A warlock who seeks Khyber's power might be hunted before she can threaten the Gatekeepers' seals.

**The Dragonmarked Houses.** As they grow in power, warlocks tied to the Progenitor Wyrms develop a close relationship with dragonshards. The houses may seek to exploit that connection for purely economic reasons. House Tharashk in particular might approach a warlock with a prospecting opportunity.

**The Arcane Congress.** A warlock's gift of prophecy or binding magic is sure to interest Khorvaire's scholars. A warlock interested in the Ring of Siberys might seek time with the Starpeaks Observatory in northern Aundair.



## OTHERWORLDLY PATRONS

The Progenitor Wyrms are quiet creators, but the right heroes and villains might hear their whispers. Warlocks may choose Siberys, Eberon or Khyber as their Otherworldly Patron.

### SIBERYS, THE DRAGON ABOVE

Siberys may have been killed by Khyber, but it yet reveals its will in the dance of stars and dragonshards that light the sky. The dragons who were born from the blood of their fallen father still seek its wisdom in the Prophecy.

A warlock who has made a pact with the Dragon Above may need to read the Prophecy to understand their purpose. However, all wise creatures know that Siberys stands against the darkness of the Dragon Below.

### EXPANDED SPELL LIST

The Dragon Above lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### DRAGON ABOVE EXPANDED SPELLS

Spell Level	Spell
1st	<i>bless, guiding bolt</i>
2nd	<i>augury, moonbeam</i>
3rd	<i>haste, spirit guardians</i>
4th	<i>divination, wall of fire</i>
5th	<i>flame strike, legend lore</i>

### WORLD'S HALO

Starting at 1st level, you gain the ability to wield the light cast by the Ring of Siberys, which can be used to reveal truths. You can cast the cantrip *light*. As an action, you can enhance the effect of an active *light* spell. Creatures within the spell's area of bright light gain advantage on the first Wisdom check and the first Wisdom saving throw they make while illuminated by the enhanced *light* spell. When you enhance a *light* spell with this feature, you must complete a short rest before you can do so again.

### VISIONS OF TWELVE AND ONE

Starting at 6th level, your observations of the Dragon Above grant you an understanding of the way the events of the world will unfold. When you finish a short rest or a long rest, roll two d6s and record the numbers rolled. After you roll, choose one as your "weal die" and one as your "woe die". As a reaction when a creature within 60 feet of you (including you) makes an attack roll, ability check or saving throw, you can add your "weal die" to the roll or subtract your "woe die" from the roll. You may choose whether to expend a weal or woe die when you know whether the unmodified roll would succeed or fail, but before any effects (such as damage) are applied.

Each weal or woe die can be used only once. When you finish a short rest or a long rest, you must replace your weal and woe dice.

### MARK OF THE PROPHECY

Starting at 10th level, your skill in invoking the predictions of Siberys grows. When you expend a weal or woe die to modify a creature's roll, you can choose to further augment it, leaving a sprawling dragonmark imprinted beneath your feat. If you do, you and all allies within 100 feet of the mark (other than the original target of your weal or woe die), increase their next attack roll, ability check, or saving throw by the value of your expended die. Additionally, all enemies within 100 feet of the mark (other than the original target of your weal or woe die), must decrease their next attack roll, ability check, or saving throw by the same amount.

When you use this feature, you must finish a long rest before you can do so again.

### STARFALL

Starting at 14th level, the Dragon Above may bestow upon you a rare gift. As an action, you can call a Siberys dragonshard to fall from the sky and strike the ground within 120 feet of you. Each creature in a 20-foot-radius sphere centered on the point you choose must make a Dexterity saving throw, with DC equal to your warlock spell save DC. An affected creature takes 8d6 radiant damage and 8d6 bludgeoning damage on a failed save, or half as much damage on a successful save. The bludgeoning damage is considered to be magical. After the impact, the ground within the affected area costs 2 feet of speed for every 1 foot moved.

At the DM's discretion, using this ability underground or indoors might cause the dragonshard to fall dramatically and violently through the ceiling. Otherwise, the shard manifests spontaneously at the target area before exploding.

The ability damages objects in the area and ignites flammable objects that aren't being worn or carried. The dragonshard is destroyed on impact.

When you use this ability, you must finish a long rest before you can use it again.



## EBERRON, THE DRAGON BETWEEN

Eberron, the Dragon Between, is the progenitor wyrm responsible for the innumerable forms of life across the surface world. Eberron dragonshards grant and store arcane power, and this gift is reflected in any pact made with the Dragon Between.

Eberron seeks to shield its children from the conflicts of the other progenitors and their spawn, and to spread life in all its wondrous variation.

### EXPANDED SPELL LIST

The Dragon Between lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### DRAGON BETWEEN EXPANDED SPELLS

Spell Level	Spell
-------------	-------

1st	<i>entangle, heroism</i>
-----	--------------------------

2nd	<i>calm emotions, spike growth</i>
-----	------------------------------------

3rd	<i>conjure animals, plant growth</i>
-----	--------------------------------------

4th	<i>Otiluke's resilient sphere, grasping vine</i>
-----	--

5th	<i>tree stride, wall of stone</i>
-----	-----------------------------------

### BONDS OF BALANCE

Starting at 1st level, your arcane magic supports and grows the life that surrounds you. Whenever you expend a warlock spell slot, you can choose one creature within 30 feet of you (including yourself). That creature gains temporary hit points equal to half your level (rounded down) plus your Charisma modifier.

