

human barbarian

halfling bard

dwarven cleric



Countdown to

# EBERRON

Creating the Heroes

by Mat Smith • illustrated by Dana Knutson, Steve Prescott, and Mark Tedin

In the wake of the Last War, conflicts between the twelve nations of Khorvaire still smolder in the shadows and remote regions of the continent. Diplomacy and espionage go hand-in-hand as governments, merchant houses, and other factions vie for power. Uncharted regions and ancient secrets await discovery. Every corner of the cinematically exciting world of EBERRON is filled with pulp/noir action, intrigue, and opportunity for those bold enough to seek it out.

As the July release date for the EBERRON Campaign Setting draws closer, many of you will be faced with one of the toughest challenges every roleplayer must overcome—deciding what you’re going to play. Fortunately, you’ve got some time to mull it over. For the most part, you’ve already got a good chunk of the information you’ll need to start narrowing down your choices. That’s because the *EBERRON Campaign Setting* is designed to incorporate all things D&D—things like the character classes you’ve been playing all along.

### FAMILIAR BUT DIFFERENT

The *EBERRON Campaign Setting* isn’t reinventing the D&D wheel, it’s just giving it an all-new place to take a spin. So, while you’ll find all the standard classes from the *Player’s Handbook* running around EBERRON, each one will have a new look, feel, and flavor that fits nicely in the setting. You’ll discover variant rules, alternate abilities, and additional options available for several of the classes, including a wide array of places from which each might hail. Here’s a quick glimpse at just a few of the features that make each of those classes fit into the *EBERRON Campaign Setting*.

### Barbarian

Even though an advanced civilization dominates much of the main continent of Khorvaire, barbarians of every standard character race (and others) can be found tucked away in the wilder regions of EBERRON. Several of the feats (such as the Dragon Rage feat; see the Sample EBERRON Feats sidebar) and prestige classes introduced in the *EBERRON Campaign Setting* are of particular or exclusive interest to barbarian characters.



### Bard

Whether explorers, emissaries, scouts, or spies, the magical and musical skills and talents of bards are indispensable to governments, merchant houses, and adventuring companies alike. One of the more intriguing options bards will find in the *EBERRON Campaign Setting* is the ability to customize their bardic music by taking special bardic feats, such as Haunting Melody (see the Sample Eberron Feats sidebar).

### Cleric

EBERRON is home to several organized churches and a pantheon of deities to which many clerics dedicate their lives. Other clerics have no specific allegiance, but instead draw divine power from the ever-present spiritual force that pervades the world around them. The selection of churches, deities, and the array of new domains offer clerics in the *EBERRON Campaign Setting* intriguing new options.

### Druid

With a history that stretches back 15,000 years to a time when a circle of orc druids, instructed by a powerful black dragon, were the saviors of the continent of Khorvaire, the druids of EBERRON often fill the role of guardians of their homelands and the balance of nature in general. Their ancient history, animalistic background, and strong ties to their home regions are reflected in the array of feats and selection of animal companions available.

### Fighter

As the dust from the Last War settles, the ubiquitous fighter will find many roles to fill throughout the land. Whether as a soldier, elite commando, chivalric warrior, city guardsman, mercenary, or bold adventurer, the fighters in the *EBERRON Campaign Setting* will find great benefit in the selection of feats that grant new uses for their action points.

### Monk

The religious traditions of monks in EBERRON provide them with training as both scholars and martial artists. Strong religious organizations offer monks well-defined backgrounds as well as access to an array of feats that include unique fighting styles, such as the Flensing Strike feat (see the Sample Eberron Feats sidebar). Another exciting option is the Monastic Training feat, which enables a monk to learn new skills and abilities by circumventing the usual restrictions against multiclassing.

### Paladin

Much like clerics, the paladins of EBERRON are most often allied with one of the churches, such as the Church of the Silver Flame. A selection of feats that enhance a paladin's ability to use action points in combat and prestige classes, such as the Exorcist of the Silver Flame, are a few of the options open to these champions of faith and justice.

