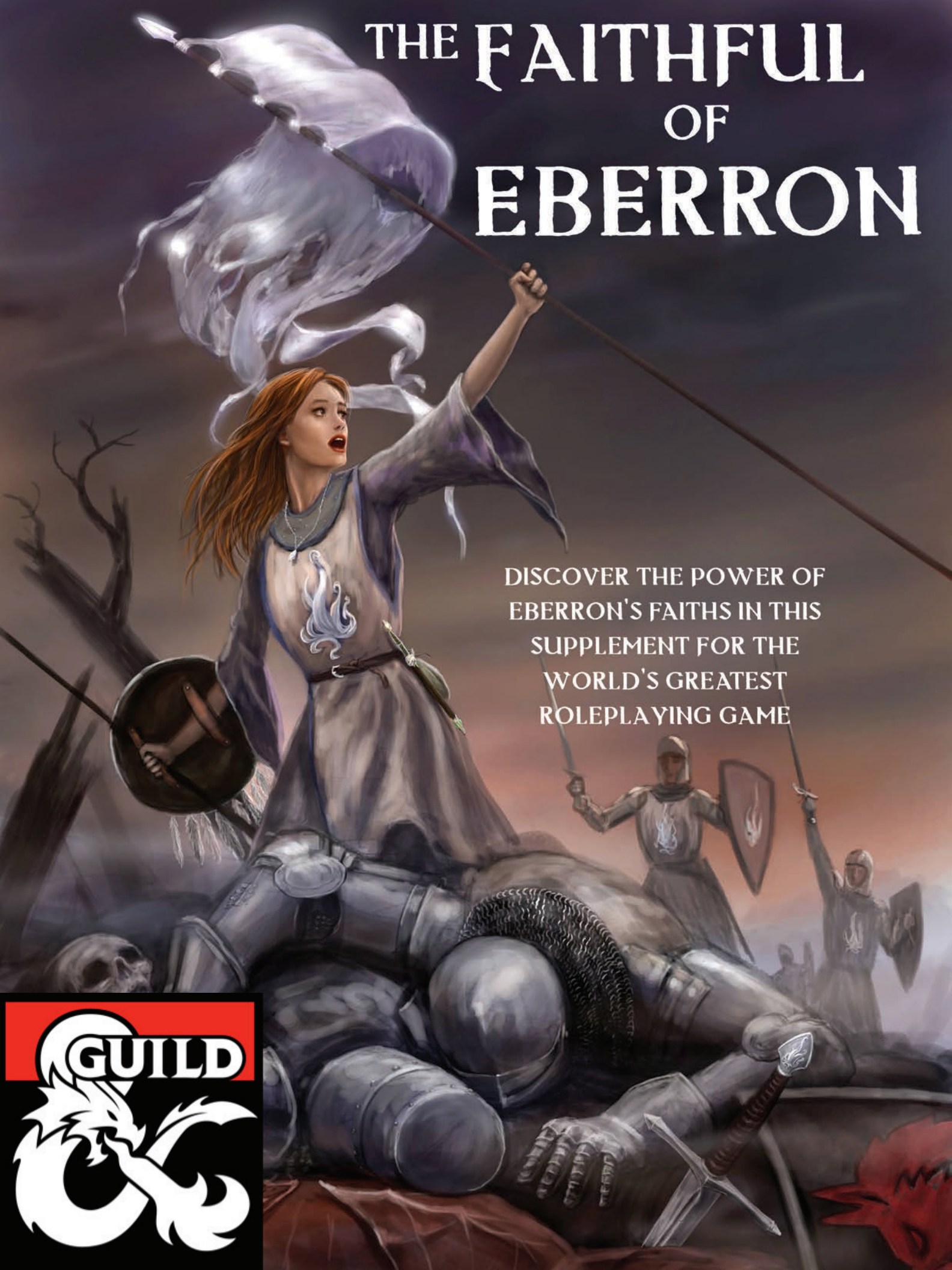
THE FAITHFUL OF EBERRON



DISCOVER THE POWER OF EBERRON'S FAITHS IN THIS SUPPLEMENT FOR THE WORLD'S GREATEST ROLEPLAYING GAME

GUILD

TABLE OF CONTENTS

Author Bios	3
Introduction	4
Chapter One: the Foundations of Faith	5
Chapter two: The Soverign Host	7
Chapter Three: The Dark Six	16
Chapter Four: The Silver Flame	22
Chapter Five: The Quori	26
Chapter Six: Warforged Faiths	30
Chapter Seven: Druids And Nature	39
Chapter Eight: The Blood Of Vol	46
Chapter Nine: The Undying	50
Chapter ten: Khyber	52
Appendix A: Backgrounds	55
Appendix B: Church Hierarchies and Sects	57
Appendix C: NPCs	62

Art Credits

The Cover: 'For the Flame!' by Gordon Napier (dashinvaine on DeviantArt). Gordon is an author, historian, and illustrator who created this and other works for DeviantArt user Syltorian. This character is originally Lynn d'Vadalis, a dragonmarked paladin of the Silver Flame, for whom Syltorian has written a number of chapters as part of his own Eberron story in prose.

Interior Art: Brianna Collins, Carlos Cara, Piotr Tekien / PiotrTekien, Vladimir Kiselev / SeeleDS, and Wizards of the Coast

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. All characters and their distinctive likenesses are property of Wizards of the Coast. 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.

©2016 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.

AUTHOR BIOS

David Adams provided archetypes for the Path of Light (cleric and monk). His other work on the Guild includes Honor & Devotions.

Scott Bean wrote archetypes for Dol Arrah (sorcerer) and Dol Dorn (fighter). He was the project leader of Faiths of the Forgotten Realms.

Hannah Carlan wrote archetypes for Aureon (monk) and the Shadow (warlock). Her other products include Whispers from the Sea and Masquerade de Lolth.

Oliver Clegg contributed archetypes for the Silver Flame (cleric), The Blood of Vol (wizard), Order of the Emerald Claw (wizard), the Lord of Blades (Warlock), and the Gatekeepers (druid). His other work includes the eldritch city, The City of Eyes.

Alex Clippinger was the project organizer for this supplement. His contributions include archetypes for The Sovereign Host (cleric), The Keeper (sorcerer), the Reforged (monk), the Ashbound (barbarian), and the Children of Winter (ranger).

Robert Davis provided editing for the supplement. His other works on the DMsGuild include the spell tome Magicka Serrella and the adventure Blacktide Cove.

Jeremy Forbing wrote archetypes for the Becoming God (warlock) and Boldrei (cleric). His works include Alchemical Archetypes: Created and Creators and Eberron Archetypes: Heroes of the Five Nations.

Bryan Holmes provided archetypes for the Silver Flame (paladin), Order of the Emerald Claw (ranger), and Wardens of the Wood (druid). His other projects include Materials of the Realms and Gifts of the Gods: Charms and Blessings.

William Lawler makes his collaborative debut on this project with archetypes for the Quori (sorcerer) and the Dark Six (cleric).

Travis Legge provided the excellent layout for this product, in addition to archetypes for the Lord of Blades (fighter) and the Dragon Below (warlock). His other work includes the campaign Yearning to Breathe Free and the adventure Cottage on the Long Road.

Richard Malena-Webber wrote archetypes for Boldrei (paladin) and the Undying Court (rogue). His products include Khyber's Cursed and Rise of the Champions.

JVC Parry wrote an archetype for the Mockery (monk). Many of his other works can be found in his Adventure Compendium Volume I and Volume II.

Chris Ramsley wrote the stat blocks for the Quori and Inspired in this supplement. His other products include the Planar Bestiary and the Companion System.

Nicolas Carrillo Santarelli wrote an archetype for the Silver Flame (bard). His other products include Lawyers of Eberron! and Esmerelda: Island of Revolution and Supernatural Threats.

Micah Watt provided archetypes for the Becoming God (cleric) and the Dragon Below (cleric). His other works include Temple of the Opal Goddess and entries in Storm King's Barrows: Tombs and Crypts of the North.

INTRODUCTION

In a small town, soldiers whisper devotions to Dol Dorn as they prepare to defend the village from monstrosities, and their loved ones implore Arawai to lead them safely home. In a dark, far-flung lair, a lich-queen puppeteer manipulates the activities of a worldwide religion, her followers none the wiser. Elven warriors consult with ageless undead ancestors, following the advice of those who have lived for uncounted centuries. Maddened cults summon twisted aberrations, even as sects of devoted druids and merciless paladins attempt to contain them. Somewhere in the ravaged Mournlands, hordes of warforged train zealously for the glory of their terrifying leader and the conquest of all...

These are the faithful of Eberron, people of all nations and kinds who call upon their faith to guide, empower, and protect them. In this supplement, you will learn more about the beings, from gods to mortals, in whom the people of Eberron place their faith.

How to Use This Book

For players. Adventurers in Eberron will find a number of class archetypes for their perusal, along with lore about the various divinities to provide guidance and inspiration for their characters. Players will also find a selection of backgrounds to help create the perfect background for their character.

For Dungeon Masters. The lore about various divinities and churches are as useful for worldbuilding as they are for character inspiration, but these aren't the only tools included. Dungeon Masters will also find several creature and NPC stat blocks in ***Appendix C. Appendix B*** includes a discussion of church hierarchies, suggested stat blocks, and alternate sects—all of which are useful tools for crafting an in-depth adventure around the faithful of Eberron.

A Dedication to Continued Quality

Any large project worth its salt dedicates itself to additional updates, corrections, and edits as the need arises. At the time of this supplement's creation, however, there is an additional factor to consider: Eberron is new to 5th Edition, and many aspects of its lore might be subject to change with future official products and setting updates.

The information provided in this supplement is written to match all known 5th Edition material in ***The Wayfinder's Guide to Eberron*** and is otherwise translated from prior editions. Should inconsistencies or clashes arise with future official material, it is the promise of this team to reflect those changes in updates to this product.



CHAPTER ONE: THE FOUNDATIONS OF FAITH

The Power of Faith

Clerics, paladins, and other divinely-empowered characters of Eberron differ somewhat from those of other universes, such as the world of Abeir-Toril (the Forgotten Realms). Whereas the faithful in Abeir-Toril give their faith to deities and receive power directly from those deities in a very patron-like relationship, worshippers in Eberron receive power through faith itself. Actual deities of Eberron tend not to manifest themselves as individuals the way gods of the Forgotten Realms do; they are more pervasive, literally existing within the ideals and actions of their pantheons. Generally speaking, no one hears the voice of a god in Eberron. No one sees a direct manifestation. The power of the divinities of Eberron are quite literally a matter for faith.

Because the act of faith is the key component to receiving divine power, Eberron boasts a number of unique divine figures. It has its share of actual gods and goddesses, but many mortals receive divine power through their faith in powerful establishments or manifestations, such as the Silver Flame or the Undying Council, or even the worship of seemingly mortal or physical beings, such as the warforged reverence for the Lord of Blades or The Becoming God. The idea that faith and philosophy is as potent as the actual gods makes the pantheons and powers of Eberron richly diverse.

Life After Death

Though faiths might disagree with one another about the origin of soul—whether a spark of divinity from the gods, or an intrinsic part of sentience itself—most faiths do acknowledge its existence.

Dolurrh: The Grim Fate

Most faiths—especially worshippers of the Sovereign Host and the Dark Six—believe in Dolurrh, a dull and empty afterlife. These faiths believe that the soul is a divine spark, and that this spark fades in death and does not follow the remnants of the soul to Dolurrh.

Where disciples of the Dark Six differ from vassals of the Sovereign Host is in their opinion about this dull eternity: while the Host decrees Dolurrh is an unfortunate inevitability that might one day be overcome, followers of the Six reject Dolurrh as a punishment. They believe the gods decide who goes to Dolurrh and who goes to an alternate, vibrant afterlife; specifically, worshippers of the Dark Six believe the Keeper is the most important vote in these matters and the ferryman of souls to either the 'true' afterlife or to hated Dolurrh.

The Silver Flame. An alternate belief in souls and Dolurrh comes from the doctrine of the Silver Flame, which takes a more general approach. Matching the Purified's belief that the Silver Flame is an embodiment of pure divine goodness, the church of the Silver Flame believes that the soul is a divine spark from the world itself, and not from a deity; souls of faith and goodness are unified with the Flame, while the accursed and wicked are condemned to Dolurrh.

The Blood of Vol. Sects of Vol believe in the Divinity Within; that the blood running through their veins is the source of each person's power, unattached to any 'god.' Seekers believe in Dolurrh, and the faith's drive is to escape Dolurrh by harnessing the Divinity Within to attain immortality (not undeath).

The Undying Court. The elves believe only the most faithless and corrupt are sent to Dolurrh. In general, souls are seen as continually on a journey to their final destination. Those that become undying have progressed to the 'next step' on a soul's journey to the true afterlife.

Beliefs Outside Dolurrh

Some faiths hold no stock in the concept of Dolurrh, choosing to believe in a different fate for souls—or in no soul at all.

The Inspired and the Path of Light. The faiths in connection with the Quori are unusual in comparison to many other faiths. The Quori themselves are immortal creatures; where the two differ is how these immortal beings interact with their followers. The Kalashtar of the Path of Light are mortal beings imprinted by the immortal Quori—as the line of these families grow, the Quori bound to them are spread across all members of the lineage in a kind of psionic symbiosis.

The Inspired, on the other hand, are groomed vessels directly possessed by Quori spirits. The broader faith in Riedra treats the Inspired as something akin to divine rulers. Though only the Inspired are directly empowered by the Quori, it is possible for worshippers of the Inspired to manifest power through the strength of faith.

The Lord of Blades. The odd cult surrounding the Lord of Blades holds no belief in soul or afterlife, concerning itself with the strategic needs of the here and now.

The Reforged. Warforged who believe in the Becoming God don't particularly ascribe to the concept of Dolurrh, choosing instead to believe that departed souls of their faithful join with the Becoming God until they are reincarnated in a new worshipper. The Reforged have a strong belief that the soul, without a body to house it, is merely a thing of potential—the main reason their faith centers around the construction of a physical form for their deity.

The Dragon Below. The cults of the Dragon Below are so wildly varied (and so often steeped in incoherent madness) that no two cults will have the same belief about spirituality, soul, or afterlife.



CHAPTER TWO: THE SOVERIGN HOST

The Sovereign Host (Vassals)

Unlike some other pantheons in other universes, the Sovereign Host of Eberron can be worshipped as a collective unit. Followers who devote themselves to the broad pantheon of the Host refer to themselves as 'Vassals' and draw divine power from the pantheon as a whole, rather than from a single deity.

Doctrine of Universal Sovereignty. 'As is the world, so are the gods. As are the gods, so is the world.' This doctrine is the founding principle for worshippers of the Sovereign Host. It indicates that the gods of the Host are omnipresent, existing in all things. While deities might manifest through spells or followers, the deities of the Host do not speak directly to followers or present themselves in physical forms. The lowliest of the faithful is as surrounded by the Sovereign Host's power as the most devout clergy. To worshippers of the Host, every detail of the world is proof of their deities' manifestation.

Doctrine of the Divine Host. 'The Sovereign Host is one name, and speaks with one voice. The gods are letters of that name, and the sounds of that voice.' Vassals of the Host know that if the Host is in all things, no one deity of the Host should be raised above the others. Faith in the Host is polytheistic in practice, with Vassals asking the appropriate deity for aid as it applies to that deity's purview.

Loose Hierarchy. The Sovereign Host does not have a rigid church structure at almost any level. Even the term 'priest' can be applied by general community agreement and can refer to a number of roles within the faith. Any general guidance for Vassals of the host tends to come from councils whose membership and selection process varies by region. These councils are the local authority for resolving disputes or disciplining wayward faithful, and as a result have a measure of political power.

Vassal Adventurers. Even adventurers who do not draw divine power from the Sovereign Host might pray to its various deities in appropriate situations. Clerics and other divinely inspired adventurers in Eberron keep the faith's core tenets, chief among these being to spread the faith and protect the faithful. Vassals often have a friendly and accepting view of other faiths, believing them to simply be worship of specific aspects that fall under the Host's broad purview.

The Sovereign Speaker Domain

Though worshippers of the Sovereign Host do their best to recognize the importance and presence of the Host in all aspects of life, there are a select few whose affinity for the entirety of the Host, or whose depth of faith and understanding, goes far beyond the average priest. These individuals, when recognized by the local councils of the faithful, are given an upbringing of intense research, training, and prayer to hone this gift. They become Sovereign Speakers, worshippers who do not favor one member of the Host over the others and as a result can channel a myriad of miracles. Sovereign Speakers are often missionaries to the far corners of the world, trained in rituals and spells that foster understanding and promote evangelization.

Sovereign Speaker Domain Spell List

Cleric Level	Spell
1st	*ceremony, comprehend languages*
3rd	*augury, prayer of healing*
5th	*beacon of hope, tongues*
7th	*aura of purity, death ward*
9th	*dispel evil and good, mass cure wounds*

Bonus Proficiencies

When you take this domain at 1st level, you gain proficiency in the Religion and History skills if you weren't already proficient in them. In addition, your proficiency bonus in these ability checks is doubled when recalling information about the deities and church of the Sovereign Host.

Common Ground

Starting at 1st level, when you make a Charisma (Persuasion) check to interact with a creature that worships something other than the Sovereign Host, you can give yourself advantage on the check. Once you use this feature, you must finish a short or long rest before you can do so again.

Channel Divinity: Sovereign Aspect

Starting at 2nd level, instead of having your own Channel Divinity option, you can manifest the 2nd level Channel Divinity option from the Arcana, Knowledge, Light, Nature, and War domains. When you use one of these Channel Divinity options, you must complete a long rest before you can use that particular option again.

Improved Sovereign Aspect

Starting at 6th level, you are able to use the same Channel Divinity option after completing a short rest instead of a long rest. In addition, you gain the ability to use the 2nd level Channel Divinity options for the Forge and Life domains.

Divine Empowerment

At 8th level, you pick one of the following:

- You add your Wisdom modifier to the damage you deal with any Cleric cantrip
- Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra radiant damage increases to 2d8.

Resplendent Host

Starting at 17th level, when you use any cleric Channel Divinity feature, you regain a number of hit points equal to half your cleric level.

Arawai

Most often called upon as a goddess of fertility and the harvest, Arawai also has influence in regard to the wilds—surviving and navigating—rather than incorporating oneself into nature.

Sacrifices of crops. Farmers or other supplicants often sacrifice produce to Arawai, seeking a better harvest in the future.

Adventurers of Arawai. Arawai's followers concern themselves with furthering the interests of the goddess's pantheon, such as protecting farmland, combating famine, or saving the faithful from the dangers of the wild.

Aureon

This god enjoys a broad pantheon of lore, law, and knowledge. He is a god of magic, but only magic as it is harnessed and controlled dutifully by mortals. Lawful society and rational thought are the most common themes of Aureon's everyday influence.

Practical worship. Supplicants of Aureon can sacrifice almost anything, as long as its value demonstrates a desire for understanding. Temples of Aureon are functional, often housing the best library the community can muster.

Adventurers of Aureon. Followers who specifically revere Aureon are often well-educated in some capacity and prioritize rational thinking above emotion. Adventurers take a special interest in bringing lawbreakers to justice, addressing instances of wild magic, or discovering new or lost knowledge.

Monk: Way of the Synod

Monks who choose the Way of the Synod are committed to the application and execution of the laws that guide their land and society. Those who study the foundational legal texts are righteous adepts of order who serve a greater calling. Monks of this path are revered as legal scholars and philosophical thinkers who have equal levels of mental and physical discipline. Governments will defer to the wisdom of a Synod as they implement or change their laws; Synods also help the broader church of the Sovereign Host to discipline lawbreakers and heretics.

Age of the Synod

Starting at 3rd level, you can choose to substitute your Wisdom modifier for your Intelligence modifier when making an Intelligence check. In addition, you learn three additional languages of your choice.

Scrivener

Also at 3rd level, Aureon empowers you with the ability to cast divine spells by expending ki points. You gain the following features:

Voice of the Faithful

You can spend 1 ki point as an action to cast *command*

Wrath of the Faithful

You can spend 1 ki point as an action to cast *divine favor*

These spells count as monk spells for you. Wisdom is your ability modifier for casting these spells and you use your ki saving throw DC as your

spellcasting DC. You otherwise follow the spell's casting time and other rules.

Hand of Mercy

Starting at 6th level, as an action you can spend 1 ki point and touch a creature you can see; the creature regains 1d4 hit points. You can spend additional ki when you take this action, up to a maximum of 1/4 your monk level. The creature regains an additional 1d4 hit points for each additional ki point spent.

Guarantor

Starting at 11th level, you and allies within 10 feet of you have a bonus on Wisdom (Insight) checks equal to your Intelligence modifier (minimum 1) to when attempting to discern falsehoods. If you make a Wisdom (Insight) check contested by a creature's Charisma (Deception) check and succeed, your next successful melee attack against that creature within 1 minute of the check deals an additional 1d8 radiant damage.

Age of Executor

Starting at 17th level, you gain the ability to spend 5 ki points as an action to apply a soul brand to a creature you can see within 30 feet. The creature makes a Charisma saving throw; on a failed save, the creature is branded with the symbol of Aureon. While branded, the creature has disadvantage on ability checks made to hide from or deceive you. A branded creature does not benefit from being invisible to you, though it is still invisible to other creatures. You also have advantage on unarmed strikes against the branded creature. The brand fades after 24 hours or if you freely choose to dismiss it.

If a branded creature finishes a short or long rest within the 24-hour period, it can attempt the saving throw again. On a success, the brand fades.

Balinor

A patron of hunters, Balinor is not like the savage deities of the hunt in other worlds. The god applauds hunting for sustenance and survival, never for bloodlust, sport, or out of vanity.

Offerings of meat. Meat offered to Balinor pleases the deity, but only if the beast was already slain for a useful purpose. The better the cut, the more highly regarded the offering.

Adventurers of Balinor. Vassals who particularly revere Balinor are often former hunters and trackers. They are called to protect civilization from wild beasts and monsters, and to hunt to provide for communities in need.

Boldrei

While her husband Aureon's focus on law forms the basis for civilized society, the goddess Boldrei forms the basis for life in those societies. She is the goddess of hearth, home, and the ties that bind the people of a civilization together.

Civil ceremonies. Boldrei is honored in any event that represents a community's interpersonal ties. This can refer to weddings or even government observances.

Adventurers of Boldrei. Most followers of Boldrei serve the community as officials or even guards, remaining close to their hometown. Some are called beyond a town's borders, perhaps to spread the faith or to focus their efforts on the establishment of new communities or to soothe problems in others.

Hearth Domain

Among the Sovereign Host, Boldrei is the goddess of hall and hearth, and most of the clerics who bear this domain are devoted to her. Yet any spirit or deity worshipped among less civilized tribes may grant this domain as well, for their daily lives are more dependent upon the fires of hearth and home than those of civilized folk. Deities of the hearth are patrons of mothers and children (and those who protect them), and confer special blessings on the meeting places of those who govern communities.

Hearth clerics eschew large temples for smaller shrines and sanctuaries, often within larger homes or strongholds. They defend and unite communities, preside over the quotidian rituals of daily life, and see to proper rites.

Exorcism Domain Spells

Cleric Level	Spell
1st	*faerie fire, sanctuary*
3rd	*flame blade, lesser restoration*
5th	*Leomund's tiny hut, fireball*
7th	*fire shield, Otiluke's resilient sphere*
9th	*flame strike, hallow*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Create Hearthfire

Also starting at 1st level, you learn the *create bonfire* and *fire hawk* (see below) cantrips if you don't already know them. When a creature fails its saving throw against the fire created by your casting of the *create bonfire* cantrip, you can always choose for that creature to succeed instead.

Hearthfire Ward

At 1st level, when you cast a spell of 1st level or higher that would create fire or inflict fire damage, you can choose a friendly creature within 30 feet. The chosen creature gains temporary hit points equal to twice your cleric level + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Holy Fire

Starting at 2nd level, you can use your Channel Divinity to call down sacred flame which heals allies but scourges enemies. As an action, you present your holy symbol. Each non-hostile creature of your choice within 30 feet of you is healed for a number of hit points equal to 2d6 + your cleric level. At the same time, each hostile creature of your choice within 30 feet of you must make a Constitution saving throw. A creature takes either fire or radiant damage (your choice) equal to 2d6 + your cleric level on a failed saving throw, or half as much damage on a successful one. A creature that has total cover from you is not affected.