### RESERVE ARCANA

Starting at 6th level, the Dragon Between grants you the ability to store a portion of your power to use at a later date. Whenever you expend a warlock spell slot, you gain one point of "reserve arcana", up to a maximum number of points equal to your Charisma modifier. When you make an attack roll, ability check, or saving throw you may spend one point of reserve arcana to add 1d6 to that roll. When you make a damage roll, you may also spend any number of reserve arcana points up to a maximum of your Charisma modifier. Each point spent in this way adds 1d10 force damage to the roll. If the damage roll would affect multiple targets, choose only one to take the extra damage. You must decide to spend your reserve arcana before you roll the attack roll, ability check or damage roll.

Reserve arcana points are lost only when you die.

### EBERRON'S GUIDANCE

Starting at 10th level, you hear the voice of Eberron itself. You may cast *commune with nature* without expending a warlock spell slot. When you use this ability, you must finish a long rest before you can do so again.

In addition, your bond with Eberron bolsters your resolve against the most fearsome creatures of Khyber. You are immune to the frightened condition.

## LIFE ARCANA

Starting at 14th level, the Dragon Between bestows upon you a special Eberron dragonshard. As a bonus action, you may place the dragonshard upon the ground and expend it to instantly grow a 10 foot tall sapling in its place. Whenever any creature within 100 feet of the sapling expends a spell slot, the sapling grows 5 feet taller and grants you two points of reserve arcana, which may exceed your usual maximum. The sapling holds its power for 1 hour, and for that duration you can store an unlimited number of reserve arcana points. When the sapling's magic dissipates, any points of reserve arcana above your usual maximum are lost. The sapling persists as a non-magical tree.

If your pact-given Eberron dragonshard is expended or destroyed, you may generate a new one when you finish a long rest.





## KHYBER, THE DRAGON BELOW

The Dragon Below is a selfish force. It embodies a lust for power and holds within itself the trophies of its abuse. The Daelkyr and the demon Overlords are bound deep within Khyber's caverns, and even on the surface world its magic is used to trap elementals into servitude.

A pact with the Dragon Below is not merely a gift of power from the underworld: it is a tool to take that power from other creatures.

### EXPANDED SPELL LIST

The Dragon Below lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### DRAGON BELOW EXPANDED SPELLS

Spell Level	Spell
-------------	-------

1st	<i>bane, dissonant whispers</i>
-----	---------------------------------

2nd	<i>blindness/deafness, silence</i>
-----	------------------------------------

3rd	<i>bestow curse, slow</i>
-----	---------------------------

4th	<i>confusion, conjure minor elementals</i>
-----	--

5th	<i>conjure elementals, planar binding</i>
-----	---

### PATH BINDING

Starting at 1st level, you can flaunt your freedom while constraining would-be pursuers. When an enemy moves within 5 feet of you, you can use your reaction to immediately move up to your speed. This movement does not provoke an opportunity attack from the triggering enemy. Additionally, the triggering enemy must make a Charisma saving throw. If it fails, its speed becomes 0 until the end of its next turn, and it can't benefit from any bonus to its speed for the duration. The save DC is equal to your warlock spell save DC.

When you use this ability, you must finish a short rest before you can use it again.

### SPELL BINDING

Starting at 6th level, you can cast *counterspell* using a warlock spell slot. If you cause a spell to fail using this feature, and that spell is of lower level than your warlock spell slot level, you may add that spell to your list of warlock spells known. You may only have one additional spell granted by this feature. If you choose to bind a new spell, it replaces the one previously bound.

### LIFE BINDING

Starting at 10th level, you can steal the vitality of your enemies with your arcane magic. When you hit a creature with a warlock spell attack, you regain a number of hit points equal to the damage you deal to that creature. If your spell targets multiple creatures, you gain the benefit of this feature from only one target of your choice.

If you use this feature, you must finish a long rest before you can use it again.

### SOUL BINDING

Starting at 14th level, the Dragon Below bestows upon you a special Khyber dragonshard. When you reduce a creature to 0hp or less, you may immediately activate this feature to permanently bind that creature within your pact-given Khyber dragonshard. Upon doing so, the creature's body disappears and their mind and soul become trapped within the dragonshard. While trapped, the target creature is conscious but cannot take actions. You can read the mind of a trapped creature as if you had cast *detect thoughts*, however the trapped creature automatically fails any saving throw to resist. If you have trapped a creature with an Intelligence score of 3 or lower, or one which doesn't speak any language, then you can only learn the emotional state of that creature.

The trapped creature is freed immediately if you bind the soul of another creature or if your pact-given Khyber dragonshard is shattered. A freed creature appears in the same space as the Khyber dragonshard with 1 hit point.

If your pact-given Khyber dragonshard is destroyed, you may generate a new one when you finish a long rest.



## CREDITS

**Design:** Imogen Gingell

**Illustration:** Imogen Gingell

**Feedback and Playtesting:** *Kuul, Freya Griffiths, Terra Booma, CisoSecond, Anthony J. Turco, PyrrhaGr3yEy3d, GenuineHeathen, Ivellius, SmilingCatSith, zeek0*

**Editing:** Freya Griffiths

**Typesetting** with thanks to GM Binder

(<https://www.gmbinder.com>)

**Special Thanks:** Keith Baker, creator of Eberron

**FIND MORE AT THE DRAGON ABOVE**

([HTTPS://DRAGON-ABOVE.TUMBLR.COM](https://dragon-above.tumblr.com))



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.