True20: Eberron

Role playing in Eberron™ using Green Ronin’s True20™ Role Playing System
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INTRODUCTION

WELCOME TO EBERRON!
The goal of the rules presented in this document is to make it easier to play in the D&D Eberron setting (by Wizards of the Coast) using Green Ronin’s True20 rules. Although there are similar rule conversions (such as the True20 wiki, and many True20 forum posts) those either introduced new rule elements, or did not use the additional feats and powers introduced in the more recent handbooks. The overriding principle used here is to use the existing rule elements as much as possible (such as feats, supernatural philosophies etc), introducing new mechanics only when absolutely necessary.

Please note that although these rules were developed with the Eberron setting in mind, many of them could be used in any D&D setting.

The following True20 and D&D books are referred to throughout these rules:
• True20 Adventure Role Playing, Revised Edition (Core Rulebook)
• True20 Adept’s Handbook (referenced with an A)
• True20 Expert’s Handbook (referenced with an E)
• True20 Warrior’s Handbook (referenced with an W)
• True20 Bestiary (referenced with a B)
• True20 Fantasy Paths
• Eberron Campaign Setting (ECS)
• Dungeon Master’s Guide, 3.5 ed (DMG)

New powers and feats introduced in these rules are marked with a *.

These rules are laid out in a similar style to the True20 Core Rulebook:
• Chapter 1 contains additional backgrounds for the races and nations of Eberron, supernatural philosophies that mimic the magic-using classes and additional divine aspects for clerics.
• Chapter 2 describes Craft, Knowledge and other skill specializations for Eberron. These are optional, and have been provided to add more of a D&D flavour.
• Chapter 3 describes a number of additional feats appropriate to the Eberron setting, including Dragonmarked feats. Also included are Prestige feats, which aim to emulate some of the features of D&D prestige classes.
• Chapter 4 contains new supernatural powers, as well as some additional effects for existing powers.
• Chapter 5 presents Eberron specific weapons, armor and materials, as well as Eberron related supernatural items.
• Chapter 6 describes a number of heroic paths that players may wish to follow, presented in a a similar way to those in True20 Fantasy Paths.
• Chapter 7 is for the Narrator, and contains miscellaneous rules to help them run a True20 Eberron campaign.
• Chapter 8 presents statistics for the monsters and NPCs described in the ECS.
• Finally an annex is included to help Narrators use D&D magic items with True20 rules.

ACKNOWLEDGEMENTS

The bulk of Chapters 1 and 3 have been taken (verbatim, in some cases) from the Eberron wiki, which is itself a compilation of numerous posts on the Green Ronin forums. These backgrounds and feats have been copied here for completeness, and where necessary have been updated to conform to the newer rulebooks. Some new feats have been added and adapted from various sources.

Some of the following True20 forum discussions may be of interest. Note that some of these ideas have been borrowed for this work, whilst some were arrived at independently and the discussions discovered later. Please accept my apologies if I have missed anything!
• ‘Eberron and True20’ started by mcnathan80, and contributed to by a number of posters.
• ‘The Artificer’ started by Ryan_Singer.
• ‘Powers broken down by D&D schools’ by Nellisir. This could be used to derive alternative Wizard supernatural philosophies.
• ‘New Core Ability: Spellbook’ by Kendermage. I had considered something similar to this, but ended up incorporating the spellbook into the Wizard supernatural philosophy.
• ‘Prestige Feats’ by 77IM.
• See ‘Wealth System?’ for ideas on working with Wealth bonuses.

Please note that Baduin has also posted a set of D&D Emulation rules. And for an alternative, and more complete, set of magic item creation rules for True20, I encourage you to check out the Liber Artifatum by Expedientia Retreat Press.

Hope you have fun with it!

Vaelorn
December 2013
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Original Eberron campaign setting design and development by Wizards of the Coast.

This is a derivative fan production work based on original work by Wizards of the Coast, Green Ronin and Paizo, amongst others.

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1 Hero Creation

Races of Eberron

The races presented here have been compiled from both the D&D 3.5 and 4th edition rules. For some of the standard races (e.g., elves, dwarves) the backgrounds have been taken from the True20 Core Rulebook; others have been taken from the True20 wiki with some modifications made to suit the Eberron setting. Where powers are gained as bonus or favored feats from a background, any prerequisite powers should be waived.

Some of these racial backgrounds have native languages. These should be awarded in addition to any supplied by the national background in the next section.

Changeling

Changelings are subtle shapeshifters capable of disguising their appearance. They do not possess the full abilities of a doppelganger, but can still create effective disguises at will.

Ability Adjustments: None

Bonus Feats: Talented (Bluff, Sense Motive)

Bonus Skills: Disguise, Escape Artist

Trait: Change Shape*: Changelings can (as a full-round action) assume the shape of any Small or Medium humanoid, remaining in that form until they choose to assume a new one. This change cannot be dispelled, but it reverts to its natural form when killed. True Vision reveals the natural form. Changelings have the ‘shapechanger’ subtype.

Favored Feats: Choose any two feats as the character’s favored feats. These are available regardless of heroic role.

Deva

Devas were once immortal servants of the gods of good who chose to bind themselves to the world as mortal flesh. For millennia, their souls have been reborn to wage an endless war against the forces of darkness.

Ability Adjustments: +1 Wisdom, –1 Strength

Bonus Feats: Attractive, Eidetic Memory

Bonus Skills: Knowledge (history), Knowledge (religion)

Native Language: Celestial

Favored Feats: Mind Over Body, Skill Mastery

Dragonborn

Born to fight, dragonborn are a race of wandering mercenaries, soldiers, and adventurers. Dragonborn originate from Argonnessen but in Khorvaire, they are most strongly associated with Q’barra.

Ability Adjustments: +1 Strength, –1 Dexterity

Bonus Feats: Starlight

Bonus Skills: Intimidate, Knowledge (history)

Trait: Resistance to Poison/Energy: Dragonborn must choose the type of attack they are resistant to: acid, cold, electricity, fire or poison. This represents their affinity to dragons that wield that type of breath weapon.

Native Language: Draconic

Favored Feats: Dragonborn may choose one of the following supernatural powers that matches their resistance trait (treating their total level as their adept level for this power): Acid, Cold/Energy/Fire Shaping, or Poison.

Drow

The drow carve out a deadly existence on the ruined continent of Xen’drik. Allied with monstrous scorpions, the drow battle the fallen race of giants over the ruins of the mysterious continent.

Ability Adjustments: +1 Dexterity, –1 Constitution

Bonus Feats: Night Vision, Talented (Notice, Search), Weapon Training

Native Language: Giant

Favored Feats: Drow may take the following supernatural power instead of favored feats (treating their total level as their adept level for this power): Shadow Shaping

Dwarf

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins.

Ability Adjustments: +1 Constitution, –1 Charisma

Bonus Feats: Great Fortitude, Night Vision, Talented (Craft, Search)

Favored Feats: Dichard, Favored Opponent (goblins or giants)

Eladrin

Many natives of Eberron believe eladrin are newcomers to the world, but the race has in fact been around since its birth. Eladrin often appear uncomfortable in Eberron owing to the horrors Eberron has recently undergone—horrors that have rippled out to the eladrin and Thelanis.

Ability Adjustments: +1 Intelligence, –1 Constitution

Bonus Feats: Night Vision, Talented (Notice, Search), Weapon Training

Native Language: Sylvan

Favored Feats: Eladrin may choose one supernatural power from the following list (treating their total level as their adept level for this power): Phase, Second Sight, Teleport, Time Shaping

Elf

The elves of Eberron are a strange people, sometimes seeming as alien to humans as do orcs or goblins. The elves who dwell among humans are approachable and have a similar outlook to their neighbours. The elves of Aerenal and Vale-nar are aloof, unconcerned with the affairs of the races that regard them as petty and short-sighted.

Ability Adjustments: +1 Dexterity, –1 Constitution

Bonus Feats: Night Vision, Talented (Notice, Search), Weapon Training

Favored Feats: Elves may choose one of the following supernatural powers (treating their total level as their adept level for this power): Enhance Senses, Nature Reading

Gnome

Unknown forces drove the ancient gnomes from the realm of the fey long ago, forcing them to seek refuge in this world. The gnomes have never completely abandoned their traditions and are often found in small groups or tribes, seeking out the quiet corners of the world.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Nature Reading: Gnomes have a deep connection to nature, allowing them to sense the presence of magical creatures and artifacts.

Native Language: Draconic

Favored Feats: Gnomes may choose one of the following supernatural powers (treating their total level as their adept level for this power): Herbalism, Wild Shape

Goliath

Goliaths are massive humanoids who derive their strength from the earth. They are known for their resilience and indifference to pain.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Earth Bond: Goliaths have a deep connection to the earth, allowing them to channel its power.

Native Language: Draconic

Favored Feats: Goliaths may choose one of the following supernatural powers (treating their total level as their adept level for this power): Earth Shaping, Earthquake

Human

Humans are the most common race in Eberron, known for their adaptability and resilience.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Human Nature: Humans possess a unique warrior culture and a rich history.

Native Language: Draconic

Favored Feats: Humans may choose one of the following supernatural powers (treating their total level as their adept level for this power): Leadership, Master of the Game

Istani

The Istani are a race of travelers and craftsmen who have scattered across the world.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Nomad: Istani are known for their adaptability and resourcefulness.

Native Language: Draconic

Favored Feats: Istani may choose one of the following supernatural powers (treating their total level as their adept level for this power): Survival, Wilderness Lore

Nisse

Nisse are small, mischievous spirits who inhabit the forests and fields of Eberron.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Nature's Gift: Nisse have a deep connection to the natural world.

Native Language: Draconic

Favored Feats: Nisse may choose one of the following supernatural powers (treating their total level as their adept level for this power): Woodcraft, Elemental Shaping

Ork

Orks are a warlike and ferocious race known for their brutality and savagery.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Ferocity: Orks have a deep sense of honor and a strong warrior culture.

Native Language: Draconic

Favored Feats: Orks may choose one of the following supernatural powers (treating their total level as their adept level for this power): Battle Cry, Atmosphere Control

Q’barra

Q’barra is a race of humanoids who are known for their advanced technology and engineering skills.