Defending Flames

Beginning at 6th level, when you deal fire damage to a Large or smaller creature, you can also push the creature up to 10 feet away from you.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire or radiant damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Saint of Hearth and Home

Starting at 17th level, you gain resistance to fire and necrotic damage. As an action, you can temporarily give up both of these resistances, transferring them to one other creature you touch. The creature keeps these resistances until the end of your next short or long rest, or until you transfer them back to yourself as a bonus action.

New Spell

Fire Hawk

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to strike again if your foe's defenses falter.

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and the fiery hawk looms above it until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 psychic damage and the spell ends.

The fire damage from this ranged spell attack increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Oath of Community

The Oath of Community is sworn to bind people together and help them find a place in a tumultuous world. Paladins who heed the call of Boldrei often become defenders and leaders in small communities, building bastions of peace and order. Others travel to villages throughout Khorvaire, solving problems and helping the inhabitants improve their ways of life.

Boldrei asks her servants to teach others how to use tools and skills to build better homes and settlements. These paladins learn how to grow crops, build town halls, and establish fair laws to bring justice and mercy. Wherever they go, these paladins of Boldrei hope to show all people that

they are better off when find they find common cause and learn to work and live together.

Tenets of Community

Those who swear this oath carry these tenets in a hand-sewn book, along with the specific lessons they have pledged to share with their communities.

Strength of the Many. There are no challenges that cannot be defeated when people stand together and face them as one.

Power of the Commonwealth. When people create laws and townships for the common good, those people gain real power to change their fate.

Justice for All. Any law which has a just foundation must be just in the service of all people. Any law benefiting some people without benefiting all people is unjust and must be challenged.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Community Spells

Paladin Level	Spells
3rd	*ceremony, guiding bolt*
5th	*augury, warding bond*
9th	*beacon of hope, glyph of warding*
13th	*guardian of faith, stone shape*
17th	*hallow, mass cure wounds*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Better Together. You can use your Channel Divinity to bring out a helpful spirit within others. For the next 10 minutes, creatures within 30 feet of you may use the Help action as a bonus action. Creatures who make a hostile action during this duration, such as attacking a creature or casting a harmful spell, lose this benefit.

Communal Defense. As an action, you can use your Channel Divinity to defend the members of your community. Until the end of your next turn, friendly creatures within 30 feet add your proficiency bonus to their Armor Class and Dexterity saving throws.

Tireless Protector

Beginning at 7th level, you become supernaturally adept at harrying those who attack your companions. When you use the Attack action against a foe who is adjacent to one of your allies, that foe gains one level of exhaustion. This ability can only affect one target per round. The levels of exhaustion can never become lethal, even when stacking with preexisting levels of exhaustion. The levels of exhaustion imposed by this ability are removed after 1 minute.

At 18th Level, this may affect any number of foes targeted as part of your Attack action, as long as they are adjacent to one of your allies.

Words of Wisdom

By 15th Level, your past deeds have given your words extra weight within your community. As an action, you may speak calming words to an ally you can see within 60 feet of you to remove the charmed, frightened, or paralyzed condition from them.



Communitas

At 20th Level, you may take an action to become part of the spirit of your community. For 1 minute, your eyes become steel grey and you gain the following abilities:

- You may speak telepathically to any friendly creature you can see.
- Your speed increases by 20 feet.
- You may spend your reaction to redirect a spell or ranged attack that you can see. If the spell targets a creature, it instead targets you. If it targets a location, it instead targets your location. You must be aware of the attacker to use this reaction.

Once you use this feature, you may not use it again until you finish a long rest.

Dol Arrah

A goddess of both literal and spiritual light, Dol Arrah is a patron of righteousness in all things. She is closely bound with the other deities of the Host, bringing the 'light' of law, knowledge, understanding, self-sacrifice, and truth to the world.

Shrines to the dawn. Holy sites to Dol Arrah are built facing east, open to the rising sun's light. Even farmers might make sacrifices at a shrine to Dol Arrah, knowing that her gift of light is just as important to the harvest as rain or rich soil.

Adventurers of Dol Arrah. Dol Arrah's followers concern themselves to the causes of righteousness in all their forms. This can be the defense of the weak, the fight for justice, or even the negotiation of peace.

Oath of Justice

Dol Arrah is revered by the most self-sacrificing honorable seekers of justice who vigilantly fight against corruption and evil. A paladin swearing an Oath of Justice holds these ideals with the greatest respect, in honor of the Sovereign of Sun and Sacrifice.

Tenets of Justice

Truth. Only through truth can justice be served. Seek the truth in order to serve justice.

Honor. Be honorable in your actions. Don't lie, cheat, or steal. Don't make promises you can't fulfill. Strive to fulfill your promises.

Sacrifice for the Greater Good. It is your duty and honor to fight against corruption and evil. Think not of yourself, but what you can do to win the fight against evil.

The Light and the Law. As light is sustenance that allows growth, just laws promote a healthful existence.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Justice Spells

Paladin Level	Spell
3rd:	*detect evil and good, protection from evil and good*
5th:	*lesser restoration, zone of truth*
9th:	*daylight, tongues*
13th:	*divination, freedom of movement*
17th:	*commune, greater restoration*

Channel Divinity

When you take this oath at 3rd level, you gain the following two channel divinity options.

Radiant Weapon. As an action, you can Channel Divinity and imbue one weapon you are holding with the divine light of Dol Arrah. For 1 minute, the weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, on a hit the weapon deals an extra 1d4 radiant damage. This damage increases to 1d6 at 7th level, 1d8 at 15th level, and 1d10 at 20th level.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action, or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Intuition

Starting at 7th level, you and creatures of your choice within 10 feet of you can add your Charisma modifier (minimum 1) as a bonus to Intelligence (Investigation) and Wisdom (Intuition) checks while you are conscious.

At 18th level the range of this aura increases to 30 feet.

Holy Seeker

Beginning at 15th level, you are always under the effects of a *detect evil and good* spell.

Dol Arrah's Holy Radiance

At 20th level, as an action, you can emanate sunlight in a 30-foot radius around you and dim light for another 30 feet. This light lasts for 1 minute. The bright light dispels any area of magical darkness that contacts it and affects creatures with sunlight sensitivity as it were bright sunlight. In addition, any hostile or invisible creatures of your choice that start their turns with 60 feet of you (within the bright or dim light) must make a Dexterity saving throw or be outlined in faerie fire until the end of its next turn.

While you are surrounded by the holy radiance of Dol Arrah, you have advantage on saving throws against spells cast by fiends and undead, and you have resistance to necrotic damage.

Once you use this feature, you can't use it again until you finish a long rest.

Sorcerous Origin: Enlightened Soul

You were touched by the cleansing light of Dol Arrah and were granted magic that you can use to fight evil and bring light to the dark places of the world. Most often, sorcerers granted this blessing from Dol Arrah were part of a ritual that called upon the goddess to bestow the person with innate sorcerous powers.

Blessed with Light

The light of Dol Arrah infuses your soul. At 1st level, when you take damage from an attack from a creature within 30 feet of you that you can see, you can use your reaction to rebuke the attacker with searing light. The attacker takes fire damage equal to your Charisma modifier.

In addition, you learn the *light* cantrip if you don't already know it, and you can cast *faerie fire* once between long rests without using a spell slot. The number of times you can cast *faerie fire* increases to twice at 11th level, and three times at 17th.

Light and Flame

Starting at 6th level, you can add your Charisma modifier to the damage you deal with spells that deal fire or radiant damage. In addition, you can spend 1 sorcery point when casting a spell that deals fire damage to gain resistance to fire damage for 1 hour.

Flames of Light and Sacrifice

Starting at 14th level, when you cast a spell that deals fire damage, you can choose to maximize the result of any number of damage dice but must take the difference as fire damage. For example, if you rolled a fireball's damage and wanted to change a result of a 1 on a die to a 6, you would take 5 fire damage.

In addition, when you cast a spell of 1st level or higher that deals fire damage and requires a saving throw, you can spend 1 sorcery point to cause the spell's flames to emit a burst of light. In addition to taking the spell's damage, creatures who fail the spell's saving throw are blinded until the end of their next turn.

Enlightened Soul

Beginning at 18th level, you can spend 5 sorcery points to harness the innate magic of your enlightened soul to shroud yourself in glowing light for 1 minute. For the duration, you are immune to fire damage except for the damage you take from your Flames of Light and Sacrifice feature, to which you have resistance instead. In addition, for the duration, an enemy within 30 feet of you that targets you with a spell or an attack must make a Constitution saving throw against your spell save DC or it loses the spell or has disadvantage on the attack roll.

Dol Dorn

It is said that Dol Dorn is the one who drove the Dark Six out of the pantheon. He is the patron

god of those who take up a life of battle and competition, whether they be soldiers or athletes.

Just cause and honorable sport. Dol Dorn does not bless all those who fight or compete, merely the ones who do so correctly. Just cause and sportsmanship are the sure path to Dol Dorn's favor, though he also hears the prayers of those honorable competitors who strain under the yoke of unfair and selfish rule.

Adventurers of Dol Dorn. Followers of this god seek out worthy challenges and competition. Dol Dorn especially favors those who support the disadvantaged, tipping the scales or boldly facing overwhelming odds.

Barbarian: Path of Blood and Steel

You revere Dol Dorn as the source of your strength, competitive spirit, and primal fury. Barbarians following the Sovereign of Strength and Steel approach the chaos of war and conflict with ferocity fueled by righteous cause. To compete and excel, warriors must overcome fear and focus their strengths to overcome the evils imposed upon society.



Blood Rage

Starting when you choose this path at 3rd level, you can sacrifice your blood to gain Dol Dorn's favor while you rage. As part of the bonus action used to enter your rage, you can inflict 1d4 slashing or piercing damage to yourself with a bladed weapon. You can't reduce this damage in any way. For the duration of the rage, your Rage Damage bonus is doubled. The damage you must inflict for the blood sacrifice increases to 2d4 at 9th level and 3d4 at 16th level.

Blood for Blood

Beginning at 6th level, you have advantage on attack rolls against creatures that have attacked you and dealt you damage since the end of your last turn.

Disarming Move

Starting at 10th level, when you take the Attack action on your turn to make a melee weapon attack, you can use one of your attacks to attempt to disarm an enemy within 5 feet of you. Make an opposed Strength (Athletics) check against the target. If you win the contest, the opponent's weapon drops to a space of your choice within 5 feet of it. If you have a free hand and haven't already interacted with another object that turn, you can retrieve and wield the weapon as a free action if it is within your reach.

Riposte

Starting at 14th level, your competitive nature and martial prowess allow you to retaliate against creatures who attack you. When a creature within 5 feet of you targets you with an attack, whether the attack hits or misses, you can use your reaction to make a melee weapon attack against that creature. If you didn't use Reckless Attack during your last turn, you can use it for this attack.

Martial Archetype: Vanguard Warrior

You lead the way into battle, often charging into the fray to engage and break your foes asunder before they are able to advance upon your allies. You abhor evil and those seeking to exploit the meek and bring suffering to the folk of Eberron. You found solace in honing your strength and

martial prowess skillfully to sunder your enemies with the keen edge of a steel blade.

Lead the Charge

Beginning at 3rd level when you select this archetype, you add your proficiency bonus to your initiative rolls. In addition, when you hit a creature with a melee weapon attack after moving at least 10 feet, you deal an extra die of weapon damage for the attack.

You can use this feature three times between a short or long rest. At 7th level, you can use this feature once on each of your turns.

Skirmisher

Starting at 7th level, you gracefully move through melee as you are attuned to the ebb and flow of battle. Your movement doesn't provoke opportunity attacks. In addition, creatures within 5 feet of you still provoke an opportunity attack from you even when taking the Disengage action.

Skilled Combatant

At 10th level, you can choose a second option from the Fighting Style class feature.

Tactical Precision

At 15th level, you have advantage on your attack rolls when an ally is within 5 feet of your target. On a successful hit against an enemy that grants you advantage, you deal an extra weapon die of damage. This extra damage stacks with the damage from your Lead the Charge feature.

Compounding Strikes

Starting at 18th level, once you've successfully struck a creature in combat, until the end of your turn all subsequent weapon attacks that hit the same creature add your proficiency bonus to their damage.

Kol Korran

A god of wealth and commerce, a patron of merchants and trade. While others of the pantheon are often paragons of virtue and justice, Kol Korran is also a patron of thieves and self-enrichment. He is not an evil god, but one whose moral standards are flexible enough to see how a dash of greed fits into the grand weave of society's tapestry.

Spend money to make money. Sacrifices to Kol Korran usually involves melting down coins or precious metals, giving up wealth in hand for the possibility of better reward in the future.

Adventurers of Kol Korran. Kol Korran's followers are mostly made up of merchants or those with a background in trade. Adventurers devoted to Kol Korran are arbiters of commerce, advisors to people of business, and the seeker of valuable treasures.

Olladra

Olladra is a goddess of luck—and like the concept itself, she is just as unpredictable. A giver of good fortune and a goddess of gamblers, celebrations, and performance.

Sacrifices of chance. Olladra especially enjoys offerings of things gained by happenstance, such as a valuable item found on the street or money won by chance. Her shrines are often rich and well-funded by the offerings of her supplicants and the good fortune of her clergy.

Adventurers of Olladra. Olladra doesn't bid her followers to focus on any particular aspect of the world as her representatives. They are mainly instructed to seek out great risk, and that allowing their faith in Olladra to carry them through is a supreme act of worship. Risk doesn't mean uncalculated risk, however; it is just as meaningful to carefully plan and know the danger as it is to dive blindly into the fray.

Onatar

A god of craft, fire, and forge, it is Onatar's pantheon of tools and creation that allows the intelligent races to distinguish themselves from monsters and beasts. Of all the Host, he is becoming the most popular among the new sentient race of warforged.

Rites of invention. Rather than destroying a precious object as a sacrifice, Onatar bids his followers to craft and create to honor him. Many temples of Onatar include a working forge.

Adventurers of Onatar. Onatar favors those who seek out new knowledge and new techniques. Adventurers honor Onatar by coming up with new ideas and solutions, or applying their skill in a craft to solve problems and help others.

CHAPTER THREE: THE DARK SIX

The Dark Six (Disciples)

Like a lurking shadow of the Sovereign Host, the Dark Six are an evil reflection of the Host's goodness. Where the Host's pantheon represents civilization's ability to create something greater than our individual natures, the Six emphasize the most primal and selfish instincts. While most followers of the Host honor the entire pantheon, followers of the Six are much more likely to focus on one deity that appeals to them.



The Schism. The Dark Six and the Sovereign Host were once part of a unified pantheon, but the Host disavowed the Six for their evil schemes. The nature or efficacy of the Schism is a subject of theological debate, as the Schism did nothing to strip the Dark Six of any actual divine power. Some believe the distinction between the Host and the Six is one between the trappings of civilization and the wild; others think the Schism is in name only, a means for the Host to consolidate power and discourage their Vassals from calling upon the Six for aid in their endeavors.

A Twisted Doctrine. 'As is the world, so are the gods. As are the gods, so is the world.' This is the foundational doctrine to followers of the Sovereign Host—and of the Dark Six. While the church of the Host believes the gods and the world at large are both civilized, good, and righteous, followers of the Six believe in the doctrine very differently. The world is base, cruel, selfish, and deceptive—and the gods of the Six reflect that.

Wartime efforts. During the Last War, followers of the Six coordinated a strong effort to make invoking the Six more common, cultivating the belief that desperate times called for desperate prayers. While confederacy between the churches of the Six have eroded with the war's end, so too has the rigid taboo against prayers to the Six. While the Dark Six are still generally disapproved of or opposed by most other faiths, they have successfully carved out their niche in the public consciousness.

A competition of supremacy, not exclusion. Followers of the Six can still be found making a quick prayer to the nine deities of the Host on occasion. While disciples and vassals engage in physical or theological struggles for the supremacy of their respective pantheons, they do not pretend the other pantheon isn't real or even useful. Their argument is one of worldview, and which of these pantheons best represents the world as it truly is.

Domain of the Twisted Ones

The Dark Six are the dark counterparts to the Sovereign Host, scheming against them at every turn. Just as the Dark Six themselves are twisted reflections of Eberron's normal deities, thus are the Clerics of the Dark Six also twisted reflections of their good-aligned counterparts. They delight in fouling acts of good and meddling with the bodies and minds of others.

Twisted Ones Domain Spells

Cleric level	Spells
1st	*ray of sickness, Tasha's hideous laughter*
3rd	*crown of madness, blindness/deafness*
5th	*enemies abound, counterspell*
7th	*blight, polymorph*
9th	*contagion, synaptic static*

Fury's Passion

Starting at 1st level, you can use your reaction to force a creature you can see within within 30 feet of you that has just completed an action to make a Wisdom saving throw against your spell save DC. If they fail, they must repeat this action as soon as they are able. A Dash must continue in the same direction, an attack must target the same creature, an area spell must target the same area, and so on. If they are physically unable to do so, they take 1d6 psychic damage. You may use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain all expended uses when you finish a long rest.

Channel Divinity: Shadow's Meddling

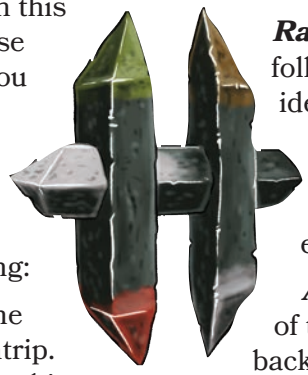
Starting at 2nd level, you can use your Channel Divinity to twist your opponent's spellcasting in your favor.

When a hostile creature within 60 feet of you casts a spell, you can use your reaction to force them to make a Charisma saving throw against

your spell save DC. On a failure, they roll on the Wild Magic table. You choose whether the result affects you or them. On a result of 1, 2, 99, or 100, ignore the result and reroll.

Traveler's Gifts

At 6th level, the Traveler allows you to spread his dubious gifts. Target a creature within 30 feet of you. That creature is subject to a *disguise self* spell, visible to others, but not itself, for which you decide the details. They are stuck in this form until the next sunrise. Once you use this ability, you can't use it again until you finish a short or long rest.



Divine Empowerment

At 8th level, you pick one of the following:

- You add your Wisdom modifier to the damage you deal with any Cleric cantrip.
- Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra radiant damage increases to 2d8.

Devourer's Wrath

Starting at 17th level, the Devourer curses your foes. As an action, you cause a 30-foot radius sphere of dark energy to surround you. Any creature that enters this sphere or starts their turn inside it takes an amount of necrotic damage equal to half your cleric level. This effect lasts for 1 hour, and once you use this feature, you must finish a long rest before you can use it again.

The Devourer

Brother to the Host deity Arawai, the Devourer is a god of natural destruction and pestilence. His influence ravages crops, floods rivers, and drags ships beneath storm-tossed waves.

Shrines and sacrifices of water. Holy places constructed to the Devourer are often linked to water: open-roofed temples, ship compartments, and sites built adjacent to bodies of water are common. This is often because sacrifices to the Devourer involve casting the sacrifice into the water...even living creatures.

Adventurers of the Devourer. Many adventurers of the Devourer have some knowledge of the sea, including those who were former slaves on ship crews. Followers believe in protecting fields, bodies of water, or seafarers if honor is given to the Devourer—or causing loss, destruction, or misfortune if it is not.

The Fury

Offspring of Arawai and the Devourer, the Fury lost her true name as she became indistinguishable from her rage. Passion and emotion to the extreme are her purview.

Rage against civilization. The Fury finds followers among those who despite the idea of a civilized society. Barbarians and monsters are common followers of the goddess, as are anyone who allows their passions to consume their everyday lives.

Adventurers of the Fury. Followers of the Fury can come from many backgrounds—even skilled artisans. Those trained in combat are sometimes veterans of the Last War who prayed to the Fury to give them the edge in combat, or survivors whose grief over fallen comrades has consumed them.

Barbarian Primal Path of Fury

The Fury represents unbridled passion expressed through hate, vengeance, and wrath. You have always felt anger easily and embraced it—often inciting infuriating emotions within yourself. Your passions and emotions fuel your rage, granting you unrivaled primal fury.

Furious Rage

Starting at 3rd level when you choose this primal path, you expound your rage with a passion for violence until it reaches a primal fury. Whenever you use your Reckless Attack feature while raging, you deal an extra 1d4 of the weapon's damage type when you hit with a melee weapon attack. The extra damage increases to 1d6 at 10th level, and 1d8 at 14th level.

Maddening Rage

Starting at 6th level, your rage consumes all your sensibilities as you are hyper-focused on your anger and thirst for violence. Your rage doesn't end if you are unable to attack your opponent on your turn as long as you move toward your enemy. However, if you end your movement without

attacking another creature or object, you lose the benefit of your Furious Rage feature on your next turn.

In addition, you have advantage on saving throws against fear, sleep, and charm effects while you are raging.

Intimidating Demeanor

At 10th level, intimidation comes easy for you as you are able to tap into a deep well of anger and project it at others. You have advantage on Intimidation checks to influence others; if you beat the DC or opposing creature's check by 5 or more, the creature is also frightened of you until the end of its next turn.

Frenzied Rage

At 14th level, your rage is a fury that allows you to channel your wrath to increase your ferocity in battle. While you are raging and you take the Attack action on your turn, you can use a bonus action to make a melee weapon attack.

The Keeper

Son of Ollandra and Onatar and brother to Kol Korran, the Keeper is a deity of selfish greed. The desire to possess all things extends into both the spiritual and physical realms.

Greed in death. The Keeper can waylay souls on the way to the afterlife, and as such is a popular deity of cults surrounding death, the undead, and necromancy.

Adventurers of the Keeper. Those who are never satisfied with what they have honor the Keeper. Rogues, ambitious nobles, and the like are common followers. Necromancers and others who dominate the dead are also often followers of this deity.

Sorcerous Origin: Soultaker

Servants of the Keeper often call him 'the Guardian of Gates,' and believe that he is chiefly responsible for whether a soul reaches the paradise they believe in or the grim unending of Dolurrh. If the god-fearing are given paradise, and the heretics are bound for the punishment of Dolurrh, why shouldn't the Keeper ensnare a few damned souls for his own purposes? For that matter, why shouldn't the Keeper's servants?

By rite and ritual, servants of the Keeper enjoy capturing souls to do their bidding. Some are said to have a natural affinity, and by ritual the energies of souls consumed have a lasting effect; arcane empowerment.

Secrets of the Keeper

Starting at 1st level and as you gain additional levels in this class, you learn selected spells from the power of your captured souls. These spells count as sorcerer spells for you but do not count against your number of spells known.

Soultaker Sorcerous Origin Spells

Sorcerer Level	Spell
1st:	*inflict wounds, toll the dead (cantrip)*
3rd:	*blindness/deafness*
5th:	*speak with dead*
7th:	*shadow of Moil*
9th:	*enervation*

Soul Sustenance

Starting at 1st level when you reduce a hostile creature within 60 feet of you to 0 hit points, you can use your reaction to regain hit points equal to your Sorcerer level. You can use this feature a number of times equal to your Charisma modifier (minimum 1), regaining expended uses when you finish a long rest.

Touch of Dolurrh

Starting at 6th level when you deal necrotic damage to a creature, you can expend 1 sorcery point to force the creature to make a Wisdom saving throw or become frightened of you until the end of its next turn. Undead and creatures immune to the frightened condition have their speed reduced by 10 feet instead.

Grip of Kol Turrant

Starting at 14th level you learn the *soul cage* spell. This spell counts as a sorcerer spell for you and doesn't count against your number of spells known. When you cast *soul cage*, you can spend up to 2 sorcery points as part of casting the spell. For each sorcery point you expend in this manner, you gain an additional 'use' of the captured soul as described by the spell.



Soultaker's Barrage

Starting at 18th level, when you deal damage with a spell you can spend 4 sorcery points to change the result of all damage die showing a result of 1 or 2 to a value equal to your Charisma modifier, even if this value would be higher than the die's normal maximum value. When you do this, the spell's damage becomes necrotic if it wasn't already.

The Mockery

Also called the Betrayer, the Mockery is the brother of Dol Arrah and Dol Dorn. As his brothers represent honorable war and righteous cause, the Mockery is a patron of assassination, murder, betrayal, and wars for unjust causes.

Revelry in bloodshed. Shrines to the Mockery are torturous horrors, with skin and gore hung on walls and chains. The sites are kept bloody, maintained by priests to keep their ghoulish appearance.