### Psionic Classes

The rules for psionics and psionic-using characters have always been an optional feature in the *DUNGEONS & DRAGONS* game. While using the various classes and other rules you'll find in the *Expanded Psionics Handbook* is still considered an option, the *EBERRON Campaign Setting* provides an integrated background for characters and monsters with psionic talents and abilities—psions, psychic warriors, egoists, soulknives, nomads, and kineticists are most commonly found in the lands of Riedra and Adar. (Next month, you'll get a little glimpse at one of the new races in the *EBERRON Campaign Setting* that manifests psionic power as a racial ability.)

### Ranger

Rangers in the *EBERRON Campaign Setting* can be found traversing the wilderness or trekking through an urban landscape. Many interesting choices

among several feats (like Urban Tracking) and prestige classes (such as the Eldeen ranger) give them the opportunity to make their own unique mark in EBERRON. Much like the druids of the setting, the selection of animal companions available to rangers differs according to the region they have chosen to call home.

### Rogue

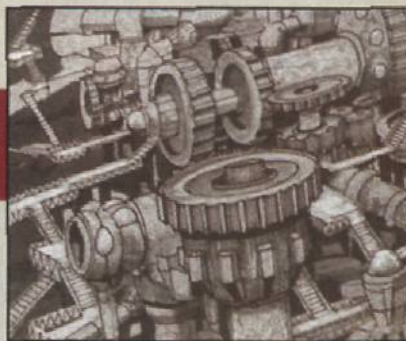
With no shortage of dense urban landscapes and plenty of ways to get in and out of town in a hurry, rogues of all stripes thrive in the *EBERRON Campaign Setting*. Whether a part of a criminal organization, a freelance inquisitive, diplomat, spy, or treasure-hunting adventurer, several feats and prestige classes, such as the master inquisitive (featured later in this article), are well-suited to the rogue's array skills and talents.

### Sorcerer

The dragon blood flowing in the veins of sorcerers in the *EBERRON Campaign Setting* gives them strong ties to the world around them, ties that range as far back as the creation of the world itself. Many feats and prestige classes offer sorcerers additional flexibility and power, but their most intriguing options involve the mystical dragon-marks (which you'll find out more about in a few months).

### Wizard

While many individuals in the world of EBERRON might dabble in the arcane arts, wizards stand apart by virtue of their power and sheer versatility. Their study and pursuit of arcane secrets gives wizards more reason than any other class to explore and discover the lost secrets of the ancient lands of Xen'drik. Several prestige classes and feats offer wizards greater versatility and the ability to create potent magic items.



## INTRODUCING THE ARTIFICER

The magically infused world of EBERRON has also given rise to an entirely new character class—the artificer. These highly skilled characters have a knack for creating, repairing, altering, augmenting, and employing magic devices, items, and constructs. Their remarkable talents make them potent allies, dangerous adversaries, and an indispensable part of any adventuring party.

### Artificer

In EBERRON, magic is almost technology. There are spellcasters who specialize in certain forms of that technology, and then there are artificers. Artificers are not spellcasters, but they understand magic at a different level from spellcasters, tinkering with its fundamental workings. They have an amazing facility with magic items and constructs, and in many ways, they keep the magical world of EBERRON running.

**Adventures:** Artificers adventure for a variety of reasons. They seek deposits of rare minerals and dragonshards to use in their creations. They search for hidden arcane secrets relating to making magic items or constructs. They face danger to acquire wealth to buy or make magic items. Like any other adventurer, they might also be motivated by a desire to fight evil or gain power, or any of a host of similar reasons.

**Characteristics:** Artificers are perhaps the ultimate magical dabblers. They can cast just about any spell from a wand or scroll, empower ordinary items with temporary eldritch power, repair damaged constructs (including warforged), alter the function of existing magic items, and craft magic items, constructs, and dragonshard items. They have a limited list of their own spell-like augmentations that they can apply to objects, and can also work with any of the spells on

other classes' spell lists. Their magic is neither arcane nor divine, and they are not bound by that divide: their trade is magic in its most abstract (they might say purest) form.

**Alignment:** If artificers have a tendency toward any alignment, it is neutral. They are more interested in their work than in its moral implications. Of course, some artificers create magic items for the common good, while others seek to create items of tremendous destructive power.

**Religion:** Some artificers revere the god Onatar, Lord of Fire and Forge. Many more are too preoccupied with mastering magic—including divine magic—to worry about the gods who might or might not be its source.