Ability Adjustments: None

Bonus Feats: None

Bonus Skills: None

Trait: Ingenious: Q’barra have a deep appreciation for the wonders of engineering and technology.

Native Language: Draconic

Favored Feats: Q’barra may choose one of the following supernatural powers (treating their total level as their adept level for this power): Teleportation, Flight

Rasurite

Rasurite are a mysterious race of individuals who have a deep understanding of the arcane.
fey roots or adapted to mortal culture. As a result, gnomes are widely regarded by the other races as alien and strange.

**Ability Adjustments:** +1 Constitution, –1 Strength

**Size:** Small

**Bonus Feats:** Night Vision, Talented (Craft [alchemy], Notice)

**Bonus Skill:** Language (player’s choice)

**Favored Feats:** Gnomes may choose a supernatural power from the following list (treating their total level as their adept level for this power): Glamour\(^4\), Probability Shaping\(^4\)

**GOBLIN**

Before the rise of humans on Khorvaire, goblin tribes had established what was then the largest unified empire on Khorvaire. Goblins now live in small groups alongside many of the other races in most of Khorvaire.

**Ability Adjustments:** –1 Strength, +1 Dexterity, –1 Charisma.

**Size:** Small

**Bonus Feats:** Lightening Quick\(^w\), Night Vision, Talented (Notice, Search)

**Bonus Skill:** Ride

**Favored Feats:** Dirty Fighting\(^w\), Sneak Attack

**GOLIATH**

The race of goliaths originated in Xen’drik but left in large numbers with the rise of giants. Those that remained were enslaved like the elves, but they proved to be poor slaves—they weakened in captivity and died out quickly. As a result, few goliaths remain there.

**Ability Adjustments:** +2 Strength, –1 Dexterity, –1 Charisma.

**Bonus Feats:** Endurance, Mighty Thewed\(^w\), Talented (Climb, Jump)

**Favored Feats:** Favored Environment (mountains)\(^w\), Tough

**HALF-ELF**

In Eberron, half-elves live primarily on Khorvaire. Combining human flexibility and ambition with elven wisdom and foresight, half-elves have capitalised on their racial talents to affect history and culture in ways far greater than their numbers would seem to allow.

**Ability Adjustments:** None.

**Bonus Feats:** Night Vision, Talented (Diplomacy, Gather Information), Talented (Notice, Search)

**Favored Feats:** Choose any two feats as the character’s favored feats. These are available regardless of heroic role.

**HALF-ORC**

Half-orcs favour their human lineage in appearance, but are distinguished by grayish skin, broad jaws, and prominent lower canine teeth. On average, they are taller and stronger than humans as well. Their hair is usually black, though it grays quickly with age.

**Ability Adjustments:** +1 Strength, –1 Intelligence

**Bonus Feats:** Night Vision, Weapon Training

**Bonus Skill:** Half-orcs have one bonus known skill (this balances out the one that they lose due to their lower natural Intelligence score).

**Favored Feats:** Choose two of: Adrenaline Rush\(^w\), Cleave, Tough, or Rage.

**HALFLING**

Halflings are a small race known for their resourcefulness, quick wits, and steady nerves. They are a nomadic folk who roam the Talenta plains, although a number have settled in civilized lands for generations. No people travel farther or see more of what happens in the world than halflings.

**Ability Adjustments:** +1 Dexterity, –1 Strength

**Size:** Small

**Bonus Feats:** Lucky, Talented (Climb, Jump), Talented (Notice, Stealth)

**Favored Feats:** Evasion, Attack Focus (thrown weapon or sling)

**HOBGOBLIN**

Before the rise of humans on Khorvaire, goblin tribes had established what was then the largest unified empire on Khorvaire. Disciplined hobgoblins ruled the Dhakaani Empire and most still maintain that martial tradition.

**Ability Adjustments:** +1 Constitution, –1 Wisdom

**Bonus Feats:** Night Vision, Weapon Training

**Bonus Skills:** Ride, Stealth

**Favored Feats:** Formation Fighting\(^w\), Seize Initiative

**HUMAN**

Humans possess exceptional drive and a great capacity to endure and expand, and are currently the dominant race on Khorvaire.

**Ability Adjustments:** None.

**Bonus Feat:** The hero gains one bonus feat at 1st level out of the list of feats available for the hero’s role.

**Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those gained for the hero’s role and Intelligence score.

**Favored Feats:** Choose any two feats as the character’s favored feats. These are available regardless of heroic role.

**KALASHTAR**

The kalashtar are a compound race formed when incorpoREAL entities from the plane of Dal Quor merged with human bodies and spirits to form a distinct species. Today, new kalashtar are born, not possessed; neither spirit nor human, they are a new race that breeds true.

**Ability Adjustments:** None

**Bonus Feats:** Iron Will, Speed of Thought\(^w\)

**Bonus Power:** Mind Touch (kalashtar treat their total level as their adept level for this power).

**Native Language:** Quori

**Favored Feats:** Awareness\(^5\), Mind Over Body

**ORC**

One of the first humanoid races to inhabit Khorvaire, orcs reside all across the western half of the continent. They dwell on the outskirts of human nations, with the exception of a few that live in the major cities where they have been accepted.

**Ability Adjustments:** +2 Strength, –1 Intelligence, –1 Charisma

**Bonus Feats:** Endurance, Keen Sense of Smell, Night Vision

**Favored Feats:** Choose two of: Adrenaline Rush\(^w\), Cleave, Smashing Blow, Tough
SHIFTER
Shifters, or “the were-touched,” are descended from humans and natural lycanthropes, now nearly extinct on Khorvaire. Shifters cannot fully change shape but can take on animalistic features—a state they call shifting. Shifters have evolved into a unique race that breeds true. They have a distinct culture with its own traditions and identity.

Ability Adjustments: +1 Dexterity, –1 Intelligence, –1 Charisma
Bonus Feats: Night Vision, Talented (Climb, Jump)
Bonus Skill: Survival

Shifting: Shifters can tap into their lycanthropic heritage to gain short bursts of physical power, superficially similar to a rage. A shifter will have one of several different shifter traits—characteristics that manifest themselves when a character is shifting. Shifting lasts for five rounds, after which the shifter gains a level of fatigue. A shifter may shift once per day at 1st level, and an additional time per day for every four total levels (twice at 4th level, three times at 8th level, and so on). They may spend a Conviction point to shift an additional time that day.

- Beasthide: +1 Constitution, Tough
- Cliffsight: +1 Dexterity, +5 on Climb checks
- Dreamsight: +1 Wisdom, Beast Link (if you already possess this power your effective adept level is increased by one while shifting)
- Gorebrute: +1 Strength, Natural Attack* (horns or tusks) +3 damage on a charge
- Longtooth: +1 Strength, Natural Attack* (bite)
- Longstride: +1 Dexterity, Improved Speed
- Razorclaw: +1 Strength, Natural Attack* (claw), can be used as an off-hand attack
- Swiftwing: +1 Dexterity, Fly at normal movement rate, but only if carrying a light load
- Truedice: +1 Constitution, +8 on swim checks
- Wildhunt: +1 Constitution, Keen Sense of Smell

Favored Feats: Rage, Evasion

TIEFLING
Tainted by the diabolical pacts of their ancestors, tieflings are one of the most enigmatic of the races of Eberron. Some have broken free of the shackles of their heritage and seek to right the ancient wrongs that birthed them; others continue the schemes of their infernal ancestors.

Ability Adjustments: +1 Charisma, –1 Wisdom
Bonus Feats: Night Vision, Talented (Bluff, Stealth)
Bonus Skill: Knowledge (arcana), Knowledge (history)
Native Language: Infernal
Favored Feats: Fiend-Devoted*, or the following supernatural power instead (treating their total level as their adept level for this power): Fire Shaping

WARFORGED
Built as mindless machines to fight in the Last War, the warforged developed sentience as a side effect of the arcane experiments that sought to make them the ultimate weapons of destruction. Warforged are renowned for their combat prowess, their size, and their single-minded focus.

Ability Adjustments: +1 Constitution, –1 Wisdom, –1 Charisma
Bonus Feats: Improved Strike, and one feat chosen from: Adamantine Body*, Composite Plating*, Ironwood Body*, Mithril Body*, Psiforged Body* or Unarmored Body*

Living Construct: A warforged has the living construct subtype:
- A warforged is immune to poison, sleep effects, paralysis, stunning, disease effects, and the Imbue Unlife power.
- A warforged cannot heal naturally. They must be repaired using Craft (blacksmithing or engineering).
- Anyone attempting to use the Cure power on a warforged receives a –4 penalty against the attempt.
- The Repair* power can be used in lieu of the Cure power on warforged, with no penalty.
- A warforged immediately stabilizes when reduced to “dying” status on the damage track.
- A warforged does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable powers and supernatural items.
- Except for those with the Unarmed Body* feat, warforged are constructed with integral armor plating. This denies them the ability to wear regular armor or robes or gain any benefits of magical armor, although the plating itself can be enchanted. They can use other items, such as gloves, helmets, cloaks etc. Warforged are automatically proficient in their chosen plating: Armor Training is not required but may confer other benefits (such as reducing the armor check penalty).

Favored Feats: Fortification*, Smashing Blow

NATIONS OF EBERRON
This section presents additional favored feats based on a character’s region of origin. These can either be added to those of the racial background or the Narrator can allow a player to replace one or both of their racial favored feats with a national feat.

Some of these national backgrounds also offer native languages. These should be awarded in addition to any supplied by the racial background.

ADAR
Adarans are mostly human and kalashtar. Their opposition to the Inspired rulers of Riedra defines their culture, and many learn effective techniques for resisting psionic powers.

Native Languages: Riedran, Common
Favored Feats: Fearless*, Mind Over Body

AERENAL
The natives of Aerenal are all elves. They revere their dead ancestors, to the point of raising them as ‘deathless’.

Native Language: Elven
Favored Feats: Awareness*, Skill Mastery

ARGONESSEN
Tribes of human barbarians inhabit the northern coast of Argonesen, the continent southeast of Khorvaire, and the nearby island of Seren. They view the dragons of that continent as divine patrons and protectors.

Native Language: Argon
Favored Feats: Rage, Tough

AUNDAIR
The people of Aundair, mostly human but mixed with the other common races, value both education and agriculture.