Adventurers of the Mockery. Assassins and other rogues invoke the Mockery before a kill, but any who fight for selfish causes are welcomed. Violent revenge is encouraged, and followers of the Mockery take a special interest in destabilizing the churches of Dol Arrah and Dol Dorn.

Monk: Way of the Flayed Hand

The Way of the Flayed Hand is followed only by the most determined cultists of Dol Azur - The Mockery. Through ritual torture they strip weakness from their bodies, and learn to strike in ways that cause unimaginable pain. Followers of this path seek commune with The Mockery through hideous violence or sickening manipulation of their foes. Just as The Mockery teaches, there need be no honor in combat, only a victor at any cost.

A Flayed Hand has overcome the disturbing, mutilating initiation trials of the cult of The Mockery and become a sadistic weapon of terrorism covered in devotional scars. They use their bodies as tools to inflict pain on others, no matter the physical toll.

Bonus Proficiencies

When you choose this tradition at 3rd level, you become proficient in your choice of two of the

following skills: Deception, Intimidation, Medicine, or Religion.

Scarred Resistance

Starting when you choose this tradition at 3rd level, you can channel your ki into your skin, giving you resistance to physical pain.

When a creature hits you with a weapon attack that causes bludgeoning, piercing or slashing damage, you can use your reaction to spend 1 ki point and gain resistance to the inflicted damage type until the start of your next turn.

Flensing Strike

At 6th level, you gain the ability to slash a grievous wound into your opponents, but exert yourself in the process. Once on each of your turns when you successfully hit a creature with a melee weapon attack, you can choose to spend 1 ki point and sacrifice some of your own life force to perform a flensing strike. The target must make a Constitution saving throw against your ki save DC. On a failed save, you can spend a number of Hit Dice up to half your monk level (rounded up) to deal the creature a grievous wound. This wound can only be healed by a short or long rest or a *lesser restoration* spell. While the creature is wounded, once on each of your turns when you hit it with a melee weapon attack, you can deal the wounded target an extra 1d4 necrotic damage for each Hit Die you spent.

A creature cannot be wounded more than once in this way in a 24 hour period.

Master Torturer

You have a comprehension of anatomy and understanding of pain that surpasses most mortals. Starting at 11th level, when you make a Deception, Intimidation or Medicine check, you can spend 2 ki points to give yourself advantage on the roll. In addition, if you succeed on a Deception, Intimidation or Medicine check against a creature you have wounded with a Flensing Strike in the past 4 hours, the target must succeed on a Wisdom saving throw against your ki save DC or be subject to the appropriate effect:

Deception. The creature becomes frightened of you. It can attempt a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Intimidation. The creature cannot speak a deliberate lie to you or your allies while you are within the creature's line of sight.

Medicine. You can maim the creature, reducing its speed by 10 feet (to a minimum of 10) and giving it disadvantage on Wisdom (Perception) checks.

Excoriate

Starting at 17th level, as a bonus action when you hit a creature with a melee weapon attack, you can attempt to excoriate that creature. The target must succeed on a Constitution saving throw against your ki save DC or become vulnerable to bludgeoning, piercing and slashing damage, and have disadvantage on Charisma checks. These effects can only be removed by a short or long rest.

In addition, you can increase the excoriating attack's damage by spending ki points. Each point you spend, to a maximum of 5, deals an additional 2d6 necrotic damage on the excoriating strike.

The Shadow

The god Aureon is the patron of structured arcane magic. But the price of this power was godhood for Aureon's shadow, which manifested as a deity of corruption and dark power. While Aureon's pantheon of law and the quest to harness magic was noble, the Shadow oversees ambition and magic harnessed for power.

Duality and temptation. The church of the Shadow seeks to twist good into evil, using normally mundane or righteous tools to serve selfish purposes.

Adventurers of the Shadow. Spellcasters of all kinds populate the ranks of the Shadow's worshippers, including spellcasting monsters and those who wield wild magic or other forms of taboo sorcery. Adventurers of the Shadow take an interest in discovering hidden artifacts and lore, especially when such things are considered distasteful or forbidden by society at large.

Warlock Patron: The Shadow

Seeking absolute power is a requirement to be chosen by the Shadow patron. The Shadow is an amalgamation of the corruption of magic and all of the darkness in the world. As such, the Shadow provides its disciples with twisted spells and knowledge and wisdom of the most wicked motives. Granted the abilities to manipulate both

mind and body, warlocks navigate the planes searching for any opportunity to increase their own power and standing. Dabbling in a variety of dark disciplines, warlocks of the Shadow explore the depths of their own urges.

Expanded Spell List:

Warlock Level	Spell
1st	*chaos bolt, command*
2nd	*blindness/deafness, phantasmal force*
3rd	*animate dead, bestow curse*
4th	*arcane eye, compulsion*
5th	*contagion, planar binding*

Gazer

Starting at 1st level, the Shadow grants you the gift of an emergent third eye. As a bonus action you can cause your third eye to manifest. Roll 1d4 and add the result as a bonus to your Armor Class as long as the eye is open. Your eye remains open for 1 minute, vanishing early if you fall unconscious or choose to banish it using an action on your turn.

You can open the Gazer eye a number of times equal to your Charisma modifier, regaining expended uses when you finish a long rest.

Ethereal Strider

Starting at 6th level, while your Gazer eye is open you gain the ability to step between the Material and Ethereal Planes. As an action, you enter the Ethereal Plane and emerge back into the Material Plane at the end of the same turn. Once you use this feature, you must finish a short or long rest before you can do so again.

Shadowed Empowerment

Starting at 10th level, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

Unbridled Eye

Starting at 14th level, you can cause your Gazer eye to unleash unbridled magical energy. As a bonus action on each of your turns while your Gazer eye is active, you cause the eye to fire a beam of force as if you had cast *eldritch blast*, even if you don't know the cantrip. Make a ranged spell attack and apply damage as if you had cast the cantrip: each bonus action fires only a single beam but it otherwise functions as if you had cast *eldritch blast*, including benefitting from any relevant eldritch invocations.

The Traveler

The only god of the Host or the Six said to walk in actual physical form upon the world, the Traveler has no familial ties with other deities, and it walks in myriad forms to match its obscure origins. The Traveler is a patron of chaos, adaptation, and transformation.

Subversive church. The church of the Traveler is full of wanderers, some of them adopting fake identities for years at a time. The overarching goal of the church is to introduce change—a task that often puts them at odds with societal norms and the social order.

Adventurers of the Traveler. As a deity of change and transformation, it's no surprise that creatures with an innate ability to transform are drawn to the deity's sects. Changelings, shifters, full lycanthropes, and other transformative creatures find refuge among the church's ranks and even form their own distinct theological sects. Tricksters and others who seek to prompt change in society with craft rather than destruction are similarly popular in the Traveler's church.

CHAPTER FOUR: THE SILVER FLAME

The Silver Flame (the Purified)

Unlike the Sovereign Host or the Dark Six, followers of the Silver Flame have no arguments over whether their chosen deity is the creator, if it better represents the intrinsic nature of the world, or any other such theological esoterica. The Silver Flame acknowledges that it is post-creation, a divine presence whose origin places it apart from the Nine-and-Six. Born of the couatl sacrificing themselves to bind demonic forces, the Flame was mysterious and unapproachable for thousands of years. Finally, the paladin Tira Miron joined with the Flame and became its voice and semi-divine representative.



The Tenet of Purity. 'Burn the corruption and taint of evil from all Eberron. Other gods have begun the creation, but it is the Silver Flame, by searing wickedness and darkness from their imperfect world, that must complete it.' This is the core mantra of the Silver Flame, and summarizes much of their worldview. It is a belief of duty, one that acknowledges the Silver Flame is a relatively new divinity that nevertheless holds an essential place in the balance between good and evil.

Degrees of evil. All evil must one day be destroyed, but the church of the Silver Flame recognizes varying degrees of evil. As such, certain forms of evil take higher priority for the Purified: alien entities from outside Eberron; unnatural evils such as undead or lycanthropes; creatures of innate evil, such as hags; creatures who choose to follow evil; and the 'evil within,' the soul's innate temptation to perform evil acts.

A church of dedication. Unlike the Host or the Six, the Silver Flame's primary concern is not polite offerings to the appropriate deity in the appropriate situation. To follow the Silver Flame is to fervently believe and participate in its goal of actively erasing evil from the world. This has diluted somewhat with time, as populations are raised in belief of the Silver Flame instead of coming from other faiths to dedicate themselves to the Flame's cause.

Purified adventurers. Clerics and paladins of the Silver Flame focus little on scripture and rote; their faith is proven by the actions they take to combat evil and the stalwart, unshakeable nature of their faith. Adventurers of the Silver Flame destroy evil or expose its ugly nature to the world wherever they go, or wherever they feel they are called.

Bard: College of the Silver Preachers

Members of the College of the Silver Preachers belong most often to the Order of Friars. Silver Preachers are itinerant, and motivate not only through hymns and choir music but also speeches, which generate the same mystical effects of their songs. Some Silver Friars persuaded many (one way or the other) during the lycanthropic purge, and some from this school have often served as lawyers or judges of the Church, settling religious-legal disputes.

Bonus Cantrips

When you join the College of the Silver Preachers at 3rd level, you gain the ability to channel the Silver Flame's holy light to help you fight evil. You gain the *light* and *sacred flame* cantrips if you don't already know them. These count as Bard cantrips for you, but don't count against your number of cantrips known.

Turn Undead

Starting at 3rd level, you acquire the supernatural ability to turn undead by channeling the mystical power of the Silver Flame, one of whose tenets is defending the innocent from supernatural evil threats. As an action, you play your spellcasting focus musical instrument while singing a religious hymn praising the Silver Flame, with lyrics of a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. The DC equals your bard spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you.

It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you've used this ability, you can't use it again until you finish a short or long rest.

Divine spells

Also at 3rd level, you gain the ability to channel the glory of the Silver Flame. You can learn spells from the Cleric Light and Life domain spell lists, in addition to those from the Bard spell list. When you join the college at 3rd level you can also replace one of your known cantrips and one of your known spells with a spell of equivalent level from the Light and Life domains. This spell and cantrip cannot be replaced with another domain spell at a later time. The spells from those domains are the following:

Life Domain Spells

Cleric Level	Spells
1st	*bless, cure wounds*
3rd	*lesser restoration, spiritual weapon*
5th	*beacon of hope, revivify*
7th	*death ward, guardian of faith*
9th	*mass cure wounds, raise dead*

Light Domain Spells

Cleric Level	Spells
1st	*burning hands, faerie fire*
3rd	*flaming sphere, scorching ray*
5th	*daylight, fireball*
7th	*guardian of faith, wall of fire*
9th	*flame strike, scrying*

Victory of the Righteous

Starting at 6th level, during your turn you can use a bonus action to channel the holy power of the Silver Flame. Your righteousness allows you to choose one of the following options:

Weaken Defense. You can use your reaction to expend one of your uses of Bardic Inspiration to lower the saving throw result of a target of a spell you cast. Roll a Bardic Inspiration die and subtract the number rolled from the creature's roll.

Intensify Spell. You expend one use of your Bardic Inspiration to increase the spell attack roll of a spell you cast that round. Roll the die and add the number rolled to your spell attack roll. In addition, if the attack is successful, you inflict radiant damage instead of the spell's normal damage type.

Healing Surge. You expend one use of your Bardic Inspiration to increase the effects of a healing spell you cast that round. Roll the die and add the number rolled to the result of your healing spell.

Vessel of Hope

Starting at 14th level, whenever you use a Victory of the Righteous option, you can roll a d4 and use the result instead of expending a Bardic Inspiration die.

Cleric: Silver Flame Exorcist

The Silver Flame is a purifying force for Good in a world plagued by monsters. Exorcists of the Silver Flame channel the fire within to excoriate creatures of darkness, driving them back to Khyber or onwards towards the final death. Exorcists are unflinching in the face of evil, relying on their abjurations, purgatives and holy flame to carve a path to victory.

Expanded Spell List

Cleric Level	Spells
1st	*protection from good and evil, detect good and evil*
3rd	*moonbeam, continual flame*
5th	*magic circle, remove curse*
7th	*banishment, mordenkainen's private sanctum*
9th	*dispel good and evil, banishing smite*

Bonus Cantrip

When you choose this domain at 1st level, you learn the *sacred flame* cantrip if you don't already know it. This counts as a cleric cantrip for you but doesn't count against your number of cantrips known.

Quicksilver Blaze

Holy magic runs through your blood like quicksilver, seamlessly interweaving offense and defense. Starting at 1st level, when you successfully cast an abjuration spell of 1st level or higher or use a Channel Divinity class feature, you may immediately use your reaction to cast *sacred flame*. You can use this feature a number of

times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity - Ward of the Silver Flame

Starting at 2nd level, you can use your Channel Divinity to invoke the protection of the Silver Flame against creatures of darkness.
As an action, you present your holy symbol, and you are surrounded by a corona of ghostly argent fire. This fire sheds bright light out to 10 feet, and dim light out for a further 10 feet. This effect lasts for 1 minute, and while it persists, glowing runes appear wherever the light intersects with the floor or other surfaces. This aura affects undead, fiends, and lycanthropes in the following ways:

- If the creature tries to enter the bright light shed by this effect, it must first succeed on a Charisma saving throw against your spell save DC
- Targets within the aura can't be charmed, frightened, or possessed by by a creature outside of it.

Argent Aegis

Starting at 6th level, you can use the light of the Silver Flame to drive back creatures of darkness. When an undead, fiend, or lycanthrope attacks a creature you can see, you can use your reaction to impose disadvantage on the attack. This feature can only affect creatures within the radius of a bright light source produced by a spell or ability you control. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Holy Inferno

Starting at 17th level, when you would normally roll one or more dice to deal radiant damage with a spell, you instead use the highest number possible for each die. For example, instead of dealing 2d6 radiant damage to a creature, you deal 12.

Paladin: Oath of the Silver Flame Templar

Tenets of the Silver Flame

The tenets of the Silver Flame have been enforced for over 700 years. This oath emphasizes the principles of Church of the Silver Flame and their mission to destroy evil and preserve life. Templars tend to use longbows and longswords, although they are comfortable with any of their proficient weapons.

Be the Light. Always be there to help those in need. Where souls engage in sin, try to foster more virtuous behavior.

The Purity of Silver. Lead by example and demonstrate to others the way of the silver flame. No mercy can be granted to demons, but hope remains for the greedy merchant or the arrogant king, that they may follow a different path if shown the way.

Trust the Church. Trust the wisdom of those who stand close to the Flame. Act without questioning orders from your superiors.

Cleansing Flame. Evil infests every corner of Eberron. Your time is best spent scouring the lands and cleansing such taint.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	Ensnaring Strike, Guiding Bolt
5th	Continual Flame, Cordon of Arrows
9th	Conjure Barrage, Spirit Guardians
13th	Fire Shield, Wall of Fire
17th	Flame Strike, Conjure Volley

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Flame of Censure. As an action, you can make each undead or fiend within 30 feet of you that can hear you make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to moves far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action try to escape from

an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion, shape-shifting, or other effect, that form is revealed while it is turned.

Exorcise. As an action, all creatures that are possessing the body of another creature (such as a ghost) and or that are incorporeal within 30 feet of you that can see you must make a Wisdom saving throw. On a failed save, any possessions end and the incorporeal trait is lost for a number of rounds equal to your Charisma modifier.

Silver Fire

Starting at 3rd level, whenever you deal fire damage you can instead deal radiant damage and vice versa.

Warding Flame

Beginning at 7th level, you and friendly creatures within 10 feet of you can resist effects that try to directly control the body or mind. This grants advantage on saving throws against effects that possess your body (as with the Ghost's Possession ability) or cause you to gain the Charmed condition.

In addition, you and friendly creatures within 10 feet of you have resistance to fire damage.

Eternal Flame

Starting at 15th level, your melee and ranged weapons become empowered. Creatures struck by empowered weapons or ammunition suffer disadvantage on saving throws caused by you until the end of your next turn.

Silver Flame Sentinel

At 20th level, as an action, you can wreathe yourself in silver fire for 1 minute. During that time:

- You are resistant to fire damage and radiant damage.
- Any fire damage or radiant damage you deal is maximized.
- Whenever an enemy creature starts its turn within 10 feet of you, the creature takes 16 fire damage.
- You heal 10 damage at the start of your turns.

Once you use this feature, you can't use it again until you finish a long rest.



CHAPTER FIVE: THE QUORI

The Quori Faiths

The Path of Light and its conflict with the Dreaming Dark is fundamentally a struggle to decide the future of Dal Quor. The mutable dreamscape of Dal Quor is shaped at it edges by the dreams of mortals, but at its center the Quor Tarai, the spirit of the age, is what gives the plane, and the quori spirits that inhabit it, its fundamental nature. The current spirit is known as il-Lashtavar, the Darkness that Dreams, and all quori are its offspring - even those that fled Dal Quor to become the kalashtar.

None of the quori, even though they are immortal, remember a time before the current age. In the absence of this knowledge, the quori believe that Dal Quor undergoes periodic cycles of upheaval that fundamentally transform the plane as it is reborn at the end of catastrophe. This rebirth would also claim the quori - nothing would remain of the individual personas they once had.

Fear of this event consuming their lives drove most quori to coordinate an effort to find a way to prevent it from happening. A small faction of renegades saw potential for the future to be radically different, one where il-Lashtavar would be reborn as il-Yannah, a mighty light that would cleanse the nightmares that dominate Dal Quor and usher in an age of enlightenment. These quori were branded heretics and hunted relentlessly by the agents of il-Lashtavar until they were forced from Dal Quor, becoming the first kalashtar.

Cleric: Dream Domain

On Eberron, the Dream domain belongs to those that follow the Quor Tarai of Dal Quor. The Dreaming Dark draw upon its influence to spread fear and dread, while the kalashtar and other followers of the Path of Light look to use the influence of dreams to cause a change in the Quor Tarai that will see it transformed into a spirit of light as a new age dawns.

Dream Domain Spells

Cleric Level	Spells
1st	*sanctuary, sleep*
3rd	*mind spike, phantasmal force*
5th	*cat nap*[1]*, detect thoughts*
7th	*hallucinatory terrain, phantasmal killer*
9th	*dream, modify memory*

Dream Scion

At 1st level, when you cast *sleep* you increase the number of hit points of creatures this spell can effect by 3 + your cleric level.

Additionally, when you cast *sleep* and cannot put at least 2 creatures to sleep, you regain the spell slot used to cast the spell. You can do this a number of times equal to your Wisdom modifier (minimum of 1) before you must complete a long rest before using this feature again.

Channel Divinity: Shape Dreams

Beginning at 2nd level, you can use your Channel Divinity to reach into the dreams of slumbering beings.

As an action, you can clutch your holy symbol and communicate with one sleeping creature you can see within 60 feet of you. The target can respond to you telepathically, but is unaware that it is still asleep. You can concentrate to extend this telepathic communication for up to 1 minute.

While you are communicating telepathically with the target, you can use a bonus action to change the contents of their dreams into a peaceful lullaby or terrifying nightmare. You can only do this once during the duration of this ability.

Nightmare. You gain advantage on Charisma (Intimidate) checks against your target while it is asleep. When it wakes up, it is frightened of you for 1 minute.

Lullaby. You gain advantage on Charisma (Diplomacy) checks against your target while it is asleep. You can use a bonus action to wake the target (even if magic or alchemy was used to put it to sleep) and when it wakes up it can use its reaction to expend one of its Hit Dice to regain hit points.

Rejuvenating Slumber

Starting at 6th level, you radiate an aura that comforts those that rest near you. Creatures sleeping within 15 feet of you suffer no adverse

effects from sleeping in armor and can reduce their exhaustion level by 1 at the end of a long rest. Additionally, when you or any creature within 15 feet of you expends one of their Hit Dice at the end of a short rest, the hit points regained are increased by your Wisdom modifier (minimum of 1).

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Dreamwalker

When you reach 17th level, your mastery of dreams allows you to walk through dreamscapes and emerge on the other side and to bring other creatures along with you into the dreams of others. When you cast the *dream* spell, you can designate a number of creatures equal to your Wisdom modifier (minimum of 1) to act as messengers for the purposes of the spell. Additionally, a messenger can use an action while in the dream to teleport to an unoccupied space adjacent to the target. The target is aware of the attempt and can make an Intelligence saving throw, preventing the teleportation on a success. You must complete a short or long rest before another messenger can teleport with this feature.

The Dreaming Dark

The quori that control the Dreaming Dark believe they can sustain il-Lashtavar by controlling the dreams of mortals. The society they have built in Reidra serves as both a colony of Dal Quor on Eberron and as an experiment of how they might be able to openly influence mortals for their own ends. Though the Inspired relentlessly search for a way to make Dal Quor once again coterminous with Eberron, their plans purposely advance slowly. They know that they currently hold the advantage and are cautious lest they lose it to their rivals: the kalashtar.

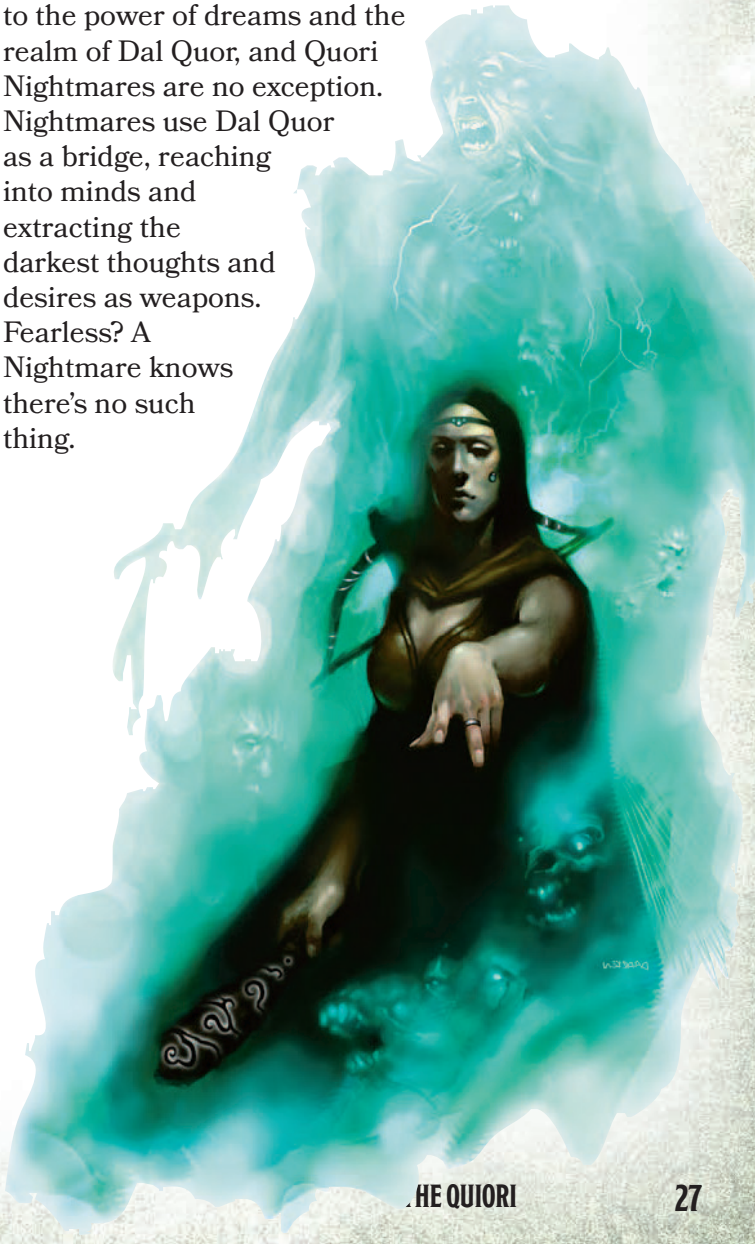
The Inspired rarely have clerics among their number, but some draw upon the spiritual might of il-Lashtavar through the domain of Dreams. Most of the Inspired are trained as Way of Shadow monks or Quori Nightmare sorcerers.

The Path of Inspiration. The quori that serve il-Lashtavar need mortal hosts capable of containing their spirit in order to manifest in Eberron. The Inspired of Reidra use the philosophy of the Path of Inspiration to groom humans to serve this purpose. The Path of Inspiration guides disciples towards enlightenment, promising that the faithful will be able to become il-altas, or Great Spirits. The Inspired are held up as examples of what this transformation looks like - mortal beings that are vessels for powerful spirits. In this way the Inspired are able to rule openly and cultivate their Chosen, humans ready to serve the quori.