**Background:** Like wizards, artificers learn their craft through long years of hard study. They share a sense of camaraderie with others who have endured similar training. They view other artificers as either colleagues or rivals. Rivalry might take a friendly form as the artificers try to outdo each other in their creations and accomplishments, or it could turn deadly, with artificers sending construct assassins after each other.

**Races:** Humans excel as artificers, having no natural attachment to the aesthetics of magic as elves do, or knack for a particular expression of magic as gnomes do. Their analytical minds make them well suited to the artificer's task of reducing magic to its component pieces and reassembling it in a new form.

Warforged also make fine artificers, having a particular affinity for the creation of other constructs. Dwarves and gnomes, with their skills in mundane craft, show equal skill in the magical craft of the artificer. Halflings, elves, half-elves, half-orcs, kalashtar, shifters, and changelings do not have strong traditions in this class and generally choose different magical pathways.

**Other Classes:** Artificers work best

when providing magical support to members of other classes. Although they are quite versatile, their talents lie in enhancing the items—weapons, armor, wands, and other gear—used by all the members of an adventuring party. They think of every party member as components of a machine, encouraging better teamwork within a group and sometimes providing strategy and tactics afforded by their unique mindset.

**Role:** Artificers have a range of roles in a typical adventuring party revolving around magic items. They bring an unparalleled flexibility to both using and creating such items. Although they can fight reasonably well, few are inclined to full melee combat. In a party that doesn't include a druid, for example, an artificer can use (or scribe) a scroll of *barkskin* or wield a *staff of the woodlands*.

### Game Rule Information

Artificers have the following game statistics.

**Abilities:** Charisma is the most important ability for an artificer because several of his augmentations rely on his ability to make Use Magic Device checks. Intelligence is also important because it determines the effectiveness of his augmentations, but it plays a lesser role than for most other spellcasters. A high Dexterity improves the artificer's defensive ability.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The artificer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (the planes) (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points at 1st Level:** (4 + Int modifier) × 4.



*In Eberron, magic is almost technology. Artificers specialize in that technology.*

**Skill Points at Each Additional Level:** 4 + Int modifier.

#### Class Features

All of the following are class features of the artificer.

##### **Weapon and Armor Proficiency:**

Artificers are proficient with all simple weapons. They are proficient with light armor, medium armor, and with shields, except tower shields.

**Augmentations:** An artificer is not a spellcaster, but he does have the ability to imbue items with magical augmentations. Augmentations are neither arcane nor divine; they are drawn from the artificer augmentation list (see the Artificer Augmentation List sidebar; note that in this article, the list only include augmentations up to 3rd level). He can imbue an item with any augmentation from the list without preparing the augmentation ahead of time. Unlike a sorcerer or bard, he does not select a subset of the available augmentations as his known spells; he has access to every augmentation on the list that is of a level he can imbue into an item.

It is possible for an artificer to learn augmentations that are not on the normal artificer augmentation list. These might include ancient augmentations he finds in the ruins of Xen'drik, secret augmentations known only to the members of certain guilds or organizations, or inspiration from the Traveler, the self-appointed divine patron of artificers. When he encounters such an augmentation, an artificer can attempt to learn it by making a Spellcraft check (DC 20 + spell level). If this check succeeds, he adds the spell to his augmentation list. If not, he can try again when he gains another rank in Spellcraft, assuming he still has access to the new augmentation.

To imbue an item with an augmentation, an artificer must have an Intelligence score equal to at least 10 + the augmentation level (Int 11 for 1st-level augmentations, Int 12 for 2nd-level aug-

mentations, and so forth). Augmentations never allow saving throws.

Like other spellcasters, an artificer can imbue only a certain number of augmentations of each augmentation level per day. His base daily augmentation allotment is given in the Artificer Advancement table. Note that while in this article the table caps at 5th level, the artificer that will be presented in the *EBERRON Campaign Setting* is a full 20-level class. In addition, he receives bonus augmentations per day if he has a high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells in the *Player's Handbook*).