Native Language: Common
Favored Feats: Education*,avored Opponent (Karrnath or Thrane)
**Breland**

The industrial capital of Khorvaire, Breland is best known for the cosmopolitan city of Sharn, the largest settlement on the continent and one of the major ports along its southern coast. Breland is also the gateway to the mysterious continent of Xen’drik.

**Native Language:** Common  
**Favored Feats:** Education*, Jack-of-All-Trades

**Cyre, Displaced**

The natives of Cyre are a people without a home since the utter destruction of the nation in the Last War. Before the war, Cyre was a peaceful land with a long tradition of aristocracy. Now the survivors live throughout Khorvaire, especially among the remaining four nations of ancient Galifar (Aundair, Breland, Karrnath, and Thrane) and in Zilargo and the Mror Holds.  

**Native Language:** Common  
**Favored Feats:** Talented (any two knowledge, craft or perform specialisations), Well-Informed

**Darguun**

Darguun is a nation of goblinoids, though some members of other races—many unsavoury characters and some veterans of the Last War—live in the larger towns and cities.

**Native Languages:** Goblin, Common  
**Favored Feats:** Darguun Marauder*, Rage

**Demon Wastes**

The Demon Wastes is a savage region whose only humanoid inhabitants are fiercely barbaric human tribes and orc bands dedicated to keeping travellers out of the Wastes and all the land’s abominations in.

**Native Languages:** Common, Orc  
**Favored Feats:** Favored Opponent (choose Lords of Dust or the abomination or vice subtypes), Tough

**Droaam**

Originally part of Breland, the region known as Droaam was claimed by the Daughters of Sora Kell, in 986 YK. Despite being refused recognition at the Treaty of Thronehold the hags seem to have successfully established a haven for creatures feared and shunned by the common races.

**Native Languages:** Common  
**Favored Feats:** Smashing Blow*, Tough

**Eldeen Reaches**

The Eldeen Reaches are a strange mixture of untouched wilderness and pastoral farmland, inhabited primarily by humans, half-elves, and shifters.

**Native Language:** Common  
**Favored Feats:** Evasion, Sneak Attack

**Karrnath**

The mostly human residents of Karrnath are among the most sophisticated and cultured people of Khorvaire. They played a major part in the Last War and are still reeling from their losses. Karrnath makes extensive use of corporeal undead as soldiers, still marching to the command of Karrnath’s king and generals.

**Native Languages:** Common  
**Favored Feats:** Favored Opponent (Aundair, Thrane or Valenar), Smite Opponent

**Lhazaar Principalities**

The residents of the Lhazaar Principalities are primarily human fishers, sailors, and sea raiders, though a scattering of members of the other common races can be encountered throughout these islands.

**Native Languages:** Common, Gnome  
**Favored Feats:** Acrobatic Bluff, Sneak Attack

**The Mournland**

Few natives of any race live in the Mournland, but at least one small community of warforged makes its home in this blasted land.

**Native Language:** Common  
**Favored Feats:** Favored Opponent (choose a humanoid race), Tough

**Mror Holds**

The ancestral home to all of Khorvaire’s dwarves, the Mror Holds are located in a rugged frontier region of rocky plains and craggy mountains. Here, dwarven clans compete in mining, and for the trade of the continent’s nations.

**Native Languages:** Dwarven, Common  
**Favored Feats:** Defensive Strike, Mror Defender*

**Q’bara**

The humans of Q’bara consider themselves to be the true heirs of the kingdom of Galifar, undivided. For all that, their land is a rough and dangerous frontier.

**Native Languages:** Common  
**Favored Feats:** Favored Enemy (reptilian), Favored Environment (swamp)*

**Riedra**

Most natives of Riedra are human, though the rulers of that land are the Inspired. Riedran humans are an oppressed majority, forced to work—and dream—for the benefit of their masters.

**Native Language:** Riedran  
**Favored Feats:** Mind over Body, One of the Faithful (Inspired)*

**Shadow Marches**

The swamplands of the Shadow Marches are home to a nation of orcs. Humans are a significant minority in the towns of the Marches, and half-orcs are common.

**Native Languages:** Orc, Common  
**Favored Feats:** Swampland Warrior*, Tough

**Talenta Plains**

Homeland of the halflings, the Talenta Plains are a wild region of rugged grasslands. The nomadic halflings of the plains use dinosaurs as mounts and beasts of burden.

**Native Languages:** Halfling, Common  
**Favored Feats:** Dinosaur Wrangler*, Plains Hunter*

**Thrane**

Thrane is a theocratic nation of humans and other races devoted to the Silver Flame. Its culture is refined, and its people are known for fine craftsmanship.

**Native Language:** Common  
**Favored Feats:** Formation Fighting*, One of the Faithful (Silver Flame)*
**VALENAR**

In contrast to the ancient kingdom of Aerenal, Valenar is a young, expansionist, and aggressive elven nation. Originally mercenaries brought to Khorvaire to fight in the Last War, the elves of Valenar are renowned horse breeders and riders seeking to make a new nation separate and apart from the stoic Aerenai.

**Native Languages:** Elven, Common

**Favored Feats:** Bladebearsr of the Valenar*, Sneak Attack

**XENDRÍK**

The mysterious continent of Xen'drik was once home to a civilization of giants. Now tribes of drow, those remaining from the enslaved elves of yore, who worship the scorpion-god Vulkoor live among the ruins of the giant civilization.

**Native Language:** Giant

**Favored Feats:** Sneak Attack, Xen'drik Marauder*

**ZILARGO**

Zilargo is the native land of the gnomes of Khorvaire. With its libraries and universities, Zilargo is a storehouse of legend and lore. The Zilargo gnomes are recognized as great shipwrights, and their secret process for harnessing the power of elementals is the envy of the rest of Khorvaire.

**Native Languages:** Gnome, Common

**Favored Feats:** Talented (Diplomacy, Gather Information), Well Informed

**CORE ABILITIES**

Warrior and expert core abilities, and their variants, can be used as players desire, and as the Narrator allows. However, in order to retain the “feel” of Eberron (which is, after all, a D&D setting) some different rules are required for adepts.

The default adept core ability (the Talent) is not available as it too wide ranging, and blurs the differences between the D&D classes. Adept’s must take one of the alternatives presented on p. 5 of the Adept’s Handbook. Clerical characters can instead take a core ability derived from two divine aspects of their deity (p. 171, Core Rulebook).

Note that the deities of Eberron do not generally involve themselves in the affairs of the mortal world. As such they do not demand atonement for the transgressions of their clerics. However, such actions may incur the displeasure of the church, who may require some form of mundane atonement before the cleric can access their services again.

**DIVINE ASPECTS**

The following divine aspects have been added to extend those in the Core Rulebook (p. 171). Also listed are the related canonical and barred supernatural powers when these aspects are used as components of a supernatural philosophy (Adept’s Handbook, p. 11).

In some cases canonical and barred powers may conflict. For example, the Aberrant divine aspect has Contagion as a canonical power. However, this has a prerequisite of Cure Disease—which is a barred power. In such cases the Narrator should waive the prerequisite of the canonical power.

**ABERRANT**

Adepts who worship an aberrant god may spend a Conviction point to gain a +5 bonus to any Flesh Shaping or Other Shaping power check.

**Atonement:** The adept must atone if she prevents the creation of undeath.

**Barred Powers:** Bless, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life

**COMMERCE**

Adepts who worship a god of commerce may spend a Conviction point to gain a +10 bonus to any professional skill check.

**Atonement:** The adept must atone if she hoards too much wealth without putting it to good use, takes part in monopolistic commercial practices, or otherwise restraints trade.

**Canonical Powers:** Create Equipment, Linguistics, Mind Reading, Object Reading, True Vision, Truth Reading, Truth Speaking

**Barred Powers:** Confusion, Dominate, Suggestion

**DEATHLESS**

Adepts who worship their undying ancestors may spend a Conviction point to gain a +5 bonus to any Imbue Deathless power check. (This divine aspect is only available to elven adepts from Aerenal.)

**Atonement:** The adept must atone if she prevents the creation of an unending, consciously acts against one, or participates in the creation of undead.

**Canonical Powers:** Command Deathless, Imbue Life, Imbue Deathless

**Barred Powers:** Calm, Trance

**MADNESS**

Adepts who worship a god of madness may spend a Conviction point to gain either a speed bonus of 30 feet per round for five rounds, or a +10 bonus to any professional skill check involving travel or transportation (Ride, Pilot etc).

**Atonement:** The adept must atone if she spends too long (in the Narrator’s opinion) in one place without exploring or making new discoveries, or limits exploration and travel.

**Canonical Powers:** Apport, Enhance Vehicle, Levitate, Linguistics, Plane Shift, Teleport, Wayfinding

**Barred Powers:** Binding, Snare

**TRAVEL**

Adepts who worship a god of travel may spend a Conviction point to gain either a speed bonus of 30 feet per round for five rounds, or a +10 bonus to any skill check involving travel or transportation (Ride, Pilot etc).

**Atonement:** The adept must atone if she hoards too much wealth without putting it to good use, takes part in monopolistic commercial practices, or otherwise restraints trade.

**Canonical Powers:** Create Equipment, Linguistics, Mind Reading, Object Reading, True Vision, Truth Reading, Truth Speaking

**Supernatural Philosophies**

The following supernatural philosophies have been created to more closely model the magic-using classes in D&D. Changing supernatural philosophies (Adept’s Handbook, p. 7) is still possible, but the Narrator will have to evaluate how previously acquired powers should function if there are any conflicts with barred powers.

There seems to be little need to precisely replicate the wizard schools (abjuration, conjuration etc) found in D&D using supernatural philosophies as this can be done simply
by a suitable choice of powers. However, the Wizard supernatural philosophy (see below) does allow a character to follow an additional philosophy in order to emulate these schools. See, for example, the Divination, Elementalism, Illusion and Necromancy philosophies in the Adept’s Handbook. Note, however, that many of the other philosophies in that volume have been co-opted for other uses in this work (Druidism and Psionics, for example) and elements of some (especially Chaos Magic, Diabolism and Sorcery) have been incorporated into the Sorcerer and Warlock philosophies.