Though the faith is technically false, the influence of Dal Quor can allow those dedicated to the Path of Inspiration to draw power as true clerics would. Most are drawn to the domains of knowledge or dreams. Chosen that serve as warriors for the Dreaming Dark are often fighters or Path of the Zealot barbarians.

Sorcerous Origin: Nightmare

All Kalashtar and Inspired are tied to the power of dreams and the realm of Dal Quor, and Quori Nightmares are no exception. Nightmares use Dal Quor as a bridge, reaching into minds and extracting the darkest thoughts and desires as weapons. Fearless? A Nightmare knows there's no such thing.



Generally, only Kalashtar and Inspired can become Nightmares, but your DM may allow exceptions.

Disturbing Touch

Starting at 1st level, your touch can inflict fear. Make a spell attack roll against a creature within 5 feet of you. On a hit, they take psychic damage equal to 1d6 + your Charisma modifier, and they must make a Wisdom saving throw against your spell save DC or become frightened of you for one minute. The creature may make another saving throw at the end of each of its turns. On a successful save, the creature cannot be affected by this ability again for 24 hours. After you use this feature, you must complete a long rest before you can use it again. You gain an additional use of this feature at 5th, 10th, and 15th levels.

Frightening Appearance

Starting at 1st level, the energy of nightmares suffuses you at all times. You have advantage on Intimidation checks, and you may use double your proficiency bonus on the check if the target is afraid of you.

Fear Eater

Starting at second level, whenever a creature becomes frightened of you for the first time, you regain a sorcery point. You can regain up to 4 points per day in this way, resetting when you finish a long rest.

Shroud of Nightmares

Starting at 6th level, you can physically manifest the fears of others to protect yourself. When you're hit by an attack, you may use your reaction to spend 3 sorcery points to gain +3 to your AC until your next turn. In addition, if this attack was a melee attack, the attacker must make a Wisdom saving throw against your spell save DC or become frightened of you for one minute. The creature may make another saving throw at the end of each of its turns. On a successful save, the creature cannot be affected by this ability again for 24 hours.

Night Terror

Starting at 14th level, your relationship to Dal Quor becomes stronger. You know the approximate locations and directions of all sleeping creatures within 100 feet of you. As a ritual, you may cast the *dream* spell, affecting one of these creatures. You may target additional creatures at the cost of 4 sorcery points per additional target.

True Fear

Starting at 18th level, you are fear itself. All hostile creatures you can see within 30 feet of you have disadvantage on saving throws against being frightened.

As an action, you may target all hostile creatures within 60 feet of you that you can see that are frightened. The creatures must succeed on a Constitution saving throw against your spell save DC or become stunned for 1 minute. On a success, they instead take 4d10 psychic damage. A creature may attempt this saving throw again at the end of its turn.

You can use this ability a second time by expending 5 sorcery points. After you use this ability a second time, you cannot use it again until you complete a long rest.

The Path of Light

The majority of those dedicated to the Path of Light are kalashtar, for few other races understand the nature of Dal Quor well enough to comprehend the true nature of the conflict emerging from the realm of dreams. Most of these faithful believe that defeating the Dreaming Dark will not bring victory. Instead, they use meditation and prayer as tools to push the transformation of il-Lashtavar into il-Yannah. Some kalashtar, usually the youngest in the community, have become disillusioned with this pacifistic path and urge their fellows to confront the Inspired in open battle.

Adventurers of the Path of Light. Those who follow the Path of Light are often clerics of the Knowledge, Light, or Dream domains. A great many are also trained as monks, with the Way of the Sun Soul and the Way of Sheshantol being the traditions commonly taught in the monastery fortresses of Adar. Sometimes the more zealous among the adherents takes up the Oath of Devotion as an ardent paladin.

Monk: Way of Sheshantol

Also known as the Shadow Watchers, the Way of Sheshantol originates with the martial traditions of the kalashtar in Adar. The Path of Light typically eschews violence, but their growing conflict with the Dreaming Dark has caused many to permit, if

not outright endorse, the existence of warriors that can fight on their behalf. To this end, promising students are trained in the fortress monastery at Tashaltora to harness the power of their mind as a silent and hidden weapon to be used against their secret enemies.

This tradition also appears in a few variations throughout Sarlona. The Inspired teach it to the Fists of Dal Quor, an elite group of their Chosen warriors, and the prahdri of Haztaratain that guard the secret paths into Adar are often trained in the Way of Sheshantol as well.

Open the Inner Eye

Starting when you choose this tradition at 3rd level, you learn to harness your ki to unlock the power of your mind. You gain the following benefits.

Altered Awareness. You gain proficiency in the Insight and Perception skills if you don't already have it. Whenever you make a Wisdom (Perception) or Wisdom (Insight) check, you can add your Intelligence modifier as a bonus.

Sense Thoughts. As an action, you can spend 2 ki points to cast the *detect thoughts* spell without using a spell slot or providing material components.

Stupefying Strike. Whenever you hit with an attack as part of your Flurry of Blows, you deal extra psychic damage equal to your Intelligence modifier (minimum 1) and the target has disadvantage on Intelligence checks until the end of its next turn

Evade Notice

Beginning at 6th level, you can reach into the minds of others and psychically erase your presence. As an action, spend 1 ki point and choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is unable to see or hear you. This effect ends if you attack the creature or your concentration ends.

Unassailable Mind

By 11th level, you have learned to guard your mind from unwanted intrusion. You have advantage on Intelligence saving throws. When you take damage from a failed Intelligence save, you can use your reaction to reduce the amount of damage you take by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can spend 1 ki point to redirect the damage. The creature that targeted you with the effect must make an Intelligence save or take psychic damage equal to the amount you reduced, or half as much damage on a successful save.

Touch the Mind

At 17th level, you can strike at your enemy's mental faculties when you harness your ki, allowing you to possibly bypass their physical defenses. Whenever you make an attack granted by your Flurry of Blows, if your attack roll result is lower than your target's AC, the attack still hits if the result is higher than the target's Intelligence score.

CHAPTER SIX: WARFORGED FAITHS

The Becoming God (Godforged)

Leave it to the warforged to literally create a deity that reflects both their living and constructed nature. The Becoming God represents the warforged belief that they have real souls, but the deity's followers are not content with an intangible deity. As a result, the great project of the self-proclaimed 'Godforged' is to spend uncounted years constructing a perfect body for their deity to one day inhabit.

The Godforged believe that the inhabitation of a body by the soul strengthens both, and thus seek to provide a body to strengthen the divine power of their deity. Non-warforged followers of The Becoming God are rare but do exist, mainly made up of those who support the concept of warforged having spirits of their own.

The Assemblages. The heart of The Becoming God's worship is in the Mournlands, where the deity's body is slowly being planned and constructed. The faithful Godforged form groups known as 'Assemblages,' which go on pilgrimages to find components for The Becoming God's construct form. Each group operates more or less autonomously, each with a de facto leader that calls itself 'Builder' or 'Architect' depending on how they envision the group's purpose in creating the deity's body. Larger Assemblages also have secondary leaders known as 'Planners,' who assist the group's leader in accomplishing key tasks.

Godforged Adventurers. Because the hierarchy of Assemblages are self-determined, it is possible to see solitary adventurers in service of The Becoming God. Sometimes these adventurers are instructed to travel beyond the Mournlands by an Assemblage Builder or Architect; in other cases, a Godforged adventurer may believe the deity itself has inspired them to travel abroad. In both cases, the Godforged usually believes they are on a great quest to better understand the nature of the warforged soul or to acquire some remarkable component for The Becoming God's physical form.

Aspirant Domain

The clerics who follow the Aspirant Domain are a sect of the Godforged that fervently believe that all inanimate objects have the potential to hold the spark of life, and dedicate themselves to discovering and nurturing this nascent life.

Aspirant clerics might be found sifting through junk yards, battlefields, or ancient tombs seeking the traces of ancient spirits to rekindle or flickers of life in its first embers to nurture. Seeking out and freeing enslaved constructs is also a priority for the Godforged.

Aspirant clerics might be found talking or interacting with seemingly inanimate objects, though whether they are mad or possessed of an insight beyond that of normal beings is anyone's guess.

Aspirant Domain Spells

Cleric Level	Spell
1st	*detritus shield, repair construct*
3rd	*charm construct, scrap swarm*
5th	*conjure scrap animal, shardstorm*
7th	*conjure minor scrap elementals, fabricate*
9th	*animate objects, awaken construct*

Bonus Proficiencies

At 1st level you gain proficiency with Wisdom (Insight) checks and Heavy Armor, if you aren't already.

Nurture Spark

Your ability to nurture life force is profound, particularly with constructs. At 1st level, when you cast a spell or use an ability that restores hit points, you add half your Wisdom modifier to the total. If the recipient is a warforged, animated creature, or construct, you add your full Wisdom modifier.

Channel Divinity: Repair Aura

Starting at 2nd level you can use an action to generate a burst of energy that repairs objects and constructs in a 30 foot radius of you. All objects (inanimate or animate), constructs, or warforged gain 1d6 hit points, which can heal damage or act as temporary hit points to undamaged objects or creatures affected. Temporary hit points gained in this way last for 1 minute.

At 7th level the amount of healing or temporary hit points increases to 2d6, and at 14th level it increases to 3d6.

Channel Divinity: Unrestrained Animation

Starting at 6th level, you can choose a point within 100 feet of you, and use an action to temporarily imbue all unattended, inanimate objects in a 30-foot radius with a false semblance of life. The objects quiver, jiggle, jump and skitter, moving around in a three-dimensional frenzied motion, but otherwise remaining or returning to roughly their original position each turn. The objects neither deal nor take damage from their motion, but cause the area to be difficult terrain for the duration. Even relatively barren areas are affected, with the effect creating dust, grit, or general detritus if few objects are present. This effect lasts for 1 minute.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature you cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Create Life

Starting at 17th level, each time you use the *animate object* spell, or any higher-level spell that animates or creates objects, you can choose to imbue the affected objects with permanent sentience. This acts as an awaken effect, but the new living object is neither under your control nor necessarily well-disposed to you, and gains full knowledge of its history and previous use. Unless the object was damaged or otherwise hard used by you, it is at least grateful, if not helpful. If the object has been previously hard used by you it may be hostile. The DM is free to determine the object's personality and behavior.



New Spells

Detritus Shield

1st level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You surround yourself in a swirling collection of inanimate, conjured scrap objects. The shield has a number of hit points equal to twice your Wisdom modifier (minimum 1). Each time you are struck by a weapon attack, roll 1d6 and subtract the total from the shield's hit point total instead of your own. Extra damage is not blocked. For example if you are struck for 6 damage and the 1d6 roll is 2, you take 4 damage and the shield takes 2 points. This effect is applied before any other reductions or protections. Once the shield runs out of hit points the spell ends. If the 1d6 roll is greater than the remaining shield hit points the shield absorbs damage only up to its hit points remaining. For example, a detritus shield has 3 hit points remaining, and an incoming attack deals 10 points. If the 1d6 roll is 4 or higher the shield only absorbs 3 points before failing, with the remaining 7 taken by you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the shield gains additional hit points equal to your Wisdom modifier for every 2 slot levels above 1st.

Repair Construct

1st level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: instantaneous

A construct or animated object you touch regains a number of hit points equal to 1d8+ your spellcasting ability modifier. This spell has no effect on living or undead creatures.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Charm Construct

2nd level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a construct you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your allies are fighting it. The effect varies for free-willed versus controlled or conjured constructs.

If the creature has free will and fails the saving throw, it is charmed by you until the spell ends or you or your companions do anything harmful to it. The creature treats you as a friendly acquaintance. When the spell ends the creature knows it was charmed by you.

If the creature is summoned or controlled, it is unable to harm you for the duration of the spell regardless of the controller's commands or wishes. The spell breaks only if you do anything harmful to it. It is stall able to interact with your companions as commanded, and their actions will not break the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional construct for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Scrap Swarm

2nd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small metal scrap)

Duration: Concentration up to 1 minute.

You choose a point within 60 feet and conjure a swarm of various scraps of inanimate objects, which flutters in a frenzy of movement in a 10 foot radius sphere centred on that point. The area is considered to be lightly obscured. A creature suffers 2d6 points of slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Shardstorm

3rd level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small metal scrap)

Duration: Instantaneous

You flick a small piece of scrap metal to a point within range, where it explodes in a blast of razor-sharp metal shards. that fill a 20 foot radius sphere. Each creature in a 20 foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Conjure Scrap Animals

3rd level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S,

Duration: Concentration, up to 1 hour

This spell acts exactly as the *conjure animals* spell, except that the creatures summoned are constructs rather than fey or beasts, and assemble themselves from conjured scrap and any detritus in the local area.

Conjure Minor Scrap Elementals

4th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell acts exactly as the *conjure minor elementals* spell, except that the creatures summoned are constructs rather than elementals, and assemble themselves from conjured scrap and any detritus in the local area.

Awaken Construct

5th level transmutation

Casting Time: 8 hours

Range: touch

Components: V, S, M (a diamond worth at least 1000gp, which the spell consumes)

Duration: Instantaneous

After spending the casting time mentally constructing neural pathways within the diamond, you touch a construct and imbue it with a unique consciousness. If it is bound to or controlled by another creature, that creature makes a Charisma saving throw, regardless of their actual location or proximity to the construct. A successful save causes the spell to fail and the controlling creature is made aware of the attempt. A failed saving throw severs the connection to the controller and the construct becomes free willed. If it is not bound or controlled, the construct automatically becomes free willed.

The construct gains an intelligence of 10 (or is unchanged if it already had 10 or higher) and gains the ability to speak one language you know. The construct is not charmed or controlled by you, but will generally be grateful for its new-found free will. The DM determines the creature's alignment, personality and behavior.

Warlock Patron: The Transcendent Machine

Rather than flesh or spirit, the consciousness that holds your pact is housed in a great machine. This not only gives you an innate understanding of magical engineering, but intertwines your destiny with Daanvi, the plane of Perfect Order.

Your patron may be a divine spark manifesting within the Becoming God, the massive scavenged sculpture being built by warforged pilgrims in the Mournland. It may be a potent eldritch machine with its own innate intelligence. Or it may be tied to the incarnation of living souls, like a creation forge. It could also be a powerful entity ruling Daavi's native modrons or formians, or a greater servant of the god Onatar. There are even rumors in Sharn of a trio of warlocks who draw their magic from an emergent mind with Khorvaire's lightning rail network.

Like all machines, the source of your pact exists for a larger purpose, yet despite its lawful nature, its agenda is not always easy to discern. Yet somehow, its reach extends through the planes to you. While you may not share your patron's goals or alignment, it has chosen you to play a role in some grand cosmic plan.

Expanded Spell List

The Machine 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.

Transcendent Machine Expanded Spells

Spell Level	Spells
1st	*command, detect thoughts*
2nd	*calm emotions, heat metal*
3rd	*conjure barrage, tiny servant***
4th	*compulsion, fabricate*
5th	*animate objects, modify memory*

Defensive Telepathy

Starting at 1st level, your patron grants you insight into others' thoughts that may allow you to predict their actions. Whenever you are not concentrating on a spell, you can communicate telepathically with any creature within 30 feet of you, provided that creature shares a language with you. You can

speak telepathically in this way to one creature at a time.

In addition, if an attack hits you while you are concentrating on a spell, as a reaction you may force the attacker to reroll the attack, using the lower of the two rolls. Until the end of your next turn, all attack rolls against you are made at disadvantage. Once you force the reroll an attack of an attack roll with this feature, you cannot do so again until you finish a long rest.

Axiomatic Hierarchy

Also at 1st level, you gain insight into creatures of the planes, especially those tied to the nature of your patron. You learn the Modron language. Also, whenever the target of a concentration spell you are maintaining (such as the *hex* spell) is a celestial, construct, elemental, fey, or fiend, you can inflict extra damage on that creature once per turn when you hit with an attack roll. The extra damage is psychic damage equal to your proficiency bonus.

Modron Servant

Starting at 6th level, a unique construct is sent by your patron to serve you. It comes in the form of a pentadrone, a five-armed construct that is the most advanced form of modron (as described in the Monster Manual). Your pentadrone is your devoted servant, obeying your commands without hesitation and working to protect you in combat. It has the following modifications:

- It can magically disguise itself as a Large beast of your choice with a Challenge rating of 2 or lower (such as warhorse), physically rearranging its form to appear to be the new creature, but not gaining any of new creature's traits or abilities.
- It does not have truesight, but instead has darkvision with a range of 120 feet that is not impeded by magical darkness. When you reach 11th level as a warlock, this becomes truesight with a range of 120 feet.
- If you are the target of a melee attack and your modron servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

The pentadrone considers you to be one rank above it in the grand hierarchy to which it is devoted, and it recognizes no other authority beyond yours and that of your patron. It obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the pentadrone is killed, it disintegrates, meaning it cannot be returned to life via normal means. However, whenever you finish a long rest, you can choose to have your patron send you a new modron servant—if the previous pentadrone still exists, it disintegrates as soon as your new servant appears to replace it. If your pact boon is the Pact of the Chain, the modron acts as your pact familiar.

Partial Construct

Starting at 10th level, parts of your body have been replaced by eldritch machinery, enabling it to function more efficiently. You no longer need to breathe, eat, or drink, and you gain resistance to poison damage as well as nonmagical bludgeoning, piercing, or slashing damage that is not adamantine.

Mind of Metal and Wheels

Starting at 14th level, you can temporarily allow the influence of your patron to alter your mind and body, giving you the perfect and emotionless logic of a construct and the ability to project this way of being into the minds of those around you. As a bonus action, you can enter this unique mental state, gaining the following traits:

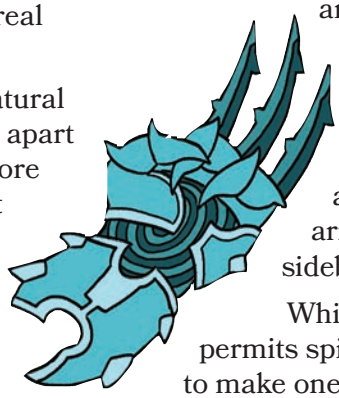
- You are immune to psychic damage and to the charmed and frightened conditions.
- You gain a +2 bonus to AC.
- Once during your turn, if you move at least 20 feet in a straight line towards a target before making an attack roll against it, you gain advantage on that attack roll.
- While in this state, you can cast the *calm emotions* spell at will, without expending a spell slot or material components. When you cast *calm emotions* in this way, it is not considered a concentration spell for that casting, but the duration is decreased to 1 round, with the spell lasting only until the end of your next turn.
- You have advantage on all Intelligence checks, but disadvantage on all Wisdom and Charisma checks.

This state lasts for one minute or until you end it with a bonus action. You can use this feature once, regaining all expended uses when you finish a short or long rest.

The Lord of Blades (Blades)

The cult surrounding the Lord of Blades often seems self-conflicting. For one, the Lord of Blades is a warforged of mysterious origin, not a divine being. The Lord's followers do not believe in religious trappings: they ask their Lord for orders rather than praying for guidance. Their rituals are not holy rites but practical military drills. Despite this, their fervor for the warforged conquest of Eberron allows them to access very real spellcasting of a divine nature.

Holy Stratocracy. Whatever preternatural quality it is that sets the Lord of Blades apart from other warforged, the 'church' is more or less a military order with the Lord at its head. The word of the Lord of Blades is repeated verbatim, drilled into followers alongside their duties and maneuvers until the tenets of the 'faith' are as second nature to them as their capacity for war. There are no 'casual' adherents to the Lord of Blades; if you are considered a follower, it is because you have devoted yourself to the Lord's command.



A faith of body, not soul. Despite their religious adherence to the Lord of Blades, warforged followers would ridicule the idea that the Lord brings 'salvation' or empowers any kind of 'soul.' As the overall hierarchy seeks utmost performance of military might, so too do the Blades seek to perfect their individual performance in their roles.

Blades Adventurers. True followers of the Lord of Blades do not adventure on a whim. At the heart of a Blades' quest are their standing orders, the task or tasks given by the Lord. Blades abroad might be tasked with infiltration or information-gathering, joining with members of the 'fleshy races' to gauge their strengths and weaknesses. Other Blades are given to evangelism, tasked with travelling far and wide to bring the word of the Lord to warforged across Eberron—the word that promises conquest of the world.

Martial Archetype: Bladesworn Fighter (Warforged Only)

Bladesworn are fanatical fighters who have dedicated themselves to the service of the Lord of Blades. These warforged refine their bodies into horrific weapons, augmenting their considerable combat prowess. Only the most devout followers of the Lord of Blades are taught the techniques required to apply the spiked plating to their composite or heavy plating. This allows them to act as enforcers of their patron's will and extensions of his iron grasp.

Some followers believe that only by seeking evolution though the incorporation of the spikes can true enlightenment be found. Service to the cause is paramount; at times that service is brutal and violent.

Spiked Plating

Beginning when you choose this archetype at 3rd level, you gain the ability to integrate spikes into your armor plating (see the "Spiked Armor" sidebar) which can be used as a weapon.

While you are in a defensive mode that permits spiked armor you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 + your Strength modifier piercing damage. You are proficient with your armor spikes.

Additionally, when you successfully grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

If a creature grapples you, that creature suffers its own Strength Modifier (minimum 1) piercing damage when it successfully imposes the grappled condition upon you.

Spiked Armor

Spiked armor is a modification made when using the warforged Integrated Protection racial feature. You may only use spiked armor when using the composite plating or heavy plating options. Once you have this feature you may choose whether or not to apply it each time you alter your body with the Integrated Protection racial feature.

Spiked armor does not increase your AC.

Warforged Perfection

Starting at 7th level, you can add half your proficiency bonus (round up) to any saving throw you make.

Spiked Armor Mastery

At 10th level, you gain mastery over the offensive features of your spiked armor. The base damage

of your Spiked Armor increases to 1d8 + your Strength modifier piercing damage. Additionally, when you use the Attack action to grapple a creature, the target takes 6 piercing damage if your grapple check succeeds.

Juggernaut's Charge

Starting at 15th level, your charge becomes a deadly onslaught. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone You can use this feature only once on each of your turns.

Additionally, you may double your speed on any turn in which you move only in a straight line. You may not turn in any direction once you begin moving, but you may stop before completing the extended distance.

Superior Self-Repair

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 2 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

You may choose, instead, to gain no hit points for that turn. If you do, you end one of the following conditions on yourself at the end of your turn: frightened, paralyzed, petrified, poisoned, prone, stunned, or unconscious. You don't gain this benefit if you have 0 hit points.

Warlock Patron: The Lord of Blades

The Lord of Blades is an enigmatic entity buried deep within the Mournlands. Those who hear his call are released from the bonds of flesh and hope, becoming instead part of the greater machine. The nature of the Lord of Blades' plans are unknown. Whether he is responsible for the Day of Mourning is unknown. All that anyone can be certain of is that with every passing second, minute, and hour, his followers grow in number. Though the majority of those called to the side of the Lord of Blades are warforged, he has called many others to infiltrate the lands of men in advance of his coming. They walk among you even now, spreading his joyous refrain. The Flesh is Weak. The Blade is Strong. Become one with the Lord of Blades, and your salvation is at hand.

Expanded Spell List

Spell Level	Spell
1st	Zephyr Strike, Hail of Thorns
2nd	Magic Weapon, Spiritual Weapon
3rd	Conjure Barrage, Lightning Arrow
4th	Otiluke's Resilient Sphere, Death Ward
5th	Steel Wind Strike, Conjure Volley

Shards of the Father

Starting at 1st level, your body belongs to the Lord of Blades. As a bonus action, you can extrude an osseous shard from your body, which detaches, hardening into steel or silver. On summoning it, you can immediately use this shard as if it were a dagger. After 1 minute, the shard vanishes. If you later gain the Pact of the Blade feature, all invocations that affect your Pact of the Blade feature also affect these shards.

Immaculate Extrusion

Starting at 6th level, when you use your Shards of the Father feature you can draw forth two shards. Your shards count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and their damage is increased to 1d6.

The Flesh Is Weak

Also at 6th level, you can reflexively shield yourself from incoming blows by hardening your body's organic materials to steel. You can use your reaction to



gain resistance to bludgeoning, piercing and slashing damage until the end of your next turn. Once you have used this feature, you can't use it again until you finish a short or long rest, or the next time you reduce a humanoid or beast to 0 hit points with a blade conjured from your Shards of the Father feature.