An artificer's augmentations are never cast on a living target—only imbued into an item or cast upon a construct. He cannot, for example, simply cast *bull's strength* on an ally. He must instead imbue that ability into an item his ally is wearing. The item then functions as a *belt of giant strength* for the duration of the augmentation. He can, however, cast *bull's strength* directly upon a construct or character with the living construct subtype, and spells such as *repair light damage* and *iron construct* function only when cast on such characters. He can use *permanency* only to make a spell permanent on an object or area.

Many augmentations have long casting times, often 1 minute or more. An artificer can spend 1 action point to imbue any augmentation in 1 round (like a spell that takes 1 round to cast).

Like a spellcaster, an artificer can learn item creation and metamagic feats and apply them to his augmentations. Like a sorcerer, an artificer can apply a metamagic feat to an augmentation spontaneously, but this requires extra time. An artificer can craft alchemical items as though he were a spellcaster.

An artificer can never automatically use a spell trigger or spell completion item because the spell appears on his augmentation list. For example, an artificer must still employ the Use Magic

Device skill to use a *wand of light*, even though *light* appears on his augmentation list.

**Craft Reserve:** The artificer receives a pool of points he can spend instead of experience points when crafting a magic item. Each time the artificer gains a new level he receives a new craft reserve; left over points from the previous level do not carry over. If they are not spent, they are lost. An artificer can use the craft reserve to supplement the XP cost of the item he is making, taking a portion of the XP cost from his craft reserve and a portion from his XP.

**Disable Trap:** Like rogues, artificers can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

**Item Creation (Ex):** An artificer can create a magic item even if he does not have access to the spells that are prerequisites for the item. The artificer must make a successful Use Magic Device check to emulate each spell normally required to create the item. The DC of this check is 20 + caster level. Thus, in order to make a 1st-level *wand of magic missile*, an artificer would need a Use Magic Device check of 21 or better. In order to create a *bottle of air* (caster level 7th), he would need a check of 27 or better to emulate the *waterbreathing* prerequisite.

The artificer must make a successful check for each prerequisite of each item he makes. If he fails a check, he can try again each day until the item is complete. If he comes to the end of the crafting time and he has still not successfully emulated one of the powers, he can make one final check—his last-ditch effort—even if he has already made a check that day. If that check also fails, then the creation process fails and the time, money, and XP cost for crafting the item are lost.

For purposes of meeting item prerequisites, an artificer's effective caster level equals his artificer level +2. If the

item duplicates a spell effect, however, it uses the artificer's actual level as its caster level. Costs are always determined using the item's minimum caster level or the artificer's actual level (if it is higher). Thus, a 3rd-level artificer can make a *scroll of fireball*, since the minimum caster level for *fireball* is 5th. He pays the normal cost for making such a scroll with a caster level of 5th:  $5 \times 3 \times 12.5 = 187$  gp and 5 sp, plus 15 XP. But the scroll's actual caster level is only 3rd, and it produces a weak *fireball* that deals only 3d6 points of damage.

The artificer can also make Use Magic Device checks to emulate non-spell requirements, including alignment and race, using the normal DCs for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites. He must meet the caster level prerequisite, including the minimum level to cast a spell he stores in a potion, wand, or scroll.

An artificer's augmentations do not meet spell prerequisites for creating magic items. For example, an artificer must still employ the Use Magic Device skill to emulate the *light* spell to create a *wand of light*, even though *light* appears on his augmentation list.

**Artisan Bonus:** An artificer gains a +2 bonus on Use Magic Device checks to activate an item of a kind that he has the prerequisite item creation feat to create. For example, an artificer with Craft Wand gains a +2 bonus on checks to cast a spell from a wand.

**Bonus Feats:** An artificer gains every item creation feat as a bonus feat near the level at which it first becomes available. Thus, he gets Scribe Scroll as a bonus feat at 1st level, Brew Potion at 2nd level, Craft Wondrous Item at 3rd level, Craft Magic Arms and Armor at

5th level, Craft Wand at 7th level, Craft Rod at 9th level, Craft Staff at 12th level, and Forge Ring at 14th level.

In addition, an artificer gains a bonus feat at 4th level and every 4 levels thereafter. The artificer must choose a metamagic feat or a feat from the following list for each of these bonus feats:

Attune Magic Weapon, Exceptional Artisan, Extra Ring, Magical Artisan, Maximize Magic Weapon, Reduce Spell Failure, Wand Mastery.