Other supernatural philosophies described in the Adept’s Handbook that could be considered suitable in an Eberron style campaign include: Rune Casting, Shamanism, Shadow Magic, Spell Singing (for bards) and Witchcraft.

Not all adepts have to follow a supernatural philosophy. For example, a fighter who takes an adept level to gain the Combat Sense power may not wish to classify himself as a ‘fighter/wizard’ or ‘fighter/sorcerer’. However, it is assumed that a character whose main focus is magic will choose one of these supernatural philosophies.

Chapter 3 describes a number of feats that can be used to enhance these supernatural philosophies. These are Arcane Mastery (for the Wizard), Channel Divinity (Cleric), Infernal Pact (Warlock) Nature’s Bond (Druid), Psionic Affinity (Psion) and Sorcerous Might (Sorcerer). They all have the same basic effect, which is to allow a character to spend a Conviction point to temporarily access a supernatural power from their chosen supernatural philosophy (or, in the case of the Wizard, from their spellbook) that they do not already have. Depending on the nature of their campaign the Narrator may wish to grant these to player characters as bonus feats on character creation.

**Artificer**

Whilst most spellcasters specialize in certain forms of magic, artificers tinker with its fundamental workings. Artificers understand magic on a different level from other spellcasters, and have an amazing facility with magic items and constructs.

**Prerequisites:** Trained in a Craft specialization

**Key Ability:** Intelligence

**Canonical Powers:** Animate Object, Create Equipment, Dispel, Enhance Armor, Enhance Weapon, Infuse Projectiles, Magecraft, Object Reading, Repair, Reprogram Construct, Supernatural Weapon

**Barred Powers:** Beneficial Possession, Bless, Channeling, Curse

**Perks:** Artificers may take the Artificer Training feat multiple times (gaining the ability to imbue more powers into items). These powers also count as being known for the purposes of prerequisites. Any power they imbue into an item (not just a canonical power) is treated as if the artificer’s adept level was one higher. They also use any magic item as if their adept level was one higher. Furthermore, they can create a single-use item in only 10 minutes, and can spend a Conviction point to reduce this to a full-round action. They may also avoid spending a Conviction point when making a single-use item, although the item will lose its enchantment after a number of rounds equal to their power rank.

**Drawback:** Artificers are not casters in the usual sense. They cannot cast supernatural powers directly, but must first imbue them into at least a single-use supernatural item first. The only exceptions are their canonical powers, which are either more utilitarian or require an item anyway.

**Cleric**

Clerics are both trained in warfare and blessed with divine power. They fight for the causes of their religion, serving at the command of a higher authority. Clerics choose two divine aspects from their chosen deity (see the ‘Eberron Cleric Domains’ table). These provide their supernatural philosophy and, if desired, may also provide their core ability. Clerics may also choose to worship a whole pantheon (e.g. the Sovereign Host), choosing any two divine aspects it contains.

**Prerequisites:** Trained in Knowledge (religion)

**Key Ability:** Wisdom

**Canonical Powers:** From the two chosen divine aspects.

**Barred Powers:** From the two chosen divine aspects.

**Druid**

Druids belong to an ancient tradition that teaches reverence of nature and the discovery of wisdom. Druids worship nature and believe it to be the source of their power. There a number of different druidic sects in the Eberron setting, but all follow this basic supernatural philosophy. However, they may choose to apply it in different ways. Chapter 3 contains some feats that druids can take based on their sect.

**Prerequisites:** Trained in Knowledge (nature)

**Key Ability:** Wisdom

**Canonical Powers:** Beast Link, Beast Speech, Cure, Cure Disease, Earth Shaping, Enhance Ability, Enhance Combat...
Senses, Fertility\(^4\), Heart Shaping, Nature Reading, Nature’s Wrath\(^\ast\), Plant Shaping, Plant Step\(^\ast\), Self-Shaping, Summon Beasts\(^3\), Weather Shaping, Wind Shaping

**Barred Powers:** Command Undead\(^3\), Imbue Unlife, Metal Shaping\(^3\), Mind Probe, Mind Shaping, Reprogram Construct\(^3\), Shadow Shaping\(^2\), Speak with Dead\(^3\), Void Shaping\(^3\)

**Perks:** Druids may learn Self-Shaping without knowing the prerequisites. When they use Self-Shaping to take the form of a beast they are never in danger of losing Intelligence or being trapped in that form. Their effective adept level when using Heart Shaping is two higher when used on creatures they have summoned.

**Drawbacks:** When using the Self-Shaping power druids may only assume the form of a creature with the ‘animal’ or ‘plant’ subtypes, not another humanoid. They may only affect creatures with the ‘animal’ and ‘plant’ types with their Heart Shaping power.

**PSION**

The Psion supernatural philosophy has been adapted from the Psions (p. 12, Adept’s Handbook) and can be used to emulate the psion, psychic warrior, soulknife or wilder classes. Psionic characters are found primarily in Kiedra and Adar among the Inspired and the kalashtar.

**Prerequisites:** Trained in Knowledge (psionics)

**Key Ability:** Charisma

**Canonical Powers:** Body Control, Calm, Combat Sense, Dominate, Heart Reading, Heart Shaping, Manipulate Object, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Move Object, Object Reading, Psychic Blast, Psychic Shield, Psychic Weapon, Sense Minds, Suggestion

**Barred Powers:** Beneficial Possession\(^4\), Channeling\(^4\), Command Undead\(^3\), Imbue Life, Imbue Unlife, Nature Reading, Plant Shaping, Rain of Frogs and Fishes\(^3\), Speak with Dead\(^3\), Weather Shaping

**SORCERER**

Magic is inherent to sorcerers—it’s part of their heritage. Sorcerers must specify the nature of that heritage—their bloodline. The various sorcerous bloodlines available are described below. Each bloodline has different canonical and barred powers, but they all use the same key ability and have common perks and drawbacks.

**Prerequisites:** None

**Key Ability:** Charisma

**Perk:** Sorcery is wild and chaotic. When a sorcerer takes an adept level and chooses a supernatural power from their bloodline’s list of canonical powers, they can replace one other canonical power that they know with another (provided it is not a prerequisite for another power).

**Drawback:** Magic infuses the very being of a sorcerer, demanding to be unleashed. When taking their 1st adept level a sorcerer must choose at least one canonical power; thereafter they must choose a canonical power every 4 adept levels (i.e. at adept levels 5, 9, 13, and 17).

**ABERRANT**

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect.

**Canonical Powers:** Acid\(^3\), Enhance Ability, Flesh Shaping, Increase Size\(^4\), Invulnerability\(^4\), Natural Weapon Growth\(^3\), Other Shaping\(^3\), Psychic Blast, Reduce Size\(^3\), Self-Shaping

**Barred Powers:** Bless\(^3\), Purifying Light\(^4\)

**ABYSSAL**

Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You might sometimes have urges to chaos or evil, but your destiny is up to you.

**Canonical Powers:** Awe\(^4\), Banishment\(^5\), Boil Blood\(^4\), Enhance Ability, Nauseate\(^4\), Teleport, Self-Shaping, Summon Outsider\(^4\)

**Barred Powers:** Bless\(^3\), Purifying Light\(^4\)

**CELESTIAL**

Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Although this power drives you along the path of good, your fate is your own to determine.

**Canonical Powers:** Aether Shaping\(^4\), Bless\(^3\), Channeling\(^3\), Cure, Dispel\(^3\), Heart Reading, Heart Shaping, Mind Reading, Purifying Light\(^4\), Spirit Sense\(^4\)

**Barred Powers:** Corruption Shadow\(^4\), Imbue Unlife

**DESTINED**

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an auspicious event, such as a solar eclipse. Regardless of your bloodline’s origin, you have a great future ahead.

**Canonical Powers:** Blink, Combat Sense, Danger Sense\(^4\), Deflection\(^3\), Dispel\(^3\), Invulnerability\(^4\), Life Extension\(^4\), Probability Shaping\(^4\), True Vision\(^4\), Visions

**Barred Powers:** Beneficial Possession\(^3\), Self-Shaping

**DRAICONIC**

At some point in your family’s history, a dragon interbred with your bloodline, and now its ancient power flows through your veins. When you choose this bloodline you must select the type of dragon you are associated with (see the ‘Draconic Sorcerer Bloodline’ table). This determines your draconic power, and the type of dragon you can summon with the Summon Dragon\(^4\) power.

**Canonical Powers:** Awe\(^4\), Deflection\(^3\), Draconic Power (see table), Elemental Resistance, Heart Shaping, Scrying, Self-Shaping, Summon Dragon\(^4\), Teleport, Truth Reading

**Barred Powers:** Beneficial Possession\(^3\), Severance

**Perk:** Your effective adept level with your Draconic Power is two levels higher, rather than just one.

**Drawback:** You may only use the Summon Dragon\(^4\) power to summon your associated type of dragon.

### Draconic Sorcerer Bloodline

<table>
<thead>
<tr>
<th>Draconic Type</th>
<th>Draconic Power</th>
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<tbody>
<tr>
<td>Black</td>
<td>Acid(^3)</td>
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<tr>
<td>Blue</td>
<td>Energy Shaping</td>
</tr>
<tr>
<td>Green</td>
<td>Acid(^3)</td>
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<tr>
<td>Red</td>
<td>Fire Shaping</td>
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<td>White</td>
<td>Cold Shaping</td>
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<tr>
<td>Bronze</td>
<td>Energy Shaping</td>
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<tr>
<td>Copper</td>
<td>Acid(^3)</td>
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<tr>
<td>Gold</td>
<td>Fire Shaping</td>
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<tr>
<td>Silver</td>
<td>Cold Shaping</td>
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</tbody>
</table>
ELEMENTAL

The power of the elements resides in you, and at times you can hardly control its fury. You must chose the type of elemental you are associated with: air, earth, fire or water. This determines your canonical elemental shaping power—the other elemental shaping powers are barred to you.

Canonical Powers: Elemental Aura, Elemental Blast, Elemental Resistance, Elemental Shaping (one of Earth, Fire, Water, or Wind), Elemental Weapon, Summon Elemental²

Barred Powers: Elemental Shaping (all except your canonical power), Shadow Shaping, Void Shaping³

Perk: Your effective adept level with your elemental shaping power is two levels higher, rather than just one.