Constructed Nature

At 10th level, your body and mind become one with the machine. Your heart stops beating (if you possess one), and you no longer need to breathe. You also don't require food, water, or sleep, although you still require rest to reduce exhaustion and you still benefit from finishing short and long rests.

Also at 10th level, when you use your Shards of the Father ability, the damage of the conjured shards is increased to 1d8.

Storm of Steel

At 14th level, you can become a torrent of knives and fury when cornered. If you are below half of your maximum hit points, you can use a bonus action to enter a killing fury. While in the killing fury, you gain the following benefits:

- When you take the Attack action, you can attack one additional time.
- You regain the use of The Flesh is Weak at the start of each of your turns.
- Your movement speed increases by 10
- When you use your Shards of the Father ability, the damage of a conjured shards is increased to 1d10.

The killing fury lasts for a number of rounds equal to your Charisma modifier (minimum 1), after which you gain a level of exhaustion. If you become unconscious or incapacitated, the killing fury ends. Once you use this feature, you can't use it again until you finish a long rest.

The Reforged

The Reforged is not a deity, but a way of thinking. Warforged who seek to embrace the fact that they are living, sentient creatures capable of emotion follow in the footsteps of Hatchet, the warforged sage who founded this philosophy. The reverence for Hatchet among the Reforged rivals that of a deity's Chosen or a great prophet.

The Birth-day. The only holy day for a Reforged is their 'birth-day,' a celebration when a warforged embraces their dedication to the maxims of the Reforged or celebrates this occasion with each passing year. On a warforged's first birth-day, friends and fellow followers gather in a simple celebration. The warforged lack a biological sex, but one dedicating themselves to the Reforged may identify with a chosen gender and mark the celebration with a naming, clothing, or other expressions.

Temples of the Reforged. The Reforged do not have an organized church hierarchy and don't have established temples per se, but they certainly operate centers dedicated to their way of thinking. Often located in places like repurposed inns or rented spaces, the centers of 'worship' for the Reforged are stuffed full of sensory, emotional, and intellectual stimuli. Art, music, color, and decoration are common features designed to help the Reforged access their various emotions. Many such locations are filled with food and drink, even though the warforged do not need to eat and cannot taste without magical enhancements.

Reforged Adventurers. Some Reforged live in quiet contemplation, or in areas of natural beauty, or in cities where they have constant access to art, music, and culture. Other Reforged choose a life of adventure, believing that the wild and variable lifestyle will provide the best range of experiences for them to interact with other living creatures and tap into their own emotions.

Monk: Way of the Reforged (Warforged Only)

As they are more philosophical than theological, it's no shock that many warforged seek the way of a monk as a means to spiritual self-realization. While monks are often seen as those who eschew emotion, the Way of the Reforged actually embraces it; these warforged believe in experiencing life as other living creatures do, with the full spectrum of feelings. For adherents of the Way of the Reforged, theirs is often a path of extremes—a desire to freely experience emotion and discipline the mind and body.

Darkwood Defense

Starting at 3rd level, your Unarmored Defense feature is blended with your Integrated Protection racial feature when you are using Darkwood Core mode. Your AC in this mode becomes 11 + your Dexterity modifier + your Wisdom modifier.

When you spend a ki point to use your Patient Defense feature while you are not wearing armor, you add your proficiency bonus to your AC as if you were proficient with light armor. This effect lasts until the start of your next turn.

Newfound Emotion

At 6th level, you pick two of the following skills: Animal Handling, Insight, Intimidation, or Persuasion. You gain proficiency in ability checks using those skills. In addition, when you make an ability check using one of your chosen skills, you may spend a ki point to reroll the die. You must do so after the check is rolled but before you know whether it succeeds or fails. You must use the new result.

Warforged Deflection

Starting at 11th level, when you take the Dodge action on your turn (including your Patient Defense feature), you can attempt to diminish any ranged weapon or spell attack directed at you, rolling a d6 and subtracting the result from the attack roll.

Reforged Soul

When you reach 17th level, you choose two from either Dexterity, Wisdom, or Charisma. Your ability score in the chosen abilities increases by 4 and their new maximum becomes 24.



CHAPTER SEVEN: DRUIDS AND NATURE

Druid Sects

Like druids of the Forgotten Realms, the druids of Eberron tend to organize themselves into sects that reflect their view of their place in the world. Each of the major sects have their own distinct beliefs about their place in the world's cycle of life and death, as well as how to achieve the goals related to that role.

Wardens of the Wood

Thousands of years ago in the Eldeen Reaches, a greatpine tree gained sentience. Calling itself Oalian, it remains to this day the High Druid of the Wardens of the Wood. Greenheart, capital of the Eldeen Reaches, is Oalian's home and the spiritual hub of the Wardens.

A Belief in Harmony. Wardens are the largest druid sect, likely because of their belief that civilization and its technologies can live in harmony with the natural world. They are comfortable in cities as much as the wilderness, and do not look down on others for taking advantage of the marvels of technology.

Wardens against Outsiders. The Wardens' belief in natural harmony has its sharp edge; they are fierce opponents of creatures from outside nature, such as aberrations.

Warden Adventurers. Wardens of the Wood often set themselves to spreading the teachings of Oalian beyond the borders of the Eldeen Reaches. More than this, many Wardens seek out rumors of aberrations and other unnatural occurrences, hoping to keep such intrusions away from the natural harmony of Eberron.

Druid: Circle of the Wardens

"Oalian's wisdom guides us, his leaves shelter us, his bark shields us, and his roots bind us. "
-- Thollis, Warden of the Woods.

Within the Eldeen Reaches, many guardians work in harmony with the woods. Some of them, like the Gatekeepers, work to stop aberrations and other unnatural creatures from festering and infecting the beloved woods. Others are alien in mindset and hostile towards any intrusion.

Sentinels seeking only to protect the greater woods, the Wardens choose to act as a balance between these schools of thought. Accepting that some beings might need to chop a tree to build a home, or kill an animal for food, they only chase those threats who are simply interested in destruction of the forest without purpose.

Warden Spells

At 2nd level, you learn the *shillelagh* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to additional spells. Once you gain access to a spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spell
3rd	*alarm, protection from evil and good*
5th	*darkvision, gentle repose*
9th	*fear, gaseous form*
11th	*dominate beast, hallucinatory terrain*
17th	*dispel evil and good, banishing smite*

Foresthome

At 2nd level, if you are adjacent to a tree of at least your size, you have advantage on Dexterity (Stealth) checks. At 6th level, as an action you can merge with the tree, copying the effects of the *meld into stone* spell. At 10th level you can use the *tree stride* spell as an action.

Once you've used your *meld into stone* or *tree stride* abilities, you must complete a short or long rest before you can the Foresthome ability again.

Defender of the Forest

Starting at 2nd level, you may use any wooden weapon that requires two hands as the focus of your *shillelagh* spell. For example, a halberd with a wooden haft or a longbow can both become a *shillelagh*. The object loses all existing properties and becomes a quarterstaff for the duration of the spell.

In addition, you may use either Strength or Dexterity for attack and damage rolls with your *shillelagh*.



Sanctuary

Starting at 6th level, you gain a pool of sanctuary points equal to your Wisdom modifier (minimum 1). These points can be used for one of two effects:

- Whenever you rest for at least 1 hour, as an action you may magically protect the area around your campsite. You create a 20 foot radius circle, centered on you. Aberrations, fiends, and undead must succeed on a Charisma saving throw to enter this circle. Once you cross the threshold of the circle, the effect ends.
- Whenever a aberration, fiend, or undead attacks or casts a harmful spell upon a creature you can see within 30 feet, you may use your reaction to cast *sanctuary* on that creature. At 10th level, this range increases to 60 feet.

Both of these abilities use one sanctuary point. After you complete a long rest, all of your sanctuary points return.

Shillelagh Master

Starting at 10th level, when using your *shillelagh,* you deal 1d10 damage instead of 1d8. At 14th level, this damage increases to 1d12.

When you use your Attack action to attack with your *shillelagh,* you may use your bonus action to perform one additional attack with your *shillelagh*.

When you are attacked while you are holding your *shillelagh,* you may use your reaction to improve your AC by 2 against that attack.

Grove Master

Starting at 14th level, as an action you may expend both uses of Wild Shape to create a ring of impenetrable vegetation. This wall extends 80 feet upwards and is a circle that extends 20 feet from you in all directions. If the space is occupied, the vegetation appears in the closest unoccupied space between you and the edge of the ring. Growth only extends vertically as far as it can, stopping short if it cannot reach 80 feet. For all intents, the ring should be as closed as possible.

The growth has an AC of 13 and a 10-foot section has 500 hit points with resistance to bludgeoning and piercing damage from non-magical weapons, and vulnerability to fire.

Ranger: Warden of the Wood

Wardens of the Wood travel throughout the Reaches seeking out and correcting threats to the natural order. These rangers attune themselves to nature while moving with grace, stealth, and a sense of clarity as guardians of the land.

Seeker of the Unnatural

Starting at 3rd level when you select this archetype, you gain aberrations as a favored enemy if it wasn't already. Whenever you use your Primeval Awareness to detect aberrations, you know the approximate direction of such creatures within range. At 10th level, you also know the approximate number of aberrations within range.

Plainswalker Warden

Also starting at 3rd level, you gain plains as a favored terrain type. In addition, once per turn when you hit a creature with a weapon attack, the creature takes an extra 1d4 damage of the weapon's damage type, or an extra 2d4 for aberrations. The extra damage in both cases increases by another 1d4 at 8th and 14th levels.

Natural Defense

Starting at 7th level, you have advantage on saving throws against spells and resistance to damage from spells cast by aberrations. Also, you can add your Wisdom modifier to your saving throws against spells cast by other creatures; if a spell already uses your Wisdom modifier, you can double the bonus.

Warden's Step

Starting at 11th level, while in your favored terrain, you can use a bonus action to cast *misty step* without spending a spell slot. If you use this ability to move within 5 feet of an enemy, you can make a melee weapon attack against that enemy as part of the same bonus action used to cast the spell.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1), regaining all uses when you finish a long rest.

Nature's Warden

At 15th level, your ties to the land grant you powerful defenses against your enemies. You have resistance to damage caused by the spells and attacks from your favored enemies. In addition, while in your favored terrain, when you take damage from a spell or attack from a creature that isn't a favored enemy you can use your reaction to reduce the damage you take by an amount equal to half your ranger level.

The Ashbound

Where the Wardens are satisfied with the belief that civilization and nature can coexist, the Ashbound would rather not leave such a thing to chance. The Ashbound often reject everything from manufactured armor to crafted clothing, tending to believe that natural purity is a more important ideal than convenience.

Individualism. Ashbound are a smaller sect, and as such each individual or group is welcome to establish their own belief space within the system's rather wide orthodoxy. Some Ashbound completely reject the use of weapons, choosing to use only unarmed combat—one of the reasons this wild sect is popular with shifters.

United Cause. Though they sneer at the Wardens of the Wood as naïve, the Ashbound share the Wardens' aggression toward planar outsiders. Aberrations and fiends are popular targets for aggressive Ashbound patrols.

Ashbound Adventurers. Adventurers following the beliefs of the Ashbound often find the wider world challenging to deal with, as they are often called to go into cities or are forced to use transportation technologies in the course of their quests. Usually the shadow of a great threat, such as a fiendish incursion, are suitable motivators for an Ashbound to tolerate such things.

Barbarian: Ashbound Retaliator

The Ashbound sect varies in some of their individual beliefs, but all of them have a marked distaste for arcane magic. Such power is used by artificers and others, used to build hated bastions of so-called civilization, and to subjugate elementals for trains and airships. The same abhorrence for the arcane have driven Ashbound warriors to seek some level of competence in druidic arts, letting those normally blinded by rage to channel their fury into the art of natural magics.

Magic of the Ashbound

Starting when you take this path at 3rd level, you learn two of the following druid cantrips of your

choice: *druidcraft, infestation, poison spray, primal savagery, thorn whip,* or *thunderclap*. Wisdom is your spellcasting ability for these cantrips and you can cast them even while raging. You learn another cantrip of your choice from this list at 8th and 12th level. You can use a nonmetal weapon as a druidic focus, provided you adorn it with plants, wood, bones, feathers, or other appropriate natural materials over the course of a short or long rest.

In addition, when you deal damage to a creature with one of these cantrips and roll a 1 on the die, you can change the result of the die roll to the amount of your Rage Damage bonus. When your cantrip scales and you gain additional damage dice, this feature applies to any result that is less than your Rage Damage bonus.

Enraged Spellcasting

Starting at 6th level, when you cast one of your barbarian cantrips on your turn you can make one melee weapon attack as a bonus action.

Material Hatred

Beginning at 10th level, when you are hit with a weapon or spell attack while raging and the attacker is a valid target for the *heat metal* spell, you can cast *heat metal* against the attacker as a reaction. The spell is cast as if using a 2nd level spell slot and you can maintain concentration on the spell, but can't cast your cantrips while doing so. Once you use this feature, you must finish a short or long rest before you can use it again.

Brutal Cantrip

Starting at 14th level, your cantrips that use spell attacks can benefit from your Brutal Critical feature. In addition, when a hostile creature within 30 feet of you makes an attack against you or one of your allies, you can use your reaction to cast *thorn whip* against it. If the hostile creature is within 10 feet of you, you can cast *poison spray* instead.

The Children of Winter

Everything dies. Where other druid sects see life and reincarnation as a cycle, the Children of Winter see a piece of clockwork—ultimately fated to wind down until it stops. The Children of Winter are merely here to make sure the gears keep ticking.

Servants of Rot. The Children of Winter are often seen as evil, and not without reason. A key site of worship for the Children is the Gloaming, an area of the southern Eldeen Reaches that acts as a manifest zone of Mabar—the plane of endless night and negative energy. Many Children manifest powers of rot, pestilence, and general anti-life.

The Day of Mourning. When a mysterious cataclysm was visited upon Cyre, many Children of Winter took it as a sign that their days of waiting for the end of all things was coming to an end. Since the Day of Mourning, more and more members of the Children of Winter believe they will play a key role in hastening the ultimate destruction of the world.

Children of Winter Adventurers. The Children of Winter do have some varied beliefs—some still hold to the idea that the great doom comes with patience, not interference. In general, the Children of Winter are a dangerous group who believe only the strong survive in a fated, unforgiving world.

Ranger: Winterborn

With the Children of Winter's embrace of death and decay come those who have survived the harshest of environments. Humans and shifters are especially common in the ranks of the Winterborn, those who become rangers under the tutelage of the druid circle and the unforgiving brutality of the natural world. They survive it, overcome it—and welcome it, as all Children of Winter look forward to the doom that will wipe the world clean.



Winterborn Magic

When you take this archetype at 3rd level, you learn the *infestation* cantrip. In addition, you learn an additional spell when you reach certain levels in this class. The cantrip and additional spells count as ranger spells for you but don't count against your total number of spells known.

Ranger Level	Spell
3rd	*ray of sickness*
5th	*blindness/deafness*
9th	*vampiric touch*
13th	*blight*
17th	*contagion*

Touch of the Gloaming

Starting at 3rd level, when a creature uses its action or bonus action to cast a spell or use a class feature that causes you to regain lost hit points, you can choose to regain half as many hit points as normal. You can then add the healing you would have otherwise received as necrotic damage when you hit with a weapon attack before the end of your next turn. If a healing effect would bring you above your hit point maximum, you halve the difference between your current hit point total and your maximum.

Rotter's Strike

As a bonus action you can choose one creature you can see within 60 feet of you. Your next weapon attack or *infestation* cantrip against the target this turn deals an additional 1d6 necrotic damage and the target cannot regain hit points until the end of its next turn. When you reach 11th level in this class, the extra damage increases to 2d6.

Voice of Winter

At 7th level you can cast *speak with plants* without expending a spell slot, even if you don't normally know the spell. When the spell's duration ends, all non-animated, nonmagical plants within the spell's area when you cast it wither and die as if targeted by a *blight* spell. Once you use this feature, you must complete a long rest before you can use it again.

Deadened Physiology

When you reach 11th level, your constant manipulation of necrotic energy grants you resistance to necrotic damage and advantage on saving throws against being stunned or paralyzed.

Touch of Endless Night

Starting at 15th level, when you deal necrotic damage to a hostile creature it has disadvantage on attack rolls made against you until the end of its next turn.

The Gatekeepers

For the Gatekeepers, a great doom has already come. The black dragon Vvaraak, the Scaled Apostate, foresaw a great incursion from Xoriat and taught the orcs and half-orcs of western Khorvaire the druidic arts. When aberrant daelkyr flooded into the world, it was the Gatekeepers who sacrificed most of their number to stem the tide and ultimately close the gate to Xoriat.

A Battle-Ready Sect. Though considered a druidic sect, most of the Gatekeepers are martial warriors. From observatories they watch the movement of the planes, always wary of times when the Material Plane and others like Xoriat and Mabar are coterminous, as bloody experience dictates such times are when dark forces will seep into the world.

Gatekeeper Adventurers. Following in the footsteps of their predecessors, many orcs and half-orcs are proud to join the ranks of the Gatekeepers. Whatever their heritage, Gatekeepers dedicate themselves to combatting aberrations, fiends, and undead in Eberron, as well as the organizations that align themselves with such creatures.

Barbarian: Path of the Hunter

Predominately consisting of orcs, barbarian gatekeepers are usually known as hunters. These brave few travel throughout the natural lands and to places where planar gates are known to exist, seeking out threats and incursions from fiends and other unnatural creatures to purge them from the land and restore the natural order.

Watchful Hunter

Starting when you choose this primal path at 3rd level, you have advantage on Wisdom (Survival) and Wisdom (Perception) checks when tracking creatures through natural terrain.

In addition, once on each of your turns when you take the Attack action and hit an aberration, fiend,



or undead with a weapon attack, you can deal an extra weapon die of damage.

Sunder the Unnatural

Beginning at 6th level, your rage is heightened when you battle against aberrations, fiends, and undead. You gain a bonus to attack rolls equal to your Rage Damage bonus for the duration of your rage if an aberration, fiend, or undead was visible and within 60 feet of you when you entered your rage. When you are in such a rage, your Rage Damage bonus is doubled against aberrations, fiends, and undead.

Seeker and Protector

Starting at 10th level, your connection as a guardian of nature allows you to cast either detect evil and good or protection from evil and good without using a spell slot or material components.

Once you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

Resilient Guardian

Starting at 14th level, whenever you take the Attack action and hit an aberration, fiend, or undead creature on your turn, you have advantage on your saving throws against spells and resistance to all damage caused by that creature type until the end of your next turn.

In addition, while you are raging, the first time you would take damage that reduces you to 0 hit points but doesn't kill you outright, you are reduced to 1 hit point instead. Once you use this part of the feature, you must finish a long rest before using it again. Each time you drop to 0 hit points after the first triggers your relentless rage feature as normal while this ability is expended.

Druid: Circle of the Gatekeepers

While many members of the Gatekeepers are martial combatants, druids in this sect play an essential role. Gatekeepers with an affinity for druidic magic are trained in the detection of planar incursions and manifest zones, as well as in the magic needed to seal them. Should a planar invasion ever again occur, the warriors of the Gatekeepers are tasked with holding the hordes at bay while the druids attempt to seal the invaders' portals for good.

Smelling The Signs

At 2nd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you. Once you use this feature, you can't use it again until you finish a short or long rest.

Circle Spells

Your induction into the order of Gatekeepers grants you access to certain spells. At 2nd level, you learn the *guidance* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Gatekeepers Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spell
1st	*detect evil & good, protection from evil and good*
3rd	*gentle repose, see iInvisibility*
5th	*magic circle, dispel magic*
7th	*aura of life, banishment*
9th	*dispel evil and good, dawn*

Reading the Rings

At 6th level, you gain the ability to read the rings of Siberys for signs of danger. As an action, you can expend a use of your Wild Shape class feature and stare into the rings of Siberys, analysing all possible futures for the most likely cause of events to come. For the next minute, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration. You may only use this feature while you can see the sky, and after you use this ability, you can't use it again until you finish a long rest.

Feeling the Ripples

Starting at 10th level, your senses are attuned to the foul stench of supernatural evil. You feel a sense of danger whenever you are within 90 feet of an aberration, fiend or undead creature. This feature is blocked by total cover, and does not tell you the type, location or identity of that creature. If you are sleeping when this effect detects a new creature moving into the radius, this ability wakes you immediately.

Binding the Wounds

At 14th level, you gain the ability to seal breaches in the natural world, preventing incursions from other planes. You can spend 1 minute performing a closing rite on a portal to another plane within 10 feet of you. That portal is sealed with a translucent green barrier, barring entry from either side. A *dispel magic* spell or similar effect targeting the ward from the Material Plane can remove the ward. The ward is otherwise impermeable and impregnable to physical assault, providing total cover from either side.



CHAPTER EIGHT: THE BLOOD OF VOL

The Blood of Vol (Seekers)

Unlike theological differences of opinion between other pantheons, such as disagreements on the importance of particular deities or a deity's relationship with the nature of the world, those who ascribe to the doctrine of the Blood of Vol do not believe in other pantheons at all. They literally refuse to believe in the concept of outside divine beings, seeking only to unlock the divine potential within themselves.



The Divinity Within. Seekers pray to themselves, believing that each being holds divine potential and must be bold enough to embrace it. Perhaps there is some truth to this concept, as Seekers praying to their own potential certainly wield magic just as effectively as clerics of other faiths. The goal of Seekers is to tap into their potential to achieve living (not undead) immortality, to create a personal afterlife instead of the grim fate that would normally await all souls.

Secretive leadership. Most Seekers in the faith don't know that the matriarch of the religion, Lady Vol, is secretly still active and is the final authority to her followers. This lich queen is served directly by select groups of followers who have been initiated into the knowledge of her existence, notably the Crimson Covenant and the Order of the Emerald Claw. Though part of the overall Blood of Vol, this so-called 'Queen of Death' wields the Order and other operatives with her own goals in mind.

Rituals of blood. Seekers believe that the key to divinity is in the blood, and therefore only the living can discover the truth of the Divinity Within. This means that undead, constructs, and similar creatures can never attain divinity in the eyes of the Seekers. Rituals often involve bloodletting and even blood consumption, and magical barrels have been created to preserve blood for future rituals or for magical purposes.

The unfortunate undead. Many Seekers use undead to their own ends, and many respected members of the Blood of Vol are intelligent undead of considerable power (mummies, liches, and the like). This gives some the impression that the Blood of Vol is an inherently evil religion when it is not. Seekers see the use of animated corpses as a thing of pragmatism, not of good or evil. Intelligent undead are pitied, not censured; nor is becoming undead a Seeker's aspiration. Intelligent undead have sacrificed their chance to ever fully embrace the Divinity Within in order to provide leadership and guidance to others.

Seeker adventurers. No one kind of adventurer is more or less likely to be a Seeker than any of the others. The Blood of Vol is widespread throughout Khorvaire. Depending on one's upbringing, an adventurer might be born into the faith or discover it later on. The only unifying factor is that each ascribes to the concept of the Divinity Within. As such, intelligent undead and warforged are unlikely to be Seekers or be accepted by them.

Ranger Archetype: Emerald Scout

"Many think the Emerald Claw is an organization filled with necromancers, liches, and other undead. The truth is that undeath is only a tool to be used. It is no more the basis for our faith than the sword is for the gladiator. Oh yes, their life might depend upon it, but to say they worship the sword would be outrageous."

– Rekab H'tiek, Agent of the Emerald Claw

The Emerald Claw is a paramilitary operation designed to strike fear and terror wherever they are found. Their goal is to break the curse of mortality through any means necessary. The emerald scout is a shadow, in cities and the wilds, to ensure the path is clear to achieve their objectives. They use their undead minions to draw attention from their true intentions and assist them in combat.

Emerald Scout Magic

You learn additional spells when you reach certain levels in this class. The spell counts as a ranger spell for you but it doesn't count against the number of ranger spells you know.

Ranger Level	Spell
3rd	*false life*
5th	*ray of enfeeblement*
9th	*vampiric touch*
11th	*greater Invisibility*
17th	*cloudkill*

Risen

Starting at 3rd level, you can cast the *animate dead* spell without using a spell slot or any material components. This effect lasts until you complete a long rest, at which time, if you are lower than 5th level, you lose control of the undead you animated.

If you can cast 4th level spells, this effect creates two additional undead (three total). If you can cast 5th level spells, this effect creates four additional undead for a total of five undead minions.