An artificer does not gain Craft Construct automatically, but he can choose it as a bonus feat.

**Craft Homunculus (Ex):** At 4th level, an artificer can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (*arcane eye*, *mirror image*, and *mending*) as normal for making a magic item, and he must pay all the usual gold and XP costs (although he can spend points from his craft reserve). An artificer can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 1,000 gp and 80 XP.

If an artificer gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 bonus hit points for being a Small construct.

An artificer can never have a homunculus that has Hit Dice that are more than 2 less than his own. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

**Retain Essence (Su):** At 5th level, an artificer gains the ability to salvage the XP from a magic item and use it to create another magic item. The artificer must spend a day with the item, and he must also have the appropriate craft feat for the item he is salvaging. After

a day, the item is destroyed and the artificer may add the XP it took to create the item to his craft reserve. These points are lost if the artificer does not use them prior to gaining his next level.

**Metamagic Spell Trigger (Su):** At 6th level, an artificer gains the ability to apply a metamagic feat he knows to a spell trigger item (generally a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an artificer can Quicken a spell cast from a wand by spending 5 charges (4 additional charges), Empower the spell by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item.

An artificer cannot use this ability when using a spell trigger item that does not have charges, such as *prayer beads*.

**Metamagic Spell Completion (Su):** At 11th level, an artificer gains the ability to apply a metamagic feat he knows to a spell completion item (generally a scroll). He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to  $20 + (3 \times \text{the modified level of the spell})$ . For example, applying the Empower Spell feat to a scroll of *cone of cold*, creating a 7th-level effect, has a DC of  $20 + (3 \times 7) = 41$ . An artificer can use this ability a number of times per day equal to  $3 + \text{his Intelligence modifier}$ .

**Skill Mastery:** At 13th level, an artificer can take 10 when making a Spellcraft or Use Magic Device check, even if stress and distractions would normally prevent him from doing so.

### ARTIFICER Advancement

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Craft Reserve	—Augmentations per Day—							
							1	2	3	4	5	6		
1st	+0	+0	+0	+2	Disable trap, item creation, artisan bonus, Scribe Scroll	20	2	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Brew Potion	40	3	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Craft Wondrous Item	60	3	1	—	—	—	—	—	—
4th	+3	+1	+1	+4	Craft homunculus, bonus feat	80	3	2	—	—	—	—	—	—
5th	+3	+1	+1	+4	Craft Magic Arms and Armor, retain essence	100	3	3	1	—	—	—	—	—

\*Note that although this chart shows only five levels, the artificer class is a full 20-level class.

This circumvents the normal rule that a character may not take 10 on a Use Magic Device check.

**Artificer Starting Gold:** A 1st-level artificer begins play with 5d4 x 10 gp (average 125 gp).

## ARTIFICER AUGMENTATION LIST

Augmentations with an asterisk (\*) are described in the *EBERRON Campaign Setting*. Note that the artificer class has six levels of augmentations; the list was abbreviated for this article.

### 1st-Level Augmentations

**Armor Enhancement, Lesser\*:** Armor or shield gains special ability with +1 bonus market price modifier.

**Energy Alteration\*:** Item using one kind of energy uses another instead.

**Enhancement Alteration\*:** Magic shield's enhancement bonus applies to shield bash attacks, or magic weapon's enhancement bonus applies to Two-Weapon Defense.