Drawback: You may only use the Summon Elemental power to summon your associated type of elemental.

FEY

The capricious nature of the Fey runs in your family due to some intermingling of Fey blood or magic. You are more emotional than most, prone to bouts of joy and rage.


Barred Powers: Command Undead, Corrupting Shadow, Imbue Unlife, Life Drain

INFERNAL

Somewhere in your family's history, a relative made a deal with a fiend, and that pact has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities.

Canonical Powers: Binding, Corrupting Shadow, Dominate, Fire Shaping, Elemental Blast, Suggestion, Teleport, Summon Outsider

Barred Powers: Bless, Purifying Light

WARLOCK

Warlocks derive their abilities from a patron who gives them magical power in exchange for part of their very being. Warlocks choose a patron, a powerful being that will usually have the aberration, fey, or outsider type, and will almost certainly have the vice subtype. The choice of patron determines which summoning power you can take, and the bonus language perk. Warlocks may choose either Intelligence or Charisma as their key ability; the wisdom of entering into such a pact is... questionable.

Prerequisites: None

Key Ability: Intelligence or Charisma


Barred Powers: Bliss, Calm, Enhance Other, Fertility, Imbue Life, Nature Reading, Plant Shaping, Purifying Light, Summon Apparition/Elemental/Spirit

Perk: Warlocks gain Daeklyr, Sylvan, Abyssal or Infernal as a bonus language, depending on their patron.

Drawback: Warlocks can only summon creatures of the same type (and subtype, if applicable) as their patron. Also, their patron and its servants cannot be affected by the warlock's supernatural powers.

WIZARD

Wizards devote their lives to studying the arcane arts, and distinguish themselves from other magic users through their versatility. Many wizards learn to make useful items to supplement their powers, or specialize in schools of magic.

Prerequisites: Trained in Knowledge (arcana)

Key Ability: Intelligence

Canonical/Barred Powers: None, unless the wizard adopts another supernatural philosophy as described below.

Perks: When wizards learn a supernatural power they inscribe it into their spellbook. Studying this book allows them to swap powers that they have memorized for powers in the spellbook. This can only be done while fully rested, and takes one hour of uninterrupted study per power. Unlike other adepts, wizards may acquire additional supernatural powers without needing to gain an adept level (see 'Wizard Powers'). However, they can only have as many powers memorized as they have taken through levelling; they cannot replace adept feats with powers. Powers inscribed in a spellbook count as being known for the purpose of prerequisites. An individual spellbook can hold 40 powers. Wizards may also follow one other supernatural philosophy (e.g. Divination, Illusion, Necromancy etc.) as allowed by the Narrator, to represent a specialized school of magic.

Drawback: If a wizard does not have access to his spellbook he cannot swap powers. He retains the set of powers he last had until he can study his spellbook again.

WIZARD POWERS

Wizards can gain additional supernatural powers, beyond those granted by an increase in adept level. These powers may be obtained from a variety of sources, described below. The Narrator must carefully determine their availability and/or cost so that wizards do not have an unfair advantage over other adepts. Powers cannot be copied from scrolls imbued as single-use supernatural items.

- The simplest option is to allow wizards to learn two supernatural powers each time they take an adept level. They must still inscribe each power into their spellbook separately.
- Powers may be copied from he spellbooks of other wizards. As most wizards jealously guard their hard-won arcane knowledge this option is usually only be available from defeated foes. Occasionally, however, a kindly mentor may allow a student access to his spellbook. Copying a power from another spellbook requires a Difficulty 20 Knowledge (arcana) check to understand it before inscription.
- Powers may be available for purchase in major cities, or areas supporting a large magical community. The cost should be at least 30, or higher for powerful spells (like Celestial Shaping or Resurrection). The wizard must still inscribe the power into his spellbook.
- Powers can be researched. This requires suitable facilities (such as a library specialising in arcana) and materials with a Cost of at least 35. The wizard must research for 1 month, and then succeed in a Difficulty 30 Knowledge (arcana) check. Success means that they can inscribe the power into their spellbook (as detailed below). Failure means that the materials are wasted, and the wizard must start again. The wizard cannot take 20 on the Knowledge (arcana) check.
- However a power has been obtained, inscribing it into a spellbook takes 8 hours of work and requires a successful Difficulty 15 Craft (calligraphy) check. Special materials and rare inks must be used (purchase Difficulty 15 per inscription). Finally the wizard must spend a Conviction Point to complete the inscription.
This chapter describes any modifications to the True20 skills when used in Eberron. Generally this is simply to add flavour to the setting; the majority of skills can be used with no changes. A number of the additional uses for skills described in the Expert's Handbook might be relevant in the Eberron setting. These might include creating aliases (Bluff), deciphering ancient scripts (Knowledge (linguistics)), interviewing (Gather Information), rearing a supernatural beast (Handle Animal), analyzing clues (Knowledge (nature)) etc.

**Craft**

The following Craft specializations are available to characters in Eberron:

- **Alchemy**: Creation of alchemical concoctions, including poisons and some supernatural items.
- **Armor**: Creation and repair of all types of metal armor.
- **Blacksmithing**: General metalworking, although not specifically armor or weapons. Optionally the Narrator may allow blacksmithing to stand in for armor or weapon smithing with a penalty of –5, and vice versa.
- **Bowyer/fletcher**: Making bows, crossbows and their ammunition.
- **Calligraphy**: Writing, including creating scrolls.
- **Carpentry**: Creation and repair of wooden items, including wooden weapons.
- **Cooking**: All aspects of cooking and food preparation.
- **Herbalism**: The identification and effects of herbs, and their preparation.
- **Jewellery**: Creation and repair of jewellery, including evaluating and cutting gemstones. This is also used to prepare dragonshards.
- **Leather**: Creation and repair of leather and hide based goods, including leather armor.
- **Masonry**: Creation and repair of masonry and similar structures.
- **Mechanics**: Mechanical constructions, including constructs and clockwork devices.
- **Painting**: Creation of paintings, murals etc.
- **Pottery**: Creation of ceramic goods.
- **Sculpture**: Creation of sculptures in a variety of materials.
- **Tailoring**: Creation and repair of clothing and other cloth items.
- **Traps**: Creation (and safe disassembly) of traps.
- **Weapons**: Creation and repair of all types of metal weapons.
- **Weaving**: Creation of rugs, carpets and the like.
- **Writing**: Developing short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works.

**Knowledge**

The following knowledge specializations are available to characters in Eberron:

- **Arcana**: Understanding the true nature of magic. Corresponds to ‘supernatural’ in True20.
- **Architecture**: Construction of buildings, aqueducts, bridges, fortifications and so on.
- **Art**: Art, art history and various styles of art. This does not necessarily confer the ability to create art.
- **Astrology**: Using the motions of the stars and moons to predict the future.
- **Business**: The practice of commerce and trading.
- **Civics**: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
- **Cosmology**: The nature and movement of the planes of Eberron. Corresponds to ‘the planes’ in D&D.
- **Current events**: Recent happenings in the news, politics, entertainment, and foreign affairs.
- **Dungeoneering**: Caverns and their inhabitants, spelunking.
- **Engineering**: Design, construction, and use of engines, machines, and similar devices and structures.
- **Geography**: Geographical features, nations, terrain, climate, people and populations.
- **Heraldry**: Noble families, their history and relationships, including lineages, heraldry, family trees, mottoes, and personalities.
- **History**: Events, personalities, and cultures of the past. Archaeology and antiquities.
- **Linguistics**: Languages and their structure, including grammar, syntax, and phonetics.
- **Local**: Legends, personalities, inhabitants, laws, and customs.
- **Nature**: Animals, monsters, plants, seasons and cycles, weather. Corresponds to all life and ‘biological sciences’ in True20.
- **Psionics**: Knowledge of psionic powers, capabilities and effects.
- **Psychology**: Theory of the mind, mental processes and behaviour. Corresponds to ‘behavioural sciences’ in True20.
- **Streetwise**: Street and urban culture, local underworld personalities and events.
- **Tactics**: Techniques and strategies for disposing and manoeuvring forces in combat.
**LANGUAGE**

It is recommended that the language rules on p. 217 of the Core Rulebook are used. Taking one rank in a language grants basic proficiency; two ranks grants expert proficiency. Characters are assumed to have basic proficiency in any native language.

Available languages are listed in the Languages of Eberron table. Languages marked with an asterix are treated as exotic languages for non-native speakers (and therefore require an extra rank to learn to the language to basic and expert levels).

**PERFORM**

The following Perform specializations are available to characters in Eberron:

- **Acting:** You can perform drama, comedy, or action-oriented roles with some level of skill.
- **Comedy:** You are a comedian, capable of performing a stand-up routine or skit for an audience.
- **Dance:** You are a dancer, capable of performing rhythmic and patterned movements to music.
- **Oratory:** You can deliver dramatic and effective speeches and monologues.
- **Percussion Instruments:** You can play percussion instruments, such as drums, cymbals, triangle, and tambourine.
- **Singing:** You can sing with some level of skill.
- **Stringed Instruments:** You can play stringed instruments, such as guitar, harp, and violin.
- **Wind Instruments:** You can play wind instruments, such as flute, bugle, trompet, bagpipes and so on.

**PILOT**

This skill can be used to pilot flying vessels, although elemental galleons, lightning rail coaches and the like still require a character to have the appropriate dragonmark.

Those without such a mark can try to control the bound elemental by beating it in an opposed Charisma check for each manoeuvre (such as “descend”, “speed up”, “turn to port” and so on). Failure in the Charisma check means that the elemental continues on its previous course, or manoeuvres according to the Narrator’s whim.

**PROFESSION**

*Intelligence, Trained Only*

Some NPCs may have a Profession skill, which is provided as a general indication of how good they are at their job. No specific specializations are given here—the Narrator should use whatever suits the campaign or NPC. These NPCs can perform related skills at a suitable penalty. For example, Profession (inunkeeper) could be used as a replacement for Craft (cooking) with a suitable penalty (e.g. –2).

Professions

Profession skill specialisations should generally not be available to player characters; they are not “professional skills.”

**RIDE**

This skill can also be used to ride flying mounts, such as glidewings, hippogriffs and so on.