Macabre Allies

Starting at the 7th level, you gain the following:

If you are hit with an attack, you may use your reaction to have an undead minion within 5 feet of you take the attack instead.

If a spell or effect forces you to make a Dexterity saving throw and one of your undead minions is within 5 feet of you, you have advantage on the saving throw. Whether or not you succeed at the saving throw, your minion is destroyed.

Starting at 10th level, as a reaction you may siphon the life force of your minions to heal yourself. You gain hit points as if you had expended Hit Dice equal to the number of minions from which you choose to draw life force. Minions used in this way immediately turn to dust.

Commander of Death

Starting at 11th level, you can use your action to give tactical direction to your undead minions. Until the start of your next turn, undead you control gain a bonus to their attack and damage rolls, saving throws, and ability checks equal to your proficiency bonus, and when they take the Attack action on their turn they may one additional attack as a bonus action.

Additionally, when one of your undead minions dies and there is a corpse or skeleton within range that is a valid target for your Risen ability, you can immediately use your reaction to expend two of your Hit Dice to animate the new minion as if you had used your Risen feature.

Channel Death

Starting at 15th level, whenever you cast a spell that targets yourself, your undead minions within 60 feet that you can see also gain the benefit of the spell.



Wizard: Sanguimancer

Whether or not they are initiated into the truth behind the Blood of Vol, Seekers of the Divinity Within value blood as a source of power. Its central place in ritual and worship among sects of Seekers has led to new magical disciplines that incorporate a sanguine element.

Divinity Within

At 2nd level, your faith in your own abilities invokes a power reminiscent of the divine. When you learn a new wizard spell, you may choose that spell from the cleric spell list instead of the wizard list. These count as wizard spells for you.

Invoke the Spark

When you choose this school at 2nd level, you learn the *spare the dying* cantrip. If you already know this cantrip, you learn a different cleric cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *spare the dying*, you can expend one of your Hit Dice to restore 1 hit point to the target.

Blessed Transfusion

At 6th level, you can infuse your essence into your healing spells. When you cast a spell of 1st level or higher that restores hit points to a single target, you can expend one of your Hit Dice. Roll the die and add the target's Constitution modifier to it. The target regains additional hit points equal to the total (minimum of 1).

Blood and Soul

Starting at 10th level, your magic and your blood are one and the same. You can spend a bonus action to expend any number of spell slots. You

regain a number of Hit Dice equal to the combined level of the spell slots expended.

Martyr's Communion

At 14th level, your blood is a panacea for other creatures who consume it. You can expend 6 of your Hit Dice to enact a ritual in which you drain yourself of a quantity of blood, transubstantiating it into a potent and fortifying curative elixir. The elixir takes 10 minutes to prepare and disappears after one hour. Up to twelve other creatures can partake of the elixir. One hour after partaking of the elixir, a creature gains the following benefits, which last 24 hours:



- A creature that expends a Hit Die to restore hit points (including through the use of Blessed Transfusion) restores the maximum amount possible instead of rolling.
- The creature gains temporary hit points equal to your level.
- If a spell, such as *raise dead*, has the sole effect of restoring an affected creature to life (but not undeath), the caster doesn't need material components to cast the spell on them.

Wizard: Spook

"How did I know you would be here? Don't look so surprised, my dear. We're very well acquainted after all. I've been watching you for years now - oh, do stop wriggling like that. You'll spoil the taste."

The Emerald Claw has in recent days been unable to act with the same cavalier abandon it enjoyed in the days of the war. In the now, they operate in discrete cells throughout the civilized world, fostering dissent and ruin and furthering Vol's goals through sabotage, espionage, and intrigue.

Those chosen to serve this greater good operate in discreet roles In this age of money and politics, information is the key to true power. And where you find power, you will find the Emerald Claw—waiting to snatch it.

Unholy In-specter

Beginning when you select this school at 2nd level, you can use your magic to haunt the living, spying on clandestine meetings. You can use an action to fade into Border Ethereal. While you maintain concentration on this effect you remain there. While in the Border Ethereal, you can view events on the Material Plane as if you were standing in the spot which you vacated, though you cannot move from that spot. The 5-foot square from which you vanished is Haunted until you return. If you cast a spell, break concentration or otherwise exit the Border Ethereal, you are ejected into the space on the Material Plane which you left. While you are in the Border Ethereal, spells and abilities that detect undead sense an unholy presence in the Haunted area. You can remain in the Border Ethereal In this way for up to 1 hour, after which time you are ejected into the space you left. You cannot use this ability within the area consecreted by a *hallow* spell, or an area warded against interplanar travel. You must finish a long rest before using this ability again.

At 6th level, you can remain in the Border Ethereal for a number of hours equal to your Intelligence modifier (minimum 1).

Left Hand Rite

At 2nd level, you add the find *familiar spell* to your spellbook if you don't know it already. When you cast the spell as a ritual, you can choose to have your familiar take the form of a *crawling claw* instead. If you do, you must cut off your own left hand as part of the ritual, which immediately regrows from the stump. When you summon a *crawling claw* in this way, you can use it to perform somatic components for any spell you cast while it is within 5 feet of you.

Peltergeist

At 6th level, when using your Unholy In-specter ability, you can use your action to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial anywhere within 30 feet of the spot you are haunting. You can't use this ability to attack, activate magic items, or carry more than 10 pounds. If creatures can see your meddling, you can make a Dexterity (Sleight of Hand) check versus their Wisdom (Perception) check. If you succeed, you pass your meddling off as an accident or clumsiness on the part of another creature rather than overt supernatural influence. You can also telepathically control a crawling claw you have created through your Left Hand Rite regardless of distance.

The Walls Have Ears

At 10th level, you add the *clairvoyance* spell to your spellbook if you don't know it already. When you cast the spell, you can target any location you have Haunted with your Unholy In-Specter ability in the past 7 days, regardless of distance, as long as you are on the same plane of existence.

Mist Me

At 14th level, you can evade the clutches of death by vanishing into mist. When you would drop to 0 hit points, you can use a reaction to cast *gaseous form* (requiring no components), transforming into a cloud of mist and dropping to 1 hit point instead. When you cast the spell in this way, it doesn't require concentration, and the spell lasts for 1 minute. You can't use this ability in direct sunlight or in running water. If you can't transform, you can't use this ability. You must finish a long rest before using this ability again.

CHAPTER NINE: THE UNDYING

The Undying Court

Often misunderstood by the uninitiated, the Undying Court on Aerenal is at its heart a form of ancestor worship. In the elven land, communion with spirits of the dead is far from uncommon. Some ancestors still walk in physical form—the collective term for these undead is the Undying Court.



Undead of a different kind. Most undead are animated by energy from a plane of death and darkness. The Undying Court are 'Deathless'—distinct from traditional undead, the Deathless are animated by positive energy. In fact, the Undying Court and its devotees loathe undead who prey on the living. Unlike rotted undead, Deathless appear more withered or mummified.

The Rites of Transition. The greatest goal for an Aereni elf is to be selected for the rituals that turn them into one of the Deathless. Believers in the Undying Court spend their lives attempting to gain this honor, usually by gaining renown, living lives of great spirituality, and so on.

A varying faith. Because there are many Deathless across many families, there is no single scripture or tenet universal to all Aereni. The Undying Court are revered as spiritual and practical advisers but tend not to hold direct secular power. Instead, they are honored for their guidance and are especially important within the structure of their respective family groups.

Adventurers of the Undying Court. Those who act as priests (called *soungraloi*) of the Undying Court prioritize giving spiritual guidance and assistance to others over their own journey toward the Rites of Transition. In all their travels, faithful of the Undying Court look to learn the advice and will of their ancestors and to fulfill those desires. Some are direct servants of one or more specific members of the Undying Court.

Bard: College of Ancestral Resplendence

Bards who choose this school revere their ancestors. They study the lore and deeds of ancestral patrons and spread that knowledge among the people to strengthen the bonds between the Undying and their descendants. Bards of the College of Ancestral Resplendence honor the long-standing martial traditions of their ancestors and seek to show reverence to the Undying by achieving glory through their own deeds.

Bonus Proficiencies

When you join the College of Ancestral Resplendence at 3rd level, you gain proficiency in medium armor and shields, and martial weapons.

Combat Tactician

Also at 3rd level, you have learned combat tactics passed down through the ages. When you roll initiative, you can expend one of your uses of Bard Inspiration to grant yourself or an ally within 30 feet of you an inspiration die to add to the roll. Alternatively, the die can be added to an attack roll during the first round of combat. The recipient must decide how to use the die before rolling for initiative. If the inspiration die isn't used by the end of the recipient's first turn in initiative order, it is lost.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

Inspiring Song

At 14th level, as an action, you can start a performance to sing about the glory of your ancestors. While you continue the performance, any recipient of an inspiration die you've granted that can hear you can roll an extra die and use the most favorable result. You can use a bonus action on subsequent turns to continue the performance. In addition, you can grant a Bardic Inspiration die as part of the bonus action used to continue the performance if you have any remaining.

Rogue: Aerenal Ambassador

Among the Aereni, there are few callings greater than speaking with the spirits of those who have gone before. Unlike the Undying, who have maintained a physical form after death and help rule Aerenal, these spirits observe the journeys of their descendants and advise only as they see fit. However, those who form a special connection with these spirits are often called as Ambassadors to the world beyond their island's shores.

As an Ambassador, your bond with the spirits of your family helps you bring the ways of your people to distant lands.

Skilled Ancestor

When you choose this archetype at 3rd level, you gain the assistance of your ancestor spirits. When you make an ability check using a skill in which you are not proficient, you can invoke the assistance of your skilled ancestors to gain advantage on that roll. Once you use this ability, you can't use it again until you finish a short or long rest.

Cunning Ancestor

At 3rd level, you learn to share your life force with a spirit, allowing it to partially manifest in the physical world and help distract your opponents in combat. As a bonus action, you may expend one Hit Die to manifest your ancestor spirit in any space within 60 feet until the end of your next turn. This spirit is not a creature, and may not move or attack, but opponents beginning their action adjacent to the spirit must make a Charisma saving throw or take 1d8 psychic damage. This spirit counts as an ally for the purposes of sneak attack.

Your ancestor spirit deals additional damage at higher levels. Increase this damage to 2d8 at 9th level and 3d8 at 15th level.

Protective Ancestor

At 9th level, your ancestor spirits defend your mind from outside control. As an action, you can call on your ancestor to end one effect on yourself which is causing you to be charmed or frightened.

Watchful Ancestor

Starting at 13th level, your ancestor spirits keep a careful watch out for danger. You can no longer be surprised. Even if you are asleep when danger strikes, your spirits wake you up and you begin the surprise round in the prone position.

Vengeful Ancestor

At 17th level, you gain the assistance of a passionate warrior spirit who strengthens you during battle. Whenever you deal sneak attack damage to an opponent, that opponent must make a Charisma saving throw or be frightened of you for one minute. Opponents who are adjacent to your Cunning Ancestor spirit make this saving throw with disadvantage.



CHAPTER TEN: KHYBER

The Dragon Below

Khyber, the subterranean realm named for one of the three Progenitor Dragons of creation myth, is a place of darkness and madness. When Khyber encroaches on the world of Eberron, sometimes a touch of that madness is left behind.

Varying cults. Cults of the Dragon Below are numerous and varied, most of them centered in the Shadow Marches. The only thing that they have in common is a devotion to the plane of Khyber or to patron creatures of that realm.



A thread of madness. Exposure to Khyber is an exposure to insanity, and no devotee of that realm is what most would consider fully sane. Their madness can be subtle, displaying only in great distress or in their twisted worldview. Other cults of the Dragon Below embrace complete depravity, engaging in rage, cannibalism, and an existence of frenzied terror.

Adventurers of the cults. The goals of Khyber's devotees can be as varied as the hosts of creatures present in the realm. Some who ascribe to the cults of the Dragon Below simply wish to spread its madness or whatever twisted ideology it has inspired within them. Others have creatures or groups of creatures as patrons from the twisted realm, acting as their emissaries and lackeys in Eberron.

Cleric: Malignancy Domain

A Malignancy Cleric is a charismatic proponent of the power of the Dragon Below. She orates with purpose and subtlety, tempting the weak and foolish with promises of power and glory. She counsels the release of restraint, to find freedom in the absence of structure and morality, where sheer will and violence can win the Dragon's Below's favour.

Of course this is all obfuscation and lies. Her true purpose is to spread the insidious madness of the Dragon Below throughout the world, feeding chaos and instability, which she alone can exploit for personal gain.

Domain Spells

Cleric Level	Spell
1st	dissonant whispers, tasha's hideous laughter
3rd	enthrall, moment of madness
5th	fear, creeping charm
7th	compulsion, confusion
9th	madness curse, modify memory

Bonus Cantrip

You add *vicious mockery* to your known cantrips. This counts as a cleric cantrip for you.

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with Charisma (Deception) checks if you weren't already proficient.

The Madness Within

Your mind is a chaotic nightmare that only you truly understand. At 1st level, you gain immunity to being charmed and advantage to saving throws against magical compulsions (*geas*, *zone of truth* etc) and any spells or abilities that read thoughts (such as detect thoughts).

Channel Divinity: The Madness Without

Starting at 2nd level, you can use your Channel Divinity to affect the minds of those around you. As an action, you present your holy symbol and evoke energy which causes all creatures within 30 feet of you to have mild hallucinations. This effect moves with you, and lasts for 1 minute. All creatures within the area experience mild but disconcerting visual alterations to their immediate environment, such as twisting shadows, flickers of movement, strange colours or other visual distortions. These are different for each creature, none of which see the same effects. All creatures within the area have disadvantage on sight-based Perception or Investigation checks, as well as saving throws to maintain concentration.

A creature ceases to be affected if they leave the area, but are affected once more if they return. Blind creatures and those immune to psychic damage are immune to this effect.

Insidious Madness

Starting at 6th level, you may further exploit specific creatures affected by your Channel Divinity: Madness Without ability. Each turn your Madness Without ability is active, as an action you can select a single creature in its area of effect. That creature must make a Wisdom saving throw or become frightened of you until the end of their next turn. Additionally, you can use a bonus action to force it—or another creature in the effect—to make a DC 10 Concentration check to end ongoing concentration effects, even if it has sustained no damage.

Potent Spellcasting

At 8th level, you add your wisdom modifier to the damage you deal with any cleric cantrip.

Impose Will

At 17th level you may cast mass suggestion on creatures affected by your Channel Divinity: Madness Without ability without preparing the spell or expending a spell slot. Creatures are not aware of the magical nature of the suggestion even if they successfully resist it. Once you use this ability, you can't use it again until you finish a long rest.

New Spells

Moment of Madness

2nd level charm

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

You target a creature within 60 feet of you, forcing it to make a Wisdom saving throw. On a failure, it cannot take reactions until the end of its next turn. At the start of its next turn it must roll a 1d10 to determine its choice of action.

D10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

Creeping Charm

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You attempt to charm a humanoid you touch. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw it is charmed by you until the spell ends or you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends the creature knows it was charmed by you.

While the spell is active, you may touch a new creature each turn as an action, spreading the charm. You may charm a number of creatures up to your Wisdom modifier (minimum 1).

If the charmed creatures are also affected by your Channel Divinity: Madness Without ability at any time during this spell, when it ends they do not know they were charmed.

Madness Curse

5th level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bird's nest)

Duration: Permanent until dispelled

One creature you touch must make a Charisma saving throw. On a failure they are cursed until the spell is removed by a successful dispel magic or spells that remove curses (such as greater restoration). The creature becomes furtive, mildly paranoid, and suspicious of the motivations or

others. It has disadvantage on any Wisdom checks while under the curse. In addition, moments of stress manifest in greater instability. At the start of each of their turns in combat the creature must roll a 1d10, which affects their action choices.

D10	Effect
1-2	Rampant Paranoia – the creature is not considered an ally or companion to any other, and cannot take or receive the help action, nor acts as an ally for the purposes of other abilities (sneak attack etc).
3	Melancholia – The creature suffers disadvantage on all ability checks.
4	Mortal Dread – The creature has disadvantage on attack rolls
5	Apathy – the creature has disadvantage on saving throws
6	Mild Hallucinations – The creature is distracted and cannot take bonus actions
7	Phantom pain – the creature moves at half its speed
8-10	No effect

Warlock Patron: The Dragon Below

Is Khyber truly a titanic dragon? A realm of madness and darkness? In either case, Warlocks who enter a pact with the Dragon Below are a rare breed. Few have the capability to successfully seek out the entity, let alone strike up a bargain with the potent and legendary force. Those who do so and survive gain incredible power which enables them to act as an extension of Khyber's mad will.

Warlocks of Khyber are gifted with the ability to summon minions to serve them and act as disposable assets in their dark pursuits. While this grants the warlock great potency it is also indicative of the relationship the warlock enjoys with her patron. A warlock of Khyber is little more than an expendable asset to the Dragon Below.

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	Spells
1st	false life, ray of sickness
2nd	dragon's breath, dust devil
3rd	bestow curse, phantom steed
4th	conjure minor elementals, phantasmal killer
5th	conjure elemental, planar binding

Dragon Below's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Khyber's Kiss

Starting at 6th level, you can call on your patron to shield you from elemental damage. When you are targeted with an attack or effect that deals acid, cold, fire, lightning, poison, or radiant damage you may grant yourself resistance to that damage type until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.



Summoner's Sanctity

Starting at 10th level, you can shield yourself from harm at the cost of your conjured minions' health. When you take damage while a creature you conjured with a spell is within 10 feet of you, you can use your reaction to magically cause the summoned creature to take that damage instead of you. If the creature is reduced to 0 hit points, any remaining damage is suffered by you, subject to your resistances, vulnerabilities, and immunities. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Khyber's Embrace

Starting at 14th level, you gain a mere fraction of the true power of the Dragon Below. When you fail a saving throw, you may choose to succeed instead.

Once you use this feature twice, you can't use it again until you finish a long rest.

APPENDIX A: BACKGROUNDS

Canon Lawyer

Many faiths—most notably the Sovereign Host and the Silver Flame—have disciplined seminaries where acolytes study religious (canon) law and theology. After graduating from one of these seminaries with honors, you were entrusted with the authority to argue cases of religious law and orthodoxy. Your case files include the validity of marriages, determining clerical misconduct, defining heresy, participating in cases of the inquisition, and any number of administrative and legal proceedings pertaining to your faith's hierarchy.

Skill Proficiencies: Religion and one of your choice from among History or Investigation

Languages: Celestial and one language of your choice

Tool Proficiency: Calligrapher's supplies

Equipment: As the Acolyte background

Feature: Defender of the Faith

The churches of the Silver Flame and the Sovereign Host are obliged to permit you to argue on legal cases of a religious nature -- freedom of conscience, marriage issues, matters of sanctuary (inviolability of a holy place and protection from secular law inside its precincts), etc.

In addition, you command the respect (or fear) of your faith's clergy. You and your adventuring companions can expect to receive shelter and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells cast on your behalf.

You might also have ties to your specific school or seminary dedicated to your chosen deity or pantheon, and you have a residence there. This could be the school where you used to study, if you remain on good terms with it, or a seminary where you have found a new home as a lecturer on canon law. While near your seminary, you can call upon the staff for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with them.

Suggested characteristics

Same as the Sage background as described in the *Player's Handbook*.

Eldeen Initiate

You were raised in the Eldeen Reaches, or spent formative time there studying under one of the druidic sects that call the region home.

Skill Proficiencies: Survival

Tool Proficiencies: Your choice from two of the following: Carpenter's tools, Brewer's supplies, Cook's utensils or Weaver's tools.

Equipment: A tool with which you are proficient, a set of common clothing, a staff, 5 rations, a token related to your origin and a belt pouch with 5 gp.

Feature: Humble Beginnings

Growing up in one of the small communities dotting the Eldeen Reaches, you were exposed from an early age to the idea of existing with nature. Choose one of the following origins and gain the benefits listed with it:

Hunter. You are proficient with Dexterity (Stealth) checks. You can always recognize the tracks of common beasts native to the Eldeen Reaches. Your token is a pelt from the first animal you killed.

Farmer. You are proficient in your choice of either Wisdom (Animal Handling) or Wisdom (Medicine) checks. You also gain a donkey or mule. Your token is a trinket given to you by your family for your birthday.

Nature Initiate

You are proficient with Intelligence (Nature) checks. In addition, you know and can cast the *druidcraft* cantrip (Wisdom is your casting modifier for this cantrip). Your token is a pin that only druids of the Eldeen Reaches would recognize.

Regardless of which origin you choose, your familiarity with nature ensures you always can determine which direction is north, and you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

d8	Eldeen Initiate Personality Trait
1	I hope to show that just because we're not an urban center, we're still educated. I'm always sharing facts.
2	I'm slow to trust, thanks to numerous interactions with the Ashbound.
3	Regardless of the threat, I do not initiate violence. Mistakes cost lives.
4	Magic is uncommon in simpler places, but welcome. New magics cost me hours while I investigate them.
5	I prefer the natural places of the world; the cities seem far too busy and disconnected.
6	My wanderlust has taken me far from home, but I really don't miss it.
7	There is nothing more rewarding than building or growing something with your own hands.
8	Nature speaks to us; we must slow down and listen.

d6	Eldeen Initiate Ideal
1	**Tradition**: The father toils to build the son a path, the son honors the father by staying upon it. **(Lawful)**
2	**Charity**: Only take what you need so that others will not go without. Together, we survive. **(Good)**
3	**Beauty**: Make the world a better place by growing something beautiful for all to enjoy. **(Good)**
4	**Destiny**: Your path lies before you. Do not tarry in seeking your destiny, or it might seek you. **(Any)**
5	**Community**: The web of life is complex and strange, fraught with danger. Work together, and we can make it a safer place for all of us. **(Lawful)**
6	**Change**: Life never stays put, even the seasons change. Accept change, and be part of it. **(Chaotic)**

d6	Eldeen Initiate Bond
1	I will protect nature from any who would attack it.
2	Shifters are often confused with lycanthropes. I work to fill the gap of ignorance, so they may go without persecution.
3	Ashbound want to destroy magic of any sort outside their own. I adventure to protect magic, keeping it from their hands.
4	Gatekeepers are an inspiration to me, for they fight unnatural things. I also hunt these aberrations and fiends.
5	The Greensingers are magical beings. I am obsessed with visiting their revelries!
6	The Wardens of the Wood work the will of Oalian, to balance civilization and nature. I embrace these goals as well.

d6	Eldeen Initiate Flaw
1	I agree with the Ashbound: magic is an abomination and is leading us to destruction.
2	I make no special effort to save lives. As the Children of Winter say: "Only the fittest survive."
3	Those who can't work in harmony with nature earn no respect from me.
4	Much like the fey of the woods, my mind is always changing, even in the middle of something important.
5	My survival matters more to me than anything, I'd push a friend into the path of a bear if it meant I get to live.
6	Ever since I was little, the idea of undead or fiends terrifies me. I suffer crippling phobias towards both.

APPENDIX B: CHURCH HIERARCHIES AND SECTS

Large churches and broad pantheons have a far reach, and often struggle to maintain an effective hierarchy for their worshipers. Some faiths pointedly avoid a rigid structure, while others are controlled in ways not even the average worshiper understands. This appendix highlights some of Eberron's faiths, providing additional detail on their organizational structure, suggested stat blocks for various members of the faith, and brief information on variant sects that have arisen as differences between worshipers manifest themselves over time.

The Sovereign Host

Worship of the Host is so widespread throughout Khorvaire that the means of entering the clergy vary. The church doesn't have a rigid hierarchy, and more often than not the term 'priest' refers to a local resident chosen by the community to hold the title based on demonstratable faith or religious knowledge. Seminaries exist throughout Eberron in areas where other faiths are not already dominant; those who wish to become priests in a structured environment flock to these locations to study and pray. Others serve apprenticeships at local temples, learning about the teachings of the Host and of divine magic from the clergy there.

Many sedentary 'priests' have only minor mastery of divine magic, and some have none at all. Priests who feel compelled to walk the world of Eberron are more likely to wield divine power as a means of protection on their journey; these priests might have willfully rejected the desire to settle in one place or feel they are called to evangelize or combat the evils of the world.

Council priests oversee matters of the faith in certain areas of the world. These regions can be tiny or hold few faithful. Others can wield significant religious and secular power: examples include the **Host of Khorvaire** in Aundair and the **Devout of the Celestial Crown** in Shar. Representatives from councils meet in a **Grand Conclave** every ten years to debate theological issues and establish general directives for the faith.