**Inflict Light Damage\*:** Deals 1d8+1/level damage (maximum +5) to a construct.

**Light:** Object shines like a torch.

**Magic Stone:** Three stones gain +1 on attack rolls, deal 1d6+1 damage.

**Magic Vestment:** Armor or shield gains +1 or better enhancement bonus.

**Magic Weapon:** Weapon gains +1 enhancement bonus.

**Repair Light Damage\*:** "Cures" 1d8+1/level damage (max +5) to a construct.

**Resistance Item\*:** Item bestows +1 or better resistance bonus on saving throws.

**Shield of Faith:** Aura grants +2 or higher deflection bonus.

**Skill Enhancement\*:** Item bestows circumstance bonus on skill checks.

**Spell Storing Item\*:** Store one spell in an item.

**Weapon Augmentation, Personal\*:** Your weapon gains special ability with +1 bonus market price modifier.

### 2nd-Level Augmentations

**Align Weapon:** Weapon becomes good, evil, lawful, or chaotic.

**Armor Enhancement\*:** Armor or shield gains special ability with +2 or +3 bonus market price modifier.

**Bear's Endurance:** Subject gains +4 to Constitution for 1 min./level.

**Blades of Fire\*:** Your melee weapon deals +1d6 fire damage for 1 round.

**Bull's Strength:** Subject gains +4 to Strength for 1 min./level.

**Cat's Grace:** Subject gains +4 to Dexterity for 1 min./level.

**Chill Metal:** Cold metal damages those who touch it.

**Eagle's Splendor:** Subject gains +4 to Charisma for 1 min./level.

**Fox's Cunning:** Subject gains +4 to Intelligence for 1 min./level.

**Heat Metal:** Makes metal so hot it damages those who touch it.

**Inflict Moderate Damage\*:** Deals 2d8+1/level damage (maximum +10) to a construct.

**Owl's Wisdom:** Subject gains +4 to Wisdom for 1 min./level.

**Repair Moderate Damage\*:** "Cures" 2d8+1/level damage (maximum +10) to a construct.

**Weapon Augmentation, Lesser\*:** Weapon gains special ability with +1 bonus market price modifier.

**Toughen Construct\*:** Grants construct +2 (or higher) enhancement to natural armor.

### 3RD-LEVEL AUGMENTATIONS

**Armor Enhancement, Greater\*:** Armor or shield gains special ability

## SAMPLE EBERRON FEATS

The *EBERRON Campaign Setting* introduces a huge number of new feats. While many of them can be pulled straight out of the book and used in any D&D game, several have been designed to feel particularly at home in EBERRON. Among the more than fifty feats in the book, you'll find a number of them created to augment and amplify the abilities and talents of particular character classes (and races).

## ACTION BOOST [GENERAL]

You have the ability to alter your luck drastically in dire circumstances.

**Benefit:** When you spend an action point to alter an attack roll, a skill check, an ability check, a level check, or a saving throw, you roll d8s instead of d6s and add the result to the d20 roll.

## DRAGON RAGE [GENERAL]

You call upon the power of your dragon totem to enhance your barbarian rage.

**Prerequisites:** Base attack bonus +4, Dragon Totem, ability to rage or frenzy, region of origin Argonnessen.

**Benefit:** When you enter a rage or frenzy, your natural armor improves by +2. In addition, for the duration of your rage you gain resistance 10 to the energy type associated with your dragon totem (total of resistance 15 while raging).

## FLENSING STRIKE [GENERAL]

You have studied a martial style practiced by monks devoted to the Mockery, which has taught you to cut your opponent's skin in a very painful way.

**Prerequisite:** Exotic Weapon Proficiency (kama), Weapon Focus (kama).

**Benefit:** Using flensing strike is a full attack action. Flensing strike causes a living, corporeal foe damaged by your attack with a kama to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. The DC is increased by +2 if you are wielding two kamas (creatures wielding more than two kamas gain no additional bonuses). The target adds his natural armor bonus, if any, as a special bonus on this saving throw. A target that fails the saving throw is wracked with pain, receiving a -4 penalty on attack rolls, saves, and checks for 1 minute. Constructs, oozes, plants, undead, incorporeal creatures, creatures immune to critical hits, and creatures with a special immunity to pain are not susceptible to this feat.

**Special:** An evil monk may select Flensing Strike as a bonus feat at 6th level if she meets all the prerequisites.

## HAUNTING MELODY [BARDIC]

You can use your music to inspire fear as well as courage.

**Prerequisites:** Bardic music ability, Perform 9 ranks.

**Benefit:** When you sing or use some other Perform skill, you can unnerve enemies within 30 feet of you. Affected creatures must succeed at a Will saving throw (DC 10 + 1/2 your bard level + your Charisma modifier) or become shaken for a number of rounds equal to your ranks in Perform. This is a mind-affecting fear ability.

Using this ability counts as a use of your bardic music ability.