Alternatively the Narrator might require a special feat to allow Ride to control such creatures.
This chapter describes a number of Eberron related feats. Most of these (including the dragonmark feats) have been taken directly from the True20 wiki, but in some cases have been modified to use elements from the various handbooks.

### FEAT DESCRIPTIONS

#### ADAMANTINE BODY (WARRIOR)
**Prerequisites:** Warforged, can only be taken at 1st level
Adamantine plating provides formidable protective armor, granting a +6 bonus to Toughness saves. The Armor Check Penalty is reduced by 1 if you have Armor Training (light), and by 2 if you have Armor Training (heavy). However, you can no longer be healed at all by Cure, and cannot use any canonical powers from the Druid supernatural philosophy.

#### ARCANE MASTERY (ADEPT)
**Prerequisite:** Wizard supernatural philosophy
You may spend a Conviction point to make one use of a supernatural power from your spell book that you do not currently have memorised.

#### ASHBOUND (ADEPT)
**Prerequisites:** Summon Beasts
You have been trained in the druidic traditions of the Ashbound as one of nature’s avengers, and consider arcane magic to be vile and unnatural. You gain a +2 bonus to any roll to influence beasts summoned by your Summon Beasts power. Any beast that you convince to fight for you gains +1 to attack rolls and damage.

#### BARDIC KNOWLEDGE (EXPERT)
**Prerequisite:** Trained in a Perform skill, Adept level 1
You may spend a Conviction point to use a Perform skill check in place of a power check when using a supernatural power that affects or enhances the mind (Cloud Minds, Heart Shaping, Suggestion etc).

#### BLADEBEARER OF THE VALENAR (WARRIOR)
**Prerequisite:** Elf, region of origin Valenar
You treat the Valenar double scimitar as a martial weapon. You also gain a +1 bonus to damage when using a scimitar, falchion, or Valenar double scimitar while mounted.

#### CHANNEL DIVINITY (ADEPT)
**Prerequisite:** Must follow a supernatural philosophy derived from divine aspects
You may spend a Conviction point to make one use of a canonical power (that you do not already possess) chosen from your supernatural philosophy.

#### CHILD OF WINTER (ADEPT)
**Prerequisite:** Summon Beasts, not virtue aligned
You are trained in the druidic traditions of the Children of Winter, an Eldeen Reaches sect that embraces death and decay. You may treat Summon Vermin as a canonical power of the Druid supernatural philosophy, and gain a +2 bonus to checks to influence vermin summoned by it.

#### COMPOSITE PLATING (GENERAL)
**Prerequisites:** Warforged, can only be taken at 1st level
Warforged are covered in a hard protective plating from the day they were constructed. This gives them a toughness bonus of +2. The Armor Check Penalty is reduced by 1 if you have the Armor Training (light) feat. The majority of warforged have this level of plating.

#### DARGUUN MANGLE (WARRIOR)
**Prerequisite:** Goblinoid, region of origin Darguun
You treat the dire flail and the spiked chain as martial weapons. You also gain a +1 bonus to damage when using a flail, heavy flail, dire flail, or a spiked chain if you have not moved during the round of the attack.

#### DAYLIGHT ADAPTATION (GENERAL)
**Prerequisite:** Light blindness or light sensitivity
You do not suffer penalties due to bright lights or sunlight.

#### DEEP POCKETS (EXPERT)
**Prerequisite:** 6th level
You have a knack for picking up small, useful items on your travels. When you need an item you may make a Wealth check to retrieve it from your gear. You add your Wisdom to this check instead of your Wealth score and cannot take 10 or 20 on this check. Every item retrieved reduces the bonus you can apply to future Wealth checks by 1. This reduction is cumulative until you can replenish your stock. This requires a Wealth check with a Cost of 20 made in a setting that has suitable supplies (e.g. a city). You can take 10 or 20 on this check.

#### DINOSAUR HUNTER (EXPERT)
**Prerequisite:** Halfling, trained in Knowledge (nature) and Survival, region of origin Talenta Plains.
You gain a +2 bonus on Knowledge (nature), Notice, and Survival checks when using these skills against dinosaurs. You also get a +1 damage bonus against them.

#### DINOSAUR WRANGLER (EXPERT)
**Prerequisite:** Halfling, trained in Handle Animal, region of origin Talenta Plains
You possess a special bond with dinosaurs. You gain a +4 bonus on Handle Animal and Ride checks when dealing with dinosaurs.

#### ECCLESIArch (GENERAL)
**Prerequisite:** Knowledge (religion) rank 6
You command a degree of respect in your church, which allows you to learn more about a community from its clergy. You gain +2 to Gather Information and Knowledge (local) checks, and to your Leadership score (if applicable).

#### EDUCATION (EXPERT)
**Prerequisite:** region of origin the Five Nations or Aerenal
You can use any Knowledge skill untrained, and get a +1 bonus on checks with two Knowledge skills of your choice.
## New Eberron Feats

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<td>Drow weapons are martial weapons</td>
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[^4]: Must not be virtue aligned or vice aligned.
EMULATE PERSONA (GENERAL)
Prerequisite: Changeling
You are talented in impersonating another persona. While in another shape you can detect attempts to read your emotions or thoughts. Make a Bluff check (with a +4 bonus) opposed by the reader’s Bluff or Sense Motive. Success means you supply the information they were expecting.

EXTEND POWER (ADEPT)
You can extend a power’s duration or some other single measurable dimension (range, area of effect) other than damage by 50%. The fatigue save difficulty increases by +4.

EXTRA SHIFTER TRAIT (GENERAL)
Prerequisite: Shifter
Select a second shifter trait from those listed in the Racial Backgrounds section. You manifest all the benefits of the secondary trait except for the temporary ability bonus.

FAVORED IN HOUSE (GENERAL)
Prerequisite: Member of a dragonmarked race and house
You wield some influence within your dragonmarked house. You gain a +4 bonus to Diplomacy checks when interacting with other members of your house. Such checks may be used to gather information or gain the loan of equipment (the difficulty is equal to the purchase price of the items).

FORTIFICATION (WARRIOR)
Prerequisite: Warforged or living construct subtype
You have been fortified against unexpected attacks. You can subtract 2 points of critical or sneak attack damage made against you. Normal weapon damage is not reduced.
Special: When imbued into armor or other magic items the racial prerequisite is waived.

GATEKEEPER INITIATE (ADEPT)
Prerequisite: Summon Beasts*, must not be vice aligned
You have been trained in the ancient druidic tradition of the Gatekeepers, founded originally to ward off an extraplanar assault by aberrations. You gain a +2 bonus when saving against the supernatural powers of aberrations. You may also use Knowledge (cosmology) in any checks to identify aberrations or their abilities.

GREATER SKILL FOCUS (GENERAL)
Prerequisite: Skill Focus (of the selected skill), 6th level
Choose a skill for which you have the Skill Focus feat. You get an additional +3 bonus on all checks involving that skill. You can acquire this feat multiple times, each time applying it to a different skill.

GREENSINGER INITIATE (ADEPT)
Prerequisite: Summon Beasts *
You have embraced the druidic traditions of the Greensingers, a chaotic Eldeen Reaches sect with close ties to the fey. You gain a +2 bonus to all Bluff, Stealth and Perform checks.

GESTALT ANCHOR (ADEPT)
Prerequisites: Kalashtar, +3 base Will save
While with 60 feet of a kalashtar ally, you and all of your kalashtar allies within this range gain a +2 bonus to initiative rolls and Reflex saves.

INFERNAL PACT (ADEPT)
Prerequisite: Warlock supernatural philosophy
You may spend a Conviction point to make one use of a canonical power (that you do not already possess) chosen from the Warlock supernatural philosophy.

HEALING FACTOR (GENERAL)
Prerequisites: Shifter
When you stop shifting you can immediately make a recovery check to heal damage, even if you are still in combat.

IMPROVED FORTIFICATION (WARRIOR)
Prerequisite: Fortification*, warforged or living construct subtype
You can ignore all critical or sneak attack damage made against you. Normal weapon damage is not reduced. However, you can no longer be healed at all by the Cure power.
Special: When imbued into armor or other magic items the racial prerequisite and the Cure limitation do not apply.

IMPROVED USE MAGIC DEVICE (GENERAL)
Prerequisites: Use Magic Device*, Knowledge (arcana) rank 12
You are even more proficient at using magical items. Your effective adept level for the purposes of activating a magic item (but not determining its effect) is increased by an additional +5, for a total of +10. See ‘Annex: Magic Items’.

IRONWOOD BODY (ADEPT)
Prerequisites: Warforged, can only be taken at 1st level
This plating is made from ironwood, giving you a natural connection to nature: a +1 bonus to power checks with any canonical power of the Druid supernatural philosophy. The toughness bonus is +1. The Armor Check Penalty is reduced by 1 if you have the Armor Training (light) feat.

MITHRIL BODY (EXPERT)
Prerequisites: Warforged, can only be taken at 1st level
Warforged mithril plating provides moderate protection without hindering gracefulness. It grants a +4 bonus to toughness saves. The usual Armor Check Penalty is reduced by 1 if you have the Armor Training (light) feat, and by 2 if you have Armor Training (heavy).

MROR DEFENDER (WARRIOR)
Prerequisites: Dwarf, region of origin Mror Holds
You treat the dwarven waraxe and the dwarven urgrosh as martial weapons. You also gain a +1 damage bonus with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh if you have not moved during the round of the attack.

NATURAL ATTACK (GENERAL)
Prerequisite: Changeling, Shifter, or Warforged
You have some form of improved natural attack, such as horns, claws, bite, or something else like a slam attack. You gain +1 to your unarmed damage when using this attack. You may take this feat multiple times, gaining +1 damage each time, up to a maximum of twice your Strength.

NATURE’S BOND (ADEPT)
Prerequisite: Druid supernatural philosophy
You may spend a Conviction point to make one use of a canonical power (that you do not already possess) chosen from the Druid supernatural philosophy.
ONE OF THE FAITHFUL (ADEPT)
Prerequisite: Knowledge (religion) rank 6
You gain a +5 bonus to all social interaction checks involving someone of your own faith.

PLAINS HUNTER (WARRIOR)
Prerequisites: Halfling, region of origin Talenta Plains
You treat the Talenta sharrash, the Talenta tangat, and the Talenta boomerang as martial weapons. You gain a +1 damage bonus to any of these weapons if you are mounted.