There is no head council or central ruling figurehead that oversees all of the Vassals of the Sovereign Host. Apart from the distinction of council members, priests are at face value equal to one another in the eyes of the faith.

Ranks

Title or role	Roles or Activities	Suggested Stat Blocks
Vassal	Generic title for worshipper	Commoner or acolyte for most
Priest, local	Community leader and civil servant	Commoner, acolyte, noble, or priest
Priest, wandering	Private journey of worship and battling evils	Acolyte, priest, or war priest
Council Priest	Serves on a liturgical council that oversees Vassals in a given region	Priest or war priest

Alternate Sects

The Sovereign Host's worshippers are largely accepting of the existence of other faiths and different interpretations of the Sovereign Host, believing that the Host is in all things. Still, some groups have distinguished themselves with beliefs divergent enough to be notable:

Disciples. This is the general term for a Vassal who focuses their worship on a particular member of the Host rather than the entire pantheon.

Hierocrats. A step up from Disciples, Hierocrats don't just prioritize worship of one member of the Host; they actively profess that deity's superiority to the others. Hierocrat groups are more likely than common Vassals to resemble a cult.

Proxy Cults. Some cults form around powerful creatures, such as dragons or celestials, with the belief that they are divine emissaries of the Sovereign Host.

The Dark Six

As a religion that only secured its begrudging public acceptance within the past century, the Dark Six does not have as many avenues to the priesthood as the Sovereign Host. Local communities are unlikely to nominate a resident to priesthood, and there are no seminaries where the faithful study to become priests.

Also unlike the Sovereign Host's worshippers, there is a more defined hierarchy among local worshippers of the Six. A local temple, which commonly focuses on a particular member of the Dark Six pantheon, is led by a high priest with authority over the entire congregation (including lesser priests). A pecking order is established based on power and influence, making the hierarchy of power well-defined in a region but prone to internal power struggles. To diminish this, areas where worship of the Six is strong are led by a high priest that oversees sub-councils.

Title or role	Roles or Activities	Suggested Stat Blocks
Disciple	Generic title for worshipper	Commoner, cultist, acolyte for most
Priest, local	Serves in a local temple	Acolyte, cult fanatic, or priest
High Priest	Leads a temple, serves on a council, or oversees worship in a region.	Cult fanatic, priest, or war priest

Alternate Sects

Schismatics. An umbrella term for those who believe the Sovereign Host and the Dark Six are fully distinct pantheons at this point, and espouse that in time, the Six can overthrow and destroy the Host entirely, rather than existing in tandem with them. Schismatics believe in worship of the Dark Six as a whole pantheon.

The Cabinet of Faces. An organization of changelings and doppelgangers calling themselves 'children of the Traveler.' A group with obscure and seemingly shifting goals.

Creation's Muse. This sect believes the Traveler created the other gods through direct acts of creation or through inspiration. To this cult, the Traveler's penchant for triggering chaos and change makes the deity responsible for every major event and discovery in history.

The Sacred Spark. A tiny sect that specifically worships The Fury and Onatar (of the Host) as two aspects of a single deity.

The Silver Flame

It should come as no surprise that a faith with such an overwhelming focus on specific real-world goals has a much more clearly defined organizational structure than either the Sovereign Host or the Dark Six. Because the faith was originally overwhelmingly made up of converts, even the introduction into the ranks of the initiated is a formal procedure.

Acolytes entering the priesthood must serve in a temple for a period of time that can last up to several years. Only then can an acolyte enter a seminary for further study, and even then, only the most strongly devoted petitioners are even admitted, much less manage to graduate.

Initiates of the faith are divided into four distinct orders:

Order of Ministers. Consisting mostly of priests who lead temple worship or conduct theological research.

Order of Templars. The fighting arm of the church. Consists of everything from simple temple guards and soldiers to full-fledged paladins.

Order of Friars. The group most concerned with evangelism and recruitment, the friars travel Eberron to bring word of the Silver Flame to new communities.

Council of Cardinals. This is a ruling group that oversees the other three orders, most commonly made up of priests from the Ministers and distinguished paladins from the Templars. The uppermost ruling group over the entire church of the Silver Flame is the **Diet of Cardinals**, selected from the Council's ranks. The Diet takes direction from the Keeper of the Flame, an intermediary for (and who is selected by) the Voice of the Silver Flame, Tira Miron. Because Tira is joined with the divinity of the Flame and the Keeper is her voice to the Diet, the Keeper is assumed to give voice to the divinity itself on Tira's behalf. Historically, however, some Keepers have used their station to push agendas of their own interpretation.

Title or role	Roles or Activities	Suggested Stat Blocks
Acolyte/ Seminarian	New inductee; not an official rank	Commoner, acolyte for most
Pilgrim	Lowest rank of priest, often in Friars	Acolyte, priest
Priest	Inducted member	Priest, war priest, or similar
Bishop	Authority over priests in a community. Called 'Prefect' in Order of Templars	Priest, war priest, or similar
Archbishop	Oversees multiple bishops	Priest, war priest
Cardinal	Ruling class of priests	War priest
Keeper of the Flame	Chosen by the Voice; intermediary with the Diet of Cardinals.	Any; only one individual holds this position at a time
Voice of the Silver Flame	Highest position in the church, joined with the divinity of the Silver Flame	Tira Miron; paladin, sole title holder

Alternate Sects

Even a religion as rigorously organized as the Silver Flame has its variants. The following groups are considered anything from factions within the church with puzzling ideas to full-blown heretical groups.

Ghaash'kala. This orc tribe in the Demon Wastes worships the 'Binding Flame.' Though some refuse to accept this concept, others within the church believe the orcs worship the Silver Flame, albeit in a slightly misguided manner.

Knight Militant. A group of warriors of the Silver Flame who hold themselves to extreme standards of personal morality and self-sacrifice. Their selfless morals make them more tolerable to those outside the faith than the members of other sects.

Order of the Radiant Flame. A pensive order of thinkers that seeks unification with the Flame prior to the final destruction of evil. They are less actively involved in the world and prefer to remain secluded.

Penitent Brethren. Mainly comprised of shifters or other humanoids who believe their innate traits or some outside influence make them more prone to evil. These believers atone with zealous service, even at risk to themselves.

Servants of the Pure Flame. Also called Puritans, these are the most extreme and cult-like believers. They believe in forced conversion and violence as a common tactic. They practice aggression against anything they view as evil, which often means anything that opposes their goals. The Puritans were the sect most directly responsible for a mass purge of lycanthropes—and shifters—in the 800s YK.

Tarnished. The Tarnished are not in any way considered part of the church, and are best described as a fallen order. They believe the demon bound into the Flame's creation still holds power comparable to that of a divine being and pledge service to it. This sect claims to hear the 'Shadow in the Flame' and damages the church from within, historically posing as 'reformers.'

The Blood of Vol

The organization within the church of the Blood of Vol is very mixed. There are some rigidly-defined orders within the church, but as a faith focused on a sense of individualism, many of its precepts are relaxed and personal. To further complicate things, most of the church's worshipers don't know that The Queen of Death, Vol herself, is still an active force in the world. Many in the church undertake personal or group efforts without ever knowing that their duties are part of a greater machination by the lich queen.

Almost any Seeker can, when they feel like they have learned enough on their path to discover their Divinity Within, take on the mantle of priest. However, there is a difference between priests in name only and those actually sanctioned by the secretive ruling body known as the **Crimson Covenant.**

The Crimson Covenant. This ruling caste of thirteen priests is made up of members who have defied age, either by becoming undead or through other means. The Covenant are the intermediaries between Vol and the church at large. Many in the church are not aware of the Covenant's existence; when a priest or priestess is formally trained

in a seminary, regular reports are made to the Covenant, who will ultimately decide if the priest is to be fully inducted into the faith (and learn about the existence of Vol herself).

The Order of the Emerald Claw. The will of Vol is carried out by the Order, which serves as the military arm of the lich queen's control. The majority of the members are aware that they take orders from the Crimson Covenant and from Vol herself; some of the lower-ranking members are kept ignorant of the organization's true structure.

Title or role	Roles or Activities	Suggested Stat Blocks
Seeker	Generic title for worshipper	Commoner, cultist, acolyte for most
Priest	Often self-discovered title.	Cult fanatic or priest
Abactor	Leads a temple and accompanying cult; a local contact/initiate of the Crimson Covenant.	Cult fanatic, priest, or war priest
Covenant Member	One of thirteen ageless leaders in Vol's inner circle	Various; often powerful undead such as mummy lord, lich, vampire
Queen of Death	Secret overarching ruler of the faith	Erandis d'Vol (lich)

Alternate Sects

The Crimson Covenant and its Abactor agents control the majority of Seeker congregations, but a religion of professed individualism can't really stop new sects from appearing from time to time. Many of these differing sects are watched closely by Vol's agents or have been successfully taken over like any other Seeker organization.

The Cult of Life. Perhaps one of the deadliest cults of the Blood of Vol, this sect occupies itself with pursuing immortality through the sacrifice of other living beings. The upper leadership has been infiltrated and taken over by the Crimson Covenant's agents.

The Hornblade Clan. This group in western Khorvaire is notable for two reasons: first, it is independent of Vol and the Crimson Covenant's influence despite its size; and second, it is mostly comprised of orcs and goblinoids. Led by the half-orc Janilya, this clan is welcoming of non-orcs and goblinoids if their faith is strong.

The Keepers of Blood. Often seen as heretics by many other Seekers, The Keepers of Blood combine the beliefs of the Blood of Vol with reverence for the Keeper of the Dark Six. Some Keepers don't worship the Keeper as an actual deity but simply seek to combine both religions' philosophies.

The Lord of Blades

The cult surrounding the warforged leader is one of rigid military discipline, and resembles an army more than it does any religious organization. Referred to collectively as the '**Legion**', officers control different groups of warforged right up to the Lord of Blades himself, their supreme leader.

Title or role	Roles or Activities	Suggested Stat Blocks
Legionary	Generic title for worshipper	Guard, scout, archer, thug for most
Lieutenant	Commands approx. 50 followers	Knight or Veteran
Captain	Commands a company of a few hundred warforged	Champion, Gladiator, or Warlord
Lord of Blades	Sole warforged ruler of the cult	Lord of Blades (modified Warlord)

The Becoming God

The Becoming God's followers self-organize into their assemblages, with an Assemblage Architect and/or an Assemblage Builder at their head. Assemblages form their own plans and duties within the faith and could be seen as their own distinct sects with differing beliefs about their role in the church.

Title or role	Roles or Activities	Suggested Stat Blocks
Godforged	Generic title for worshipper	Acolyte for most
Assemblage Architect	Assemblage leader, records details of the assemblage's travels	Any; priest or war priest common

Assemblage Builder	Specializes in constructing and assembling components	Any; priest or war priest common

The Reforged

The Reforged live by personal philosophy rather than through the governance of a religious organization; as such, there are no ranks or hierarchies. Most adherents venerate Hatchet, the first of their kind, who was torn apart by a human mob when they killed a human in self-defense. Whether an adherent regards Hatchet as a holy martyr is dependent on who you ask.

The Inspired

The most important thing for the quori is that their political and spiritual control over their subjects is maintained. As such, the worship of the Inspired is meant to maintain the societal order wherein the Inspired (and the quori) remain at the top.

The Thousand Eyes. These are the internal police of Rierdra, where the quori maintain order. They are publicly identified by green uniforms, but many are secret agents who attempt to detect dissent or heresy from within communities.

Controlled power. Arcane talent is discouraged and controlled; psionic power is often eradicated. The quori attempt to maintain power by keeping their quasi-divine magic to themselves and granting access to only faithful priests.

Title or role	Roles or Activities	Suggested Stat Blocks
Thousand Eyes Agent	Internal police	Spy, master thief
Priest	Faithful member of the clergy	Acolyte, priest, war priest
Chosen	Groomed faithful vessel awaiting quori possession	Any; often war priest or other powerful humanoid stat block
Inspired	The upper tier and rulers of the society	Any; often act as nobles

The Path of Light

Those who follow the Path organize into a general hierarchy of priests and shadow watcher agents. The most powerful priests—or lightspeakers—spend their time in quiet meditation, attempting to hasten through effort of will the destruction and reincarnation of the quori.

Title or role	Roles or Activities	Suggested Stat Blocks
Lightspeaker	Initiated clergy	Priest, war priest
Shadow watcher	Agent and saboteur against the quori	Priest, spy, martial arts adept, master thief
High Priest	Reclusive, meditative leaders of the faith	War priest

The Undying Court

The ancestor worship of the elves is irrevocably bound to their everyday life and society. Families have undying ancestors living among them who are venerated and sought for advice; in the same way, government is replete with undying who hold no direct power but whose wisdom is deemed important to the problems of today.

Alternate Sects

There is no unified pantheon of undying; elf families revere their own ancestor spirits or physically present undying, and celebrate the ancestors of the society as a whole. However, a few groups are so radical in their own beliefs that they can be considered separate sects.

Death-Eaters. This heretical group believe that consuming a body before its funeral rites imparts wisdom and power. Death-Eaters find no acceptance among Aereni society.

Tairnadal. This group of elves do not wish to become undying, believing that souls do not go to an afterlife but are instead reincarnated. Study, veneration, and emulation of past ancestors are the path for the living to unlock memories of their past lives, and the spiritual wisdom associated with them.

APPENDIX C: NPCS

ERANDIS D'VOL (LADY VOL)

Of all the Seekers of the Divinity Within, who worship the holy spark believed to be present in blood, many have no idea of this lich's existence. Of those who know of her existence, most simply know her as "The Lich Queen," or "Queen of the Dead," thinking her nothing more than a powerful and respected martyr of the Blood of Vol like so many other intelligent undead in the faith. Only a trusted few know that the Lich Queen is Lady Vol herself—thousands of years old and the secret master of the entire faith that uses her as its namesake.

Half-Dragon, Half-Elf, Full Lich. Erandis d'Vol was born of a foolish attempt to bring peace between elves and dragons millennia ago. Born to her mother and a green dragon, Erandis was seen as an abomination to both elves and dragons. In an effort to preserve her existence, Erandis' mother transformed her into a lich.

Leader of the Emerald Claw. Once a military organization in Karrnath, the Emerald Claw is now a military order under Lady Vol's direct control. Few know that the organization is a direct arm of the Blood of Vol in general, much less under the direct control of this secret undead puppeteer.

Mysteries of Mark and Undeath. Erandis d'Vol still carries the dragonmark of her house—the Mark of Death. Ironically dormant by her transformation into a lich, the exact nature of the mark when it was active is one of the world's great mysteries. Equally mysterious is the nature and location of Erandis d'Vol's phylactery. Not even a reasonable rumor has ever arisen about what it might be...though the only rumor with any traction is that even Lady Vol herself might not know precisely what her own phylactery is, having been transformed those thousands of years ago by her mother.

Ruthless Manipulator. Lady Vol has two goals: power and revenge. She seeks to understand the now-dormant Mark of Death and rekindle its power, as well as take her vengeance on the dragons and elves who both rejected her. Her shrewdness and paranoia drive her to carefully restrict knowledge of her existence, and to maintain tight control over the underlings in the Blood of Vol who know her identity.



LAIR ACTIONS. Lady Vol has the lair actions available to a lich (Monster Manual).

LADY VOL

Medium undead, neutral evil

Armor class 21 (natural armor)
Hit Points 285 (30d8+150)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	27 (+8)	20 (+5)	20 (+5)

Saving Throws Con +12, Int +15, Wis +12

Skills Arcana +15, History +15, Insight +13, Perception +12, Religion +15

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elvish

Challenge 23 (50,000 XP)

Traits

Legendary Resistance (3/Day): If Lady Vol fails a saving throw, she can choose to succeed instead.

Rejuvenation. Lady Vol's body turns to dust when she drops to 0 hit points, and her equipment is left behind. Lady Vol gains a new body after 1d10 days, regaining all her hit points and becoming active again. The new body appears in a random location on Khorvaire that is not a populated area.

Spellcasting. Lady Vol is a 20th-level spellcaster. Her spellcasting modifier is Intelligence (spell save DC 23, +15 to hit with spell attacks). Lady Vol has the following wizard spells prepared:

Cantrips (at will): *mage hand, ray of frost, shocking grasp, toll the dead*
1st level (4 slots): *magic missile, ray of enfeeblement, Tasha's hideous laughter* (at will)
2nd level (3 slots): *detect thoughts* (at will), *flaming sphere, mind spike, misty step*
3rd level (3 slots): *counterspell, lightning bolt, vampiric touch*
4th level (3 slots): *ice storm, phantasmal killer*
5th level (3 slots): *cone of cold, dominate person, modify memory*
6th level (2 slots): *circle of death, soul cage*
7th level (2 slots): *finger of death, teleport*
8th level (1 slot): *maddening darkness*
9th level (1 slot): *foresight, power word kill*

Turn Immunity. Lady Vol is immune to effects that turn undead.

Actions

Paralyzing Touch. Melee Spell Attack: +15 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 21 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Lady Vol can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lady Vol regains spent legendary actions at the start of her turn.

Cantrip. Lady Vol casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Lady Vol uses her Paralyzing Touch.

Draw Blood (Costs 3 Actions). Each non-undead creature within 20 feet of Lady Vol must make a DC 21 Constitution saving throw or take 10 (3d6) magical piercing damage on a failed save, or half as much damage on a successful one. Lady Vol regains hit points equal to half of the total damage dealt to all targets.

The Lord of Blades

Who is the warforged known as the Lord of Blades: savior, monster, hero, general? Opinion differs, even among other warforged. From its mobile fortress in the Mournland known as Construct, the Lord of Blades commands fervent devotion from warforged as it calls for them to overthrow the other races. Though the Lord of Blades commands followers as a disciplined military unit, the power of warforged faith in their leader allows for the manifestation of divine spellcasting.

Mysterious Origin. No one knows where the Lord of Blades originally came from. Some believe it was the last warforged to be birthed from the creation forges of House Cannith, while others believe it was created after the forges were officially shut down. Others—often warforged who wish to romanticize the Lord of Blades—believe the Lord is secretly Bulwark, bodyguard of the king of Breland whose service was instrumental to the warforged being recognized as sentient creatures with independent rights. After the Treaty of Thronehold was signed to end the war and



emancipate its people, Bulwark vanished. The Lord of Blades appeared not long after, and many wonder if the two are not one in the same.

Dark Rumors. The Lord of Blades fashioning its mobile fortress in the Mournland, along with its dedication to rallying the warforged to overthrow other sentient races, cause many to wonder if the warforged leader was behind the Day of Mourning. These rumors clash with many theories about the Lord of Blades, including the claim that he was formerly Bulwark (who was supposedly in Breland's service until the signing of the treaty approximately two years later). Still, it is a popular conspiracy theory among those who oppose the Lord's doctrine of warforged dominion.

The Lord of Blades

Medium humanoid (warforged), neutral evil

Armor Class 23 (Heavy Plating Integrated Protection)
Hit Points 266 (28d8+140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Str +13, Dex +10, Wis +10

Skills Athletics +13, Insight +10, Intimidation +11, Perception +10, Persuasion +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elvish

Challenge 21 (33,000 XP)

Traits

Aggressive. As a bonus action, the Lord of Blades can move up to its speed toward a hostile creature than it can see.

Legendary Resistance (3/Day): If the Lord of Blades fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Lord of Blades has advantage on saving throws against spells and other magical effects.

Survivor. The Lord of Blades regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The Lord of Blades makes three attacks with its triblade sword. It can replace any one of these attacks with its crushing grasp.

Crushing Grasp. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: the target creature is grappled (DC 21). While grappled, the target creature is considered restrained and takes 28 (4d10+6) bludgeoning damage at the start of each of its turns. If the creature is size Medium or smaller, the Lord of Blades can move the grappled creature without penalty to its speed.

Triblade Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 22 (4d6+6) slashing damage.

Legendary Actions

The Lord of Blades can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Blades regains spent legendary actions at the start of its turn.

Weapon Attack. The Lord of Blades makes a weapon attack.

Command Ally. The Lord of Blades targets one ally it can see within 60 feet of it. If the target can see and hear the Lord of Blades, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Whirlwind of Blades (Costs 3 Actions). Each hostile creature within 10 feet of the Lord of Blades must make a DC 21 Dexterity saving throw, taking 48 (12d6+6) slashing damage on a failed save, or half as much damage on a successful one. A creature that takes damage must make a DC 21 Strength saving throw or be knocked prone.

Tira Miron (Voice of the Silver Flame)

Tira Miron was a paladin of Dol Arrah in 299 YK when a vision from a couatl led her to battle against demonic forces. The battle took Tira to the Silver Flame, which to this point had been an inscrutable divine force since its formation thousands of years prior. When it seemed the ancient demon would overpower the couatl, Tira sacrificed her life without hesitation by leaping into the flame and plunging her sword into the fiend, binding them into the flame forever.

Tira Miron was reborn: immortal, empowered by a divine spark, and (most importantly) able to comprehend the will of the Silver Flame to which she was now bound. Tira became the Voice of the Silver Flame, and has operated as such for centuries.

Leader of the Church. Tira is the final authority of the Church of the Silver Flame, acting as the only one who can hear its voice and relay its will. Her ability to issue the flame's decree originally led to the formation of the church.

Guarded Prophet. Tira is cautious with her words and appearance, knowing that any statement carries the weight of her rank and the implied decree of the divinity to which she is bound. Rather than ruling the church directly, Tira speaks through an office known as the Keeper of the Flame. The Keeper is always a mortal personally selected by Tira Miron to issue the word of the Silver Flame to the Diet of Cardinals and Council of Cardinals. There are drawbacks to the trust placed in the Keeper of the Flame, who is treated as the *de facto* head of state and church in the absence of Tira's direct decree; historically, at least one Keeper has used their station to push their personal vision of the church.

Lair Actions

On initiative count 20 (losing initiative ties), Tira Miron takes a lair action to cause one of the following effects; Tira can't use the same effect two rounds in a row:

- Tira gains an effect as though she had cast *Aura of Vitality* on herself without expending a spell slot. The effect requires no concentration and ends when the next lair action takes effect.
- Tira gains an effect as though she had cast *Aura of Purity* on herself without expending a spell slot. The effect requires no concentration and ends when the next lair action takes effect.
- Tira gains an effect as though she had cast *Aura of Life* on herself without expending a spell slot. The effect requires no concentration and ends when the next lair action takes effect.

Regional Effects

The region of the city of Flamekeep is affected by the holy presence of Tira Miron and the Silver Flame, which creates one or more of the following effects:

- Open flames such as torches within a mile of Tira Miron flicker with a whitish glow.
- Aberrations, fiends, and undead within a mile of Tira Miron have disadvantage on Ability checks made to hide or deceive others.
- Aberrations, fiends, and undead, as well as any servants of the same, who sleep within a mile of Tira Miron are troubled by dreams of themselves and their allies being purged by white-hot fire. Though vivid, the dreams do not otherwise disturb a given creature's rest.

Tira Miron

Medium humanoid (human), lawful good

Armor Class 18 (Plate armor)
Hit Points 304 (32d8+160)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	18 (+4)	24 (+7)	25 (+7)

Saving Throws Str +12, Con +12 , Wis +14 , Cha +14

Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poisoned, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Skills Athletics +12, History +11, Insight +14, Perception +14, Persuasion +14, Religion +11

Senses truesight 120ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Traits

Joined in the Flame. Tira Miron is bound to the silver flame, and is considered to be under the effects of a *protection from evil and good* spell at all times. She can interpret the flame at will by making inquiries as though she were casting a *commune* or *divination* spell. These abilities work as long as Tira and the flame are on the same plane. In addition, Tira Miron does not age and requires not need to breathe, eat, drink, or sleep.

Legendary Resistance (3/Day): If Tira Miron fails a saving throw, she can choose to succeed instead.

Magic Resistance. Tira Miron has advantage on saving throws against spells and other magical effects.

Purifying Flames. When Tira deals damage, she can choose to inflict fire damage as radiant damage and vice-versa.

Purifying Weapons. Tira's weapon attacks are magical. When Tira hits with any weapon, the weapon deals an additional 8d8 radiant damage (included in the attack).