## ADVENTURERS IN EBERRON

"The world of EBERRON supports two basic types of adventurers. First there are earnest, boldly heroic individuals who want to do the right thing, whether that's fighting evil or reclaiming ancient lore for the good of civilization. This is characteristic of the pulp genre, and these characters are likely to have good alignments. Then there are the cynical, world-weary characters that usually need a well-greased palm to get started on the road to adventure. This is more characteristic of noir and the neutral alignments—although when push comes to shove, a gruff exterior might hide a good heart. As EBERRON is a blend of both genres, there is no reason that a party has to share the same alignment; the streetwise ex-guardian or former guild enforcer might be able to handle certain situations with a little more finesse than the noble paladin.

"Regardless of alignment, player characters in EBERRON should always be treated as remarkable individuals. There are a number of ways to handle this. Most of the friendly NPCs should use NPC classes instead of regular classes. This gives the players something to offer right away; even a low-level artificer can perform tasks that are beyond the most advanced magewright. Player characters are simply more versatile than most NPCs. As a result, the characters' services will often be sought by powerful patrons and factions. When the Wayfinder Foundation wants to recover an ancient artifact from the deserts of Xen'drik, the player characters really are the best people for the job. Of course, this emphasis on NPC classes doesn't apply to the villains, which is another reason the players are important. Only they possess the skills required to match wits and blades with the agents of evil!

"Needless to say, there is nothing to prevent players from running evil characters, if that is what they and the Dungeon Master want to do. Perhaps they want to play a team of thoughtstealers from Riedra, or work for one of the crime guilds of Sharn. But in general, EBERRON is designed for heroic action."

—Keith Baker

with +4 or +5 bonus market price modifier.  
**Construct Energy Ward\*:** Construct gains resistance 10 to specified energy type.  
**Inflict Serious Damage\*:** Deals  $3d8+1/\text{level}$  damage (maximum +15) to a construct.  
**Magic Weapon, Greater:** Weapon gains +2 or better enhancement bonus.  
**Metamagic Item\*:** Imbue spell trigger item with metamagic feat.  
**Power Surge\*:** Charged spell trigger item gains temporary charges.  
**Repair Serious Damage\*:** "Cures"  $3d8+1/\text{level}$  damage (maximum +15) to a construct.  
**Stone Construct\*:** Construct gains DR 10/adamantine.  
**Suppress Requirement\*:** Item that requires class feature, race, ability score, or alignment to function to its fullest potential no longer carries that requirement.

### PRESTIGE CLASSES THAT BELONG

As you explore the *EBERRON Campaign Setting*, you'll notice that the prestige classes have a particular style and feel about them. That's because each one was created to reinforce a character's place in the world of EBERRON, whether it provides a specialized use of action points, highlights the abilities of one of EBERRON's unique races, empowers a character's existing dragonmark, or some other particular ability. Of course with a few adjustments, often just a cosmetic change to the background, the prestige classes you'll find in EBERRON can be used in any D&D campaign setting.

### PRESTIGE CLASSES IN EBERRON

"With EBERRON, both the campaign setting book and future products, we're really trying to make sure that the prestige classes are an integral part of the setting. We're giving a little more space to each one so that a character with a prestige class can feel a little more like a part of something larger—not just a guy who wears a certain name, but a part of an actual organization in EBERRON, and something unique to EBERRON. So in EBERRON, you're not just a sacred exorcist, you're an exorcist of the Silver Flame, and as part of a specific church, you've got a defined place in the campaign setting."

—James Wyatt

#### Master Inquisitive

The master inquisitive takes the art of investigation and deduction to the ultimate level, rising to the top of the field. The master inquisitive could be an elite free-

lance investigator or a master detective working for a recognized law-enforcement organization somewhere in Khorvaire. He might be an investigative chronicler digging up details on corruption and conspiracies. Whatever his role, the master inquisitive specializes in solving mysteries and shedding light on the darkest secrets.

Many dabblers in the field call themselves inquisitives, but only a select few attain the status of master. The master inquisitive is the quintessential investigator with a reputation for tenacity and success that is very well deserved. The best in the field often come up through the ranks of rogue or bard, but members of every class with an insatiable curiosity and a need to solve mysteries can achieve the title of master inquisitive.