POWER Glyph (ADEPT)
Prerequisite: Imbue Item
You can inscribe a glyph on an object or a surface, storing a supernatural power in it. The effects of the power will be released when a creature triggers the glyph. You can set the triggering conditions, such as a creature walking over the glyph, passing nearby, reading the glyph, and so on. You must succeed at a Craft (calligraphy) check with a difficulty equal to that of the power you wish to store, and then succeed on the power check to activate the power. The glyph will remain active for a number of hours equal to your adept level. Permanent glyphs can only be made as a single-use supernatural item, although this feat does allow the adept to associate a trigger with the glyph.

The Narrator may restrict the powers that can be triggered in this way to those that do not require concentration, maintenance or mental contact.

PSIFORGED BODY (ADEPT)
Prerequisites: Warforged, can only be taken at 1st level
Rare warforged are crafted with trace amounts of psionically resonant crystal. You gain a +1 bonus to power checks to all canonical powers of the Psion supernatural philosophy. The toughness bonus of psicrystal plating is +1. The Armor Check Penalty is reduced by 1 if you have the Armor Training (light) feat.

PSIONIC AFFINITY (ADEPT)
Prerequisite: Psion supernatural philosophy
You may spend a Conviction point to make one use of a canonical power (that you do not already possess) chosen from the Psion supernatural philosophy.

QUICK CHANGE (GENERAL)
Prerequisite: Changeling
You can use your Change Shape ability as a move action.

REACTIVE SHIFTING (EXPERT)
Prerequisites: Shifter, Improved Initiative
You can activate your racial shifting ability as a free action, allowing you to begin shifting even when you are flat-footed or when it’s not your turn.

RIGHT OF COUNSEL (GENERAL)
Prerequisites: Elf, region of origin Aerenal
You have the legal and sacred right to seek advice from one of your ancestors, a deathless elf in Aerenal’s City of the Dead. You must meet with your ancestor in person who will: use one of its supernatural powers on you, or for your benefit; answer any questions you may have to the best of its ability using its own Knowledge skills, or; will seek supernatural knowledge on your behalf, provided you meet any costs. You may only request one of these benefits a month.

SHIFTER AGILITY (GENERAL)
Prerequisites: Shifter, cliffwalk, longstride, or swiftwing trait, combat bonus +6
You gain a +1 bonus to your Dexterity while shifting.

SHIFTER DREAMSENSE (GENERAL)
Prerequisites: Shifter, dreamsight trait, combat bonus +6
You gain an extra +1 bonus to your Wisdom while shifting.

SHIFTER FEROCITY (WARRIOR)
Prerequisites: Shifter, +2 Wisdom
While shifting, you continue to fight without penalty if you are disabled or dying. When disabled, you do not fall unconscious and begin dying if you perform a standard action. You also do not fall unconscious when dying, and do not need to make a Constitution check at the start of each round. However, you must make a Constitution check if you fail a Toughness save for additional damage, or if you still have the ‘dying’ condition when shifting ends. Failure means that you die. Once shifting has ended, assuming you are still alive, you must still make Constitution checks each round to stay alive.

SHIFTER INSTINCTS (GENERAL)
Prerequisite: Shifter
Your non-visual senses improve to such a degree that you gain a +2 bonus to your initiative checks as well as the blindsense ability with a range of 30 feet while shifting.

SHIFTER SAVAGERY (GENERAL)
Prerequisites: Shifter, gorebrute, longtooth, or razorclaw trait, combat bonus +6
You gain a +1 bonus to your Strength while shifting.

SHIFTER STAMINA (GENERAL)
Prerequisites: Shifter, beasthide, truedive, or wildhunt trait, combat bonus +6
You gain a +1 bonus to your Constitution while shifting.

SILVER SMITE (WARRIOR)
Prerequisite: Follower of the Silver Flame, Smite Opponent
When using Smite Opponent your weapon is wreathed in silver flame, allowing it to bypass the damage resistance of vice-aligned outsiders.

SORCEROUS MIGHT (ADEPT)
Prerequisite: Sorcerer supernatural philosophy
You may spend a Conviction point to make one use of a canonical power (that you do not already possess) chosen from your bloodline’s supernatural philosophy.

Swampland Warrior (WARRIOR)
Prerequisites: Orc or Half-orc, region of origin Shadow Marches
You treat the orc double axe as a martial weapon, and you gain a +1 damage bonus when you use a battleaxe, greataxe, or orc double axe as part of a charge.

UNARMORED BODY (GENERAL)
Prerequisites: Warforged, can only be taken at 1st level
Warforged with this feat have been constructed with no armor plating. You can use all armor, robes etc. as normal, and with the usual penalties. Due to your internal construction you count as having the Armor Training (light) feat.
USE MAGIC DEVICE (GENERAL)
Prerequisites: Trained in Knowledge (arcana)
You are proficient at using magical items. Your effective adept level for the purposes of activating a magic item (but not determining its effect) is increased by +3. See Annex: Magic Items for more details.

VERSATILE UNARMED STRIKE (GENERAL)
Prerequisites: Improved Strike
You may choose (as a free action) whether your unarmed strikes do bludgeoning, piercing or slashing damage.

WARDEN INITIATE (ADEPT)
Prerequisite: Summon Beasts*, must not be vice aligned
You have been trained in the ancient druidic tradition of the Wardens of the Wood, a sect dedicated to protecting the eastern plain and the great woods of the Elden Reaches. You gain a +2 bonus to Defense when fighting within a forest, and +2 to all Climb and Jump checks.

XEN'DIRK MARAUDER (WARRIOR)
Prerequisites: Drow, region of origin Xen'dirk
You treat the drow boomerang, the scorpion chain, and the drow long knife as martial weapons. You get a +1 damage bonus with them if you move more than 5 feet that round.

DRAGONMARKS
To possess a dragonmark a character must take the Lesser dragonmark feat for the dragonmark appropriate for their race and house. Only certain races have dragonmarks, and usually the character will belong to the appropriate dragonmarked house. House membership is not mandatory, but any deviation from the racial requirement must be approved by the Narrator, as such a character may well be marked as aberrant and be targeted by all houses. Dragonmarks need not be taken at 1st level, as they usually manifest later in life, often as a result of a traumatic or life changing event. A character can only have one type of dragonmark.

Charisma is always the key ability for dragonmarked powers, and the character's total level is used as the adept level for calculating save difficulties and power ranks. However, each form of dragonmark has a maximum effective level for this purpose. A character may increase the rank of a dragonmark power by taking its Lesser and Greater forms. Alternatively they may choose new powers.

Dragonmarked feats cannot be taken temporarily using a Conviction point. Any prerequisites the chosen supernatural power may have are waived for dragonmarks.

SIBERYS MARKS
Siberys marks are the most powerful of dragonmarks, and the most rare. By their appearance they are clearly related to the other dragonmarks, and they only manifest on members of the appropriate dragonmarked race and house. However, no one who bears any of the other marks (least, lesser, or greater) ever bears this mark. This mark manifests unpredictably and very suddenly. The dragonmarked houses keep a very close eye on possessors of these marks.

ABERRANT MARKS
Aberrant dragonmarks occasionally appear among the dragonmarked races. This mutation is a result of the intermingling of blood of different dragonmarked families. Aberrant dragonmarks only appear in the weakest form of dragonmark. There are no lesser, greater, or Siberys aberrant dragonmarks. Those with aberrant dragonmarks manifest different powers from those of established dragonmarks.

DRAGONMARK FEATS
LEAST DRAGONMARK (GENERAL)
Prerequisite: Member of the appropriate dragonmarked race and house
You gain the least dragonmark and the use of one power associated with that mark. You may use your total level as your adept level for this power until 6th level: rank 9 is as powerful as this mark may get. You also gain a skill bonus depending upon the nature of your dragonmark.

LESSER DRAGONMARK (GENERAL)
Prerequisite: Least Dragonmark, 9 ranks in any two skills
You gain the lesser dragonmark and the use of one power associated with that mark. You may use your total level as your adept level for this power until 9th level: rank 12 is as powerful as this mark may get. You may learn and lead any rituals associated with your dragonmark without needing the Ritualist feat, and count as a trained adept when participating in those rituals.

GREATER DRAGONMARK (GENERAL)
Prerequisite: Lesser Dragonmark, 12 ranks in any two skills
You gain the greater dragonmark and the use of one power associated with that mark. You may use your total level as your adept level for this power until 12th level: rank 15 is as powerful as this mark may get. The power cannot be affected by the Severance power.

HEIR OF SIBERYS (GENERAL)
Prerequisite: Member of the appropriate dragonmarked race and house, 13 ranks in any two skills, no other dragonmark feat
You gain the Siberys dragonmark, the associated skill bonus and the use of one power associated with that mark. You may use your total level as your adept level for this power. Unlike other dragonmarks, the Siberys dragonmark has no rank limits. The power cannot be affected by the Severance power.

ABERRANT DRAGONMARK (GENERAL)
Prerequisite: Dragonmarked race (human, dwarf, elf, gnome, halfing, half-elf, or half-orc)
You gain an aberrant dragonmark and the use of one power not associated with any of the other dragonmarks (which the Narrator must approve). You may use your total level as your adept level for this power until 6th level: rank 9 is as powerful as this mark may get. The power cannot be affected by the Severance power.

DRAGONMARK FAMILIES
MARK OF DETECTION
The Mark of Detection grants the half-elves of House Medani the abilities to discern the presence of threats.
Skill Bonus: +2 bonus to Notice checks
Powers: Nature Reading, Second Sight, Sense Minds, True Vision*

MARK OF FINDING
The Mark of Finding grants the humans and half-orcs of House Tharashk powers to locate creatures or objects.
Skill Bonus: +2 bonus to Search checks
Powers: Dowsing*, Object Reading, Scrying, Wayfinding*
**Mark of Handling**
The Mark of Handling grants the humans of House Valdalis powers related to the care and control of animals.