Spellcasting. Tira is a 20th-level spellcaster. Her spellcasting modifier is Charisma (spell save DC 22, +14 to hit with spell attacks). Tira requires no holy symbol or material components to cast her prepared spells. Tira has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *word of radiance*
1st level (4 slots): *command*, *sanctuary*, *shield of faith*
2nd level (3 slots): *hold person*, *spiritual weapon*
3rd level (3 slots): *daylight*, *magic circle*
4th level (3 slots): *banishment*, *guardian of faith*
5th level (3 slots): *banishing smite*, *flame strike*, *geas*, *greater restoration*
6th level (2 slots): *forbiddance*
7th level (2 slots): *divine word*, *fire storm*, *regeneration*, *resurrection*
8th level (1 slot): *holy aura*
9th level (1 slot): *mass heal*, *true resurrection*

Actions

Multiattack. Tira makes three attacks with her longsword. She can replace one of these attacks with one of her or her Pillar of Flame.

Longsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d8+5) slashing damage, plus 36 (8d8) radiant damage.

Pillar of Flame. Tira vanishes in a column of silver-white flame, reappearing at a point of her choice within 120 feet that she can see. Creatures of her choice within 5 feet of the area where she vanished must make a DC 22 Constitution saving throw or take 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Tira can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tira regains spent legendary actions at the start of her turn.

Cantrip. Tira casts one of her cantrips.

Word of Vitality. Tira targets a creature within 60 feet of her that she can see. The creature regains 10 (3d6) hit points.

Word of Purity. Tira targets a creature within 60 feet of her that she can see that is blinded, charmed, frightened, paralyzed, poisoned, or stunned. One of these conditions ends immediately.

Quori and the Inspired

Dal Quor, the realm of dreams, is a plane that humanoids visit while dreaming. The natives of this plane are the Quori, a race of evil planar beings. Fourty thousand years ago, they opened the gates between Dal Quor and Eberron, nearly overwhelming the material plane.

Thanks to the dragons providing arcane technology to the giants, these connections were shattered and cauterized so they might never be opened again.

That event might have stopped the invasion, but it did not stop the Quori from trying other methods to reach Eberron. The Kalashtar are mergings of human and quori, fleeing their homelands. These are goodly quori, for their evil kin use empty vessels called Inspired to stride the material plane.

Immortal Aliens: Being native to the plane of dreams, Quori are immortal by nature. Their mindset is so alien, scholars risk madness simply gleaning the intent of the Quori.

Non-uniform Appearance: While the Inspired can all be grouped by their humanoid appearances, the Quori wildly vary from insectoid monstrosities to clouds of eyes and tendrils.

Tsoreva

A long, centipede-like creature bears down upon you. A headless torso juts out from front of the creature like beheaded centaur, with energy blades where it should have hands. Glowing blue eyes dot the space between chitin-covered shoulders.

The Tsoreva Quori served as powerful juggernauts on the battlefield, able to go toe-to-toe with giants.

As they are poured into an Inspired vessel, they act as shock troopers, fervent infantry with a thirst for violence.

Honor In Death. Dying well is considered a great honor within the ranks of the Tsoreva.

Expendable Forces. Other Quori think nothing of sending waves of Tsoreva to their deaths.

Inspired Shock Troops. When poured into a vessel, the muscles of that body thicken and the humanoid form carries itself with a primal savagery.

Tsoreva Quori

Medium aberration (quori), lawful evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	15 (+2)	16 (+3)	17 (+3)

Skills Intimidation +6, Perception +6

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses Darkvision 120 ft., passive Perception 16

Languages Common, Quori, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The quori's innate spellcasting ability is Charisma (spell save DC 15). The tsoreva can innately cast the following spells, requiring no components:

1/day each: *fear*

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Nightmare Sight. Magical darkness doesn't impede the quori's darkvision.

Actions

Multiattack. The quori makes two attacks with its Mind Blades.

Mind Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) psychic damage and the target must make a DC 14 Wisdom saving throw or be frightened until the end of the tserova quori's next turn. This attack deals an additional 18 (4d8) psychic damage if the target was already frightened.

Teleport. The quori teleports up to 60 feet to a location it can see. On Dal Quor, the range increases to 300 feet.

INSPIRED SHOCK TROOPER

Medium humanoid (human), lawful evil

Armor Class 16 (chainmail)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	17 (+3)

Skills Intimidation +5, Perception +3

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Quori, Telepathy 120 ft.

Challenge 3 (700 XP)

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired shock trooper's innate spellcasting ability is Charisma (spell save DC 14). The shock trooper can innately cast the following spells, requiring no components:

1/day each: *fear*

Nightmare Sight. Magical darkness doesn't impede the inspired's darkvision.



Actions

Multiattack. The shock trooper makes two melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. This attack deals an additional 9 (2d8) psychic damage if the target is frightened.

Javelin. *Ranged or Melee Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage. This attack deals an additional 9 (2d8) psychic damage if the target is frightened.

Tsucora

Writhing along the ground with a serpent like body, the creature before you boggles the mind. Two long pincers tip human-like arms. The mound between its shoulders seems to be coated in eyes of all colors and types while a red glowing hole exists where one would expect a mouth. Possessing six stubby legs and a long scorpion-like tail, tail, you immediately feel the creature's psionic probes.

There are no quori as numerous as the Tsucora nor as physically weak. These cowards prefer stealth and subterfuge to work their wills. Once moved into an Inspired vessel, they act as spies, thieves, and skulks.

Cunning Minds. Because of their role as scout or infiltrator, the Tsucora are the most often Quori encountered in Eberron. They are often trying to work their way into local power structures in order to cause chaos.

Cautious Killers. In their Inspired vessels they are graceful combatants, although they shun open combat in favor of quiet and stealthy assassinations.

Tsucora Quori

Medium aberration (quori), lawful evil

Armor Class 17 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	16 (+3)	16 (+3)	19 (+4)

Saves Dex +5, Wis +6, Cha +7

Skills Arcana +7, Deception +7, Insight +7, Intimidation +7, Perception +7

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses Darkvision 120 ft., passive Perception 17

Languages Common, Quori, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The tsucora quori's innate spellcasting ability is Charisma (spell save DC 15). The tsucora can innately cast the following spells, requiring no components:

1/day each: *dream* (self only; can change own appearance as well as environment), *fear*

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Nightmare Sight. Magical darkness doesn't impede the quori's darkvision.

Reap Fear. When the tsucora quori critically hits a frightened creature or reduces a frightened creature to 0 hit points, the tsucora gains 10 temporary hit points.

Actions

Multiattack. The tsucora quori makes three attacks: two with its pincers and one with its terrifying sting.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage and the target is grappled (Escape DC 15). The tsucora has two claws, each of which can grapple only one target.

Terrifying Sting. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. Hit: 10 (1d10 + 5) piercing damage and the target must make a DC 15 Wisdom saving throw or be frightened for one minute. A frightened target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Teleport. The quori teleports up to 60 feet to a location it can see. On Dal Quor, the range increases to 300 feet.



INSPIRED WARRIOR

Medium humanoid (human), lawful evil

Armor Class 19 (splint, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	16 (+3)	16 (+3)	19 (+4)

Saves Wis +6, Cha +7

Skills Athletics +7, Arcana +7, Deception +7, Insight +7, Perception +7

Senses Darkvision 120 ft., passive Perception 17

Languages Common, Quori, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired warrior's innate spellcasting ability is Charisma (spell save DC 15). The warrior can innately cast the following spells, requiring no components:

1/day each: *dream* (self only; can change own appearance as well as environment), *fear*

Nightmare Sight. Magical darkness doesn't impede the inspired's darkvision.

Reap Fear. When the inspired warrior critically hits a frightened creature or reduces a frightened creature to 0 hit points, the warrior gains 10 temporary hit points.

Actions

Multiattack. The warrior makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Javelin. *Ranged or Melee Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

Protection. When an ally within 5 feet of the warrior is attacked, if the warrior is wielding a shield, it can interpose itself between the ally and the attacker, causing the attack to take disadvantage.

HASHALAQ

You've been seeing the creature all night. Well, not seeing it precisely; the creature seems to always be on the edge of your vision.

You've made out the shape of a deep black hood, but you're unable to remember the face of this mysterious visitor. As your eyes begin to close, lids heavy with weariness, the cloak rushes towards you.

Treated as honored beings within their own society for their skills as loremasters, the Hashalaq search the dreamscapes looking for targets for possession.

When the need arises, they slip into Inspired vessels and become mystics with considerable psionic talents to push the goals of the Dreaming Dark ever further.

Lore Keepers. The knowledge held by a single Hashalaq is staggering, ranging from being an expert on a given subject to knowing every single event within the lifetime of a foe.

Sage Mystics. When walking the mortal realms, their Inspired forms often take elderly or wizened characteristics. They will be found in positions where they might whisper into the ears of leaders.

HASHALAQ QUORI

Medium aberration (quori), lawful evil

Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	20 (+5)	18 (+4)	21 (+5)

Saves Dex +6, Wis +7, Cha +8

Skills Arcana +8, Deception +11, Insight +8, Perception +8, Persuasion +8

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses Darkvision 120 ft., passive Perception 18

Languages Common, Quori, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Familiar Face. The hashalaq can use its action to polymorph into a Small or Medium humanoid creature that it has seen, or that is familiar to a creature the hashalaq has affected with *detect thoughts*, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

While the hashalaq is affecting a creature with *detect thoughts*, the quori has advantage on Charisma (Deception) checks made to convince the affected creature that its disguise is real, so long as the disguise is a creature familiar to that creature.

Innate Spellcasting (Psionics). The hashalaq quori's innate spellcasting ability is Charisma (spell save DC 16). The hashalaq can innately cast the following spells, requiring no components:

At will: *mage hand* (hand is invisible)
3/day each: *charm monster, fear*
1/day each: *dream* (self only; can change own appearance as well as environment)

Intimate Knowledge. The hashalaq is always under the effect of a *detect thoughts* spell. It can take any action provided by the spell as a bonus action.

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Nightmare Sight. Magical darkness doesn't impede the quori's darkvision.

Actions

Multiattack. The hashalaq quori makes two Idyllic Touch attacks.

Idyllic Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. Hit: 11 (1d12 + 5) psychic damage and the target's Wisdom score is reduced by 1d4+1. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a creature dies from this attack, the hashalaq heals 15 hit points. Any excess healing instead becomes temporary hit points.

Teleport. The quori teleports up to 120 feet to a location it can see. On Dal Quor, the range increases to 600 feet.

Reactions

Empathic Feedback. When the hashalaq takes damage, it can use its reaction to force the target to make a DC 16 Charisma saving throw. If the target fails, the hashalaq takes half the damage dealt, rounded down, and the creature that damaged it takes the rest as psychic damage.

INSPIRED MYSTIC

Medium humanoid (human), lawful evil

Armor Class 13 (16 with *mage armor*)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	20 (+5)	18 (+4)	21 (+5)

Saves Int +8, Wis +7, Cha +8

Skills Arcana +8, Deception +11, History +8, Insight +8, Perception +8, Persuasion +8

Senses Darkvision 120 ft., passive Perception 18

Languages Common, Quori, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired mystic's innate spellcasting ability is Charisma (spell save DC 16). The mystic can innately cast the following spells, requiring no components:

At will: mage armor (self only), mage hand (hand is invisible)
3/day each: charm monster, fear, misty step, phantasmal force
1/day each: dimension door, dream (self only; can change own appearance as well as environment)

Nightmare Sight. Magical darkness doesn't impede the inspired's darkvision.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Mind Strike. One creature that the inspired mystic can see within 60 feet of it must make a DC 16 Intelligence saving throw, taking 27 (4d10 + 5) psychic damage on a failed save, or half as much on a successful one.

Du'ulora

The cancerous mass floats close by, three tendrils tipped with eyeballs seem to be constantly seeking you out. A large central eye flicks around, making it obvious stealth will be a difficult task around this alien being. Three pairs of wings keep the creature aloft, although how such a large creature functions with such uneven and asymmetrical wings is beyond you.

Also known as Blackfuries, these creatures glide about the dream realm seeking battles. When directed at a foe, they make for a terrifying and powerful force thanks to their fury aura.

When the need for a great general arises, the Du'ulora answer the call. Once these masterminds slip into an Inspired body, they are masterful tacticians.

Chaos Incarnate. The spirits of rage that surround blackfuries can drive mortals into an unfathomable fury, turning allies against each other.

Expert Strategists. Their Inspired vessels push the lines of battle as respected generals. A commanding aura of leadership seems to surround these generals like a nimbus of power.

Du'ulora Quori

Large aberration (quori), lawful evil

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	19 (+4)	18 (+4)	21 (+5)

Saves Dex +5, Wis +7, Cha +9

Skills Arcana +8, Deception +9, Insight +8, Intimidation +9, Perception +8

Damage Resistances acid, cold; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, frightened, unconscious

Senses Truesight 120 ft., passive Perception 18

Languages Common, Quori, Telepathy 120 ft.

Challenge 11 (7,200 XP)

All-Around Vision. The du'ulora quori has advantage on Wisdom (Perception) checks that rely on sight.

Fury Aura. A creature that begins its turn within 30 feet of the du'ulora quori must make a DC 17 Wisdom saving throw, or its inner anger is drawn out as flames, dealing it 10 (3d6) fire damage. If it is being grappled by the du'ulora, a creature has disadvantage on this saving throw.

Innate Spellcasting (Psionics). The du'ulora quori's innate spellcasting ability is Charisma (spell save DC 15). The du'ulora can innately cast the following spells, requiring no components:

At will: *mage hand* (hand is invisible)
3/day each: *confusion, fear*
1/day each: *dream* (self only; can change own appearance as well as environment)

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The du'ulora quori makes three slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (Escape DC 16). While grappled in this way, a creature is restrained.

Teleport. The quori teleports up to 120 feet to a location it can see. On Dal Quor, the range increases to 600 feet.

Inspired General

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 119 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	19 (+4)	18 (+4)	21 (+5)

Saves Str +8, Con +6, Wis +7, Cha +8

Skills Athletics +, Arcana +8, Deception +9, Insight +8, Intimidation +9, Perception +8

Senses Darkvision 120 ft., passive Perception 18

Languages Common, Quori, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Burning Rage. The inspired general deals an additional 7 (2d6) fire damage when it hits with a weapon attack (already factored in below).

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired general's innate spellcasting ability is Charisma (spell save DC 15). The general can innately cast the following spells, requiring no components:

At will: *mage hand* (hand is invisible)
3/day each: *confusion, fear*
1/day each: *dream* (self only; can change own appearance as well as environment)

Leadership. As a bonus action, the inspired general can command one ally that can see or hear the general to make a weapon attack as a reaction.

Nightmare Sight. Magical darkness doesn't impede the inspired's darkvision.

Fury. At the start of its turn, the inspired general can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The inspired general makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) fire damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage.

Dream Masters

Four powerfully thick insect-like claws extend from a meaty torso coated with some thick quills. A long whip-like tail whips about under the creature, floating above the ground.

Within the dreams of mortals, Dream Masters, or Usvapna, infest minds and twist them towards distress or horror in their dreams.

The Dreaming Dark often has need for assassins, casting dream masters into inspired bodies so that they might cause similar strife on the material plane.

Black Shadows. Regardless of their form, in a vessel or wandering Dal Quor, Usvapna are shadowy assassins. Rarely do they make their presence known before eliminating a target.

Inquisition. The vessel inhabited by a Usvapna becomes thin and light, giving the impression of a light lizard or bird. Their abilities to slip in and out of shadows and buildings are rivaled by few.

Dream Master Quori

Large aberration (quori), lawful evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	22 (+6)	19 (+4)	21 (+5)

Saves Dex +9, Con +9, Wis +9, Cha +10

Skills Arcana +11, Deception +15, Insight +14, Investigation +16, Perception +9, Persuasion +10, Stealth +14

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses Truesight 120 ft., passive Perception 19

Languages Common, Quori, Telepathy 120 ft.

Challenge 15 (13,000 XP)

Ambush. The dream master quori has advantage on attack rolls against creatures it has surprised.

Innate Spellcasting (Psionics). The dream master quori's innate spellcasting ability is Charisma

(spell save DC 18). The dream master can innately cast the following spells, requiring no components:

At will: *detect thoughts, fear, hunter's mark, invisibility, mage hand* (hand is invisible)
1/day each: *dream* (self only; can change own appearance as well as environment)

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dream master quori makes four pincer attacks. After these attacks, any creature that was hit by two or more of them must make a DC 17 Wisdom saving throw or be stunned until the end of the dream master's next turn.

Pincer. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is grappled (Escape DC 16). The dream master has four claws, each of which can grapple only one target.

Teleport. The quori teleports up to 120 feet to a location it can see. On Dal Quor, the range increases to 600 feet.

Inspired Inquisitor

Medium humanoid (human), lawful evil

Armor Class 15
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	22 (+6)	19 (+4)	21 (+5)

Saves Dex +9, Con +7, Wis +8, Cha +9

Skills Arcana +10, Deception +13, Insight +12, Investigation +14, Perception +8, Persuasion +9, Stealth +13

Senses Darkvision 120 ft., passive Perception 19

Languages Common, Quori, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Ambush. The dream master quori has advantage on attack rolls against creatures it has surprised.

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired inquisitor's innate spellcasting ability is Charisma (spell save DC 17). The inquisitor can innately cast the following spells, requiring no components:

At will: *detect thoughts, fear, hunter's mark, invisibility, mage hand* (hand is invisible)
1/day each: *dream* (self only; can change own appearance as well as environment)

Nightmare Sight. Magical darkness doesn't impede the inspired's darkvision.

Sneak Attack (1/Turn). The inquisitor deals an extra 10 (3d6) damage when it 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 the inquisitor that isn't incapacitated and the inquisitor doesn't have disadvantage on the attack roll.

Actions

Multiattack. The inquisitor makes two weapon attacks

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 14 (4d6) poison damage.

Hand Crossbow. Melee Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 14 (4d6) poison damage.

Kalaraq

Flowing smoke in a vaguely humanoid shape stands before you, driving terror into your heart. A ring of eyes surrounds the creature, and the pure power that stands before you inspires a feeling of awe, complementing your fear.

The masters of the Quori, all other Quori answer to these powerful beings. Capable spellcasters with alien minds granting them great mental fortitude, these powerful lords leave trails of broken minds and bodies in their wake.

Eyebinders rarely need to inhabit a vessel, thus seeing an Inspired Bastion Lord would be a frightening event in and of itself.

No True Form. While there are a few qualities that are always seen (swarms of eyes, an amorphous body), every Kalaraq remains a unique specimen is as individual as a fingerprint. However, they are always terrifying.

Cold, Ancient Minds. Second only to the lords of the Dreaming Dark, there are no Quori older

than the Kalaraq. This long lifespan grants them a very creative mind in terms of tactics and attitude. Rarely will their influence not be layered under fifty different plots, each more subtle than the last. Most Kalaraq would sooner pit your own loved ones against you, than engage in combat directly.

KALARAQ QUORI

Medium aberration (quori), lawful evil

Armor Class 18 (natural armor)
Hit Points 207 (18d8 + 126)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	24 (+7)	25 (+7)	27 (+8)	26 (+8)

Saves Dex +13, Con +13, Wis +14, Cha +14

Skills Arcana +13, Deception +20, History +13, Insight +20, Investigation +13, Perception +14, Persuasion +14, Stealth +13

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Truesight 120 ft., passive Perception 24

Languages all, Telepathy 120 ft.

Challenge 20 (25,000 XP)

All-Around Vision. The kalaraq quori has advantage on Wisdom (Perception) checks that rely on sight.

Incorporeal Movement. The kalaraq quori can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting (Psionics). The kalaraq quori's innate spellcasting ability is Charisma (spell save DC 22). The kalaraq can innately cast the following spells, requiring no components:

At will: *charm monster, confusion, detect thoughts, dispel magic, fear, hold monster, mage hand* (hand is invisible), *suggestion*
3/day each: *dream* (self only; can change own appearance as well as environment)
1/day each: *feeblemind, mind blank*

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Malleable Seeming. The kalaraq can use its action to polymorph into any Small or Medium shape that it has seen or can imagine, or back into its true form. The form can be wearing any clothing and carrying any equipment the kalaraq desires, though all such objects are immaterial. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Regeneration. The kalaraq quori regains 20 hit points at the start of its turn if it has at least 1 hit point.

Spying Eyes. The kalaraq quori creates an invisible eye that hovers in the air for 1 hour. It mentally receives visual information from the eye, which has the same senses as the kalaraq.

The kalaraq can move the eye up to 60 feet in any direction during each of its turns. The eye can move through other creatures and objects as if they were difficult terrain, but is destroyed if it ends its movement inside an object. There is no limit on how far away from the kalaraq the eye can be, but it can't enter another plane of existence.

The kalaraq can have up to 20 such eyes created at any given time. It can dismiss any number of eyes during its turn without taking any action.

Actions

Multiattack. The kalaraq quori makes two Maddening Touch attacks.

Maddening Touch. *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. Hit: 19 (2d10 + 8) psychic damage and the target's Wisdom score is reduced by 1d4+1. The target must make a DC 22 Wisdom saving throw or be affected as if by the *confusion* spell for one minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

The target dies if this attack reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a creature dies from this attack, the kalaraq heals 20 hit points. Any excess healing instead becomes temporary hit points.

Teleport. The quori teleports up to 120 feet to a location it can see. On Dal Quor, the range increases to 600 feet.

Legendary Actions

The kalaraq quori can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The kalaraq regains spent legendary actions at the start of its turn.

Teleport. The kalaraq uses its Teleport action.

Psionics (Costs 2 Actions). The kalaraq casts an innate spell with a casting time of 1 action.

Swarm of Eyes (Cost 2 Actions). A swarm of spectral eyes explodes out from the kalaraq. Each creature of the kalaraq's choice within 30 feet must make a DC 22 Dexterity saving throw, taking 16 (3d10) force damage on a failed save, or half as much on a successful one.

The Inspired

A mixture of elf, fiend, and human, the Inspired are empty vessels for the Quori to walk under the open skies of Eberron. Almost all agents of the Dreaming Dark organization are Inspired.

Lords of Riedra. The empire covers the entire continent of Sarlona. The leadership is entirely comprised of Inspired while citizens can be Inspired or human, elves and dwarves are generally executed on sight because they cannot be as easily influenced by the Quori.

Stable Empire. Riedra is a prosperous, hardworking, and peaceful empire. Secure both within and without, the general populace enjoys living under the leadership of the Inspired. Other governments welcome emissaries from the empire, seen as exotic foreigners that are difficult to resist.

Dragonfoes. With the same hatred that the Inspired hold for dragons, the same is true of the scaled lords. The followers of the dragons often fail to recognize the Inspired as a threat, thinking them more like the varied humans that inhabit Eberron.



Inspired Bastion Lord

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	25 (+7)	27 (+8)	26 (+8)

Saves Str +11, Dex +8, Con +9, Wis +14, Cha +14

Skills Arcana +13, Deception +20, History +13, Insight +20, Investigation +13, Perception +14, Persuasion +14, Stealth +8

Senses Truesight 120 ft., passive Perception 24

Languages all, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Channeling. The inspired bastion lord deals an additional 16 (3d10) psychic damage when it hits with a weapon attack (already factored in below).

Dual Mind. The inspired's mind cannot be read and it has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The inspired bastion lord's innate spellcasting ability is Charisma (spell save DC 22). The bastion lord can innately cast the following spells, requiring no components:

At will: *charm monster, confusion, detect thoughts, dispel magic, fear, hold monster, mage hand* (hand is invisible), *suggestion*
3/day each: *dream* (self only; can change own appearance as well as environment)
1/day each: *feeblemind, mind blank*

Legendary Resistance (3/Day). If the bastion lord fails a saving throw, it can choose to succeed instead.

Spellcasting. The bastion lord is a 15th level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash, mending, minor illusion, prestidigitation, shocking grasp, thunderclap*
1st (4 slots): *magic missile, shield*
2nd (3 slots): *misty step*
3rd (3 slots): *counterspell, fly, lightning bolt*
4th (3 slots): *wall of fire*
5th (2 slots): *animate objects, creation*
6th (1 slot): *disintegrate*
7th (1 slot): *teleport*
8th (1 slot): *dominate monster*

Actions

Multiattack. The inspired bastion lord makes three weapon attacks.

Greatsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 16 (3d10) psychic damage.

Legendary Actions

The inspired bastion lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The bastion lord regains spent legendary actions at the start of its turn.

Cantrip. The bastion lord casts a sorcerer cantrip.

Martial Talent. The bastion lord makes a weapon attack.

Psionics (Costs 2 Actions). The bastion lord casts an innate spell with a casting time of 1 action.

Sorcery (Costs 3 Actions). The bastion lord casts a sorcerer spell of 1st level or higher with a casting time of 1 action.