The master inquisitive's intuition and insight becomes so fine tuned as to appear supernatural and, indeed, he manifests a few spell-like abilities to help him in his search for truth and the solutions to the mysteries he confronts on a regular basis.

#### Class Features

All of the following are class features of the master inquisitive.

**Weapon and Armor Proficiency:** The master inquisitive gains no proficiency with any weapons, armor, or shields.

**Zone of Truth (Sp):** At 1st level, once per day, a master inquisitive can use *zone of truth* as a spell-like ability, duplicating the effect of the *zone of truth* spell. The master inquisitive can spend two action points for each additional use of this ability per day.

**Bonus Feats:** At 2nd and 4th level, the master inquisitive gains a bonus feat. The bonus feat must be selected from the following list, and the master inquisitive must meet all of the prerequisites of the feat to select it: Alertness, Deceitful, Heroic Spirit, Improved Initiative, Investigator, Iron Will, Negotiator, Persuasive, Recognize Imposter, Research, Toughness, Track, Urban Tracking.

**Contact:** A master inquisitive of 2nd level and higher cultivates associates and informants. Each time the master inquisitive gains a contact, the DM should develop an NPC to represent the contact. The contact must be of an NPC class, either an adept, aristocrat, commoner, expert, magewright, or warrior.

Contacts might be informants, criminals, chroniclers, shopkeepers, coach drivers, household servants, or others who can pro-

## MASTER INQUISITIVE Advancement

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+0	<i>Zone of truth</i>
2nd	+1	+0	+3	+0	Bonus feat, contact (3rd level)
3rd	+2	+1	+3	+1	<i>Discern lies</i>
4th	+3	+1	+4	+1	Bonus feat, contact (6th level)
5th	+3	+1	+4	+1	<i>Trueseeing</i>

## MASTER INQUISITIVE Requirements

To qualify to become a master inquisitive, a character must fulfill all the following criteria.

Feats: Investigate.

Skills: Gather Information 6 ranks, Search 3 ranks, Sense Motive 6 ranks.

HIT DIE  
D8

## MASTER INQUISITIVE Class Skills

The master inquisitive's class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Gather Information (Cha), Knowledge (local) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points per Level: 6 + Int modifier.

vide limited aid and information pertaining to a master inquisitive's endeavors.

A contact will not accompany a master inquisitive on missions or risk his or her life in any overt manner. A contact can, however, provide information, develop leads, or render a service (make a specific skill check on behalf of the inquisitive).

At 2nd level, the master inquisitive gains a 3rd-level contact. At 4th level, the master inquisitive gains a 6th-level contact.

The master inquisitive can't call upon the same contact more than once per week. When he calls on a contact, compensation will be required for the services rendered.

Professional contacts, such as adepts, aristocrats, and magewrights, require favors in return, usually calling on the inquisitor when the need arises. Criminal or working-class contacts, including commoners, experts, and warriors, usually demand money for the services they provide. Prices for a contact's services are based on the contact's class and level, as shown below. Unlike hirelings, the inquisitive

personally knows and has a long-standing relationship with his contacts.

## Contact's Class Cost for Services Rendered

Adept	1 gp/level or favor in return
Aristocrat	Favor in return
Commoner	2 sp/level
Expert	5 sp/level
Magewright	1 gp/level or favor in return
Warrior	5 sp/level

*Discern Lies* (Sp): At 3rd level, once per day, a master inquisitive can use *discern lies* as a spell-like ability, duplicating the effect of the *discern lies* spell. The master inquisitive can spend 2 action points for each additional use of this ability per day.

*True Seeing* (Sp): At 5th level, once per day, a master inquisitive can use *trueseeing* as a spell-like ability, duplicating the effect of the *trueseeing* spell. The master inquisitive can spend 2 action points for each additional use of this ability per day.

The exciting, new *EBERRON Campaign Setting* hits the shelves of your favorite bookstore or hobby shop in July. Until then, we'll keep showing you more of what you can expect to see inside. Next month, you'll get a quick look at how and where standard D&D character races fit into the world of *EBERRON*, and you'll get your first look at three of the new character races that are unique to the campaign setting—changelings, the kalashtar, and shifters. **D**

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