**Skill Bonus:** +2 bonus to Handle Animal checks

**Powers:** Beast Link, Beast Speech, Dominate, Summon Beast, Summon Mount

**Mark of Healing**
The Mark of Healing grants the halflings of House Jorasco healing powers.

**Skill Bonus:** +2 bonus to Medicine checks

**Powers:** Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life

**Mark of Hospitality**
The Mark of Hospitality grants the halflings of House Ghallanda powers related to rest and relaxation.

**Skill Bonus:** +2 bonus to Diplomacy checks

**Powers:** Feed the Hungry, Revelry, Shelter, Unseen Servant

**Mark of Making**
The Mark of Making grants the humans of House Cannith the power to mend or fabricate material goods.

**Skill Bonus:** +2 bonus on chosen Craft specialization checks

**Powers:** Create Equipment, Fabricate, Magecraft, Repair

**Mark of Passage**
The Mark of Passage grants the humans of House Orien powers related to teleportation and movement.

**Skill Bonus:** +2 bonus to Survival checks

**Powers:** Apport, Blink, Move Object, Teleport

**Mark of Scribing**
The Mark of Scribing grants the gnomes of House Sivis powers related to writing and communication.

**Skill Bonus:** 2 bonus languages

**Powers:** Bibliomancy, Linguistics, Message, Truth Reading

**Mark of Sentinel**
The Mark of Sentinel grants the humans of House Deneith powers related to the defense and protection of others.

**Skill Bonus:** +2 bonus to Sense Motive checks

**Powers:** Danger Sense, Deflection, Empathic Feedback, Mana Shield

**Mark of Shadow**
The Mark of Shadows grants the elves of House Phiarlan and House Thurranni powers of deception.

**Skill Bonus:** +2 on Gather Information checks

**Powers:** Cloud Minds, Light Shaping, Scrying, Shadow Walk

**Mark of Storm**
The Mark of Storm grants the half-elves of House Lyran达尔 powers to manipulate wind, water, and weather.

**Skill Bonus:** +2 bonus to Acrobatics checks

**Powers:** Energy Shaping, Water Shaping, Weather Shaping, Wind Shaping

**Mark of Warding**
The Mark of Warding grants the dwarves of House Kundarak the power to protect places from unwanted intrusion and theft.

**Skill Bonus:** +2 bonus on Notice checks

**Powers:** Deflection, Privacy, Security, Ward

**Prestige Feats**

These feats try to mimic some of the prestige classes in the ECS and the 'Five Nations' sourcebook. They are still single feats, although the number of prerequisites they typically have defines a “path” (of sorts) that the character will have to follow in order to qualify for them. These prerequisites often mirror the abilities gained by the prestige class—the prestige feat then “completes” the character’s journey.

Some prestige feats imply membership of an organization (like the Knight Phantom). The Narrator may insist that character has to join the organization first, before gaining the feat. This might require a successful social interaction with a representative of the organisation, or that the character already has some of the feat’s prerequisites.

All of the prestige feats are general feats, and therefore cannot be favored feats. The nature and number of prerequisites implies that they cannot be taken at 1st level.

**Bone Knight (General)**

**Prerequisite:** Combat bonus +4, Adept level 2, Craft (armor) rank 6, Knowledge (religion) rank 4, Ride rank 6, Command Undead

You learn to make and wear the distinctive bonecraft armor used by the order of bone knights. You can produce a suit of bonecraft medium or heavy armor that would normally be composed mostly of metal. The bonecraft armor has the same cost and time to create as normal armor of that type, and can be made in masterwork varieties. The armor grants you a +4 bonus on Intimidate checks made while you wear it. In addition, the armor grants you Damage Reduction 1/2 bludgeoning if it is medium armor or Damage Reduction 2/bludgeoning if it is heavy armor.

You can also spend a Conviction point to temporarily gain the Imbue Unlife power to create either a Karrnathi skeleton or zombie from a suitable corpse. This creature will last for a number of hours equal to your character level.

**Cyran Avenger (General)**

**Prerequisite:** Combat bonus +4, Gather Information rank 4, Sense Motive rank 4, Survival rank 8, Track, Favored Opponent (Aundair, Breland, Darguun, Karrnath, the Mournland, Talenta Plains, Thrane, Valenar, or Zilargo)

You can add your Charisma (if positive) to any damage done against your favored opponent(s). This stacks with any other modifier. You may also spend a Conviction point to gain access to the Speak with Dead and Truth Reading powers, using your character level as the adept level.

**Dark Lantern (General)**

**Prerequisite:** Combat bonus +5, Diplomacy rank 6, Gather Information rank 6, Skill Mastery (Climb, Disable Device, Search, Bluff), Sneak Attack

You gain +4 on Will saving throws to resist the effects of the Dominate power, and can spend a Conviction point to automatically break free of such an effect. You can spend a Conviction point to gain the Privacy power, using your character level as your adept level. You can also use a Conviction point to use the Hide in Plain Sight feat, even if you do not normally qualify for it.
**DRAGONMARKED HEIR (GENERAL)**

**Prerequisites:** 7 ranks in any two skills,avored in House, Least Dragonmark

You gain the use of an additional power associated with your dragonmark. You may choose a dragonmarked power you already know, in which case the maximum rank of that power is increased by +2. You also add +4 to any social interaction checks with members of your house.

**ELENDEEN RANGER (GENERAL)**

**Prerequisites:** Knowledge (nature) rank 6, Survival rank 8, Track, Favored Opponent, one of: Ashbound, Child of Winter, Gatekeeper Initiate, Greensinger Initiate, Warden Initiate

After making a successful attack against a favored opponent you may spend a Conviction point to double the damage bonus of your weapon. You also gain the following based on your druid sect:

- **Ashbound:** +2 to resist supernatural powers cast by a follower of an arcane or divine supernatural philosophy (such as Artificer, Cleric, Sorcerer, Warlock or Wizard).
- **Children of Winter:** +2 to Fortitude saves against poison and disease.
- **Gatekeepers:** You may treat the Repel Aberration* power as if it was part of the Druid supernatural philosophy. You also have +1 to all saves against mental control.
- **Greensingers:** +2 to resist supernatural powers cast by fey creatures.
- **Wardens of the Wood:** +2 bonus on Knowledge (nature) and Survival checks.

**EXORCIST OF THE SILVER FLAME (GENERAL)**

**Prerequisites:** Combat bonus +3, Knowledge (cosmology) rank 4, Knowledge (religion) rank 8, follower of the Silver Flame

You can channel the mystical power of the Silver Flame into a melee weapon you are proficient in. This weapon does +1 fire damage and is treated as a supernatural weapon for the purposes of overcoming the damage resistance of vice-aligned outsiders. It takes 1 hour of meditation to create this weapon and you can only have one weapon at a time with this property. You also gain +2 to all attempts to resist the Dominate power.

You can spend a Conviction point to gain the Smite Opponent feat against a vice-aligned outsider, i.e. you can add your Charisma to the attack roll and half your total level to the damage. You can also spend a Conviction point to add your Charisma to Banishment power checks against outsiders with vice sub-type.

**EXTREME EXPLORER (GENERAL)**

**Prerequisites:** Combat bonus +4, Knowledge (dungeoneering) rank 4, Survival rank 4

You gain a +2 bonus on all checks to detect traps, as well as +2 to your Defense and saving throws against any attacks made by a triggered trap. In addition, when spending a Conviction point to perform a skill challenge with no penalty you can retain the Conviction point if the check was successful and you rolled a natural 20. Also, before the start of combat, and surprised or not, you can spend a Conviction point to gain the Improved Initiative feat.

**KNIGHT PHANTOM (GENERAL)**

**Prerequisites:** Combat bonus +4, Adept level 6, Phantom Steed*, Phase, Supernatural Weapon

You may use your total level as your adept level when you use the Phantom Steed* power. When using the Phase power you may spend a Conviction point to gain access to the fear effect of the Heart Shaping power while Phase is active. Finally, when using Supernatural Weapon you can spend a Conviction point to bypass the target’s Toughness save bonus from their armor.

**MASTER INQUISTIVE (GENERAL)**

**Prerequisites:** Gather Information rank 6, Search rank 3, Sense Motive rank 6, Challenge: Search (discover clue), Contacts

You gain a +2 bonus to all Sense Motive checks. In addition, when taking 20 on your Gather Information checks (e.g. when using the Contacts feat) the check takes only 10 minutes. You can also use a Conviction point to gain access to the True Vision* and Truth Reading powers, using your character level as the adept level.

**SILVER PYROMANCER (GENERAL)**

**Prerequisite:** Adept level 4, Knowledge (religion) rank 4, Fire Shaping, Purifying Light, follower of the Silver Flame

You can use your total level as your adept level when using the Fire Shaping, Elemental Blast (fire) and Elemental Resistance (fire) powers. You can also spend a Conviction point to imbue these powers with holy fire that increases the damage bonus by your Charisma score (if positive). Your Purifying Light* power is also imbued with divine wrath: affected undead lose their immunity to critical hits.

**WARFORGED JUGGERNAUT**

**Prerequisites:** Warforged, combat bonus +5, Adamantine Body*, All-out Attack, Juggernaut

Your armored body grows spikes, which grant a +2 bonus to any damage caused by you when you are grappling. You automatically apply this damage on any successful grapple, even if you only wish to restrain your opponent. Your Juggernaut* ability now lasts for twice as long (double your Constitution in rounds). You may also spend a Conviction point to gain a +10 ft. speed increase on any charge action, causing an additional +2 damage.

However, you have moved closer to your construct heritage and further away from the living, and can no longer benefit from supernatural consumable items and powers.

**WERETOUCHELED MASTER (GENERAL)**

**Prerequisites:** Shifter, combat bonus +5, Knowledge (nature) rank 5, Survival rank 8, any two shifter feats

You can enhance your shifting ability to accentuate the power of your lycanthropic heritage. Chose one animal type that represents this heritage: bear, boar, rat, tiger, wolf, or wolverine. When shifting, your appearance changes to strongly resemble a hybrid lycanthrope of that type, giving you following extra benefits, depending on your heritage. These benefits consist of traits (True20 Bestiary) and/or a choice of feats (choose one each time you shift):

- **Bear:** scent trait, Endurance or Improved Grab
- **Boar:** scent trait, Tough or Diehard
- **Rat:** scent trait, Evasion or Night Vision
- **Tiger:** choose two traits from: pounce, rake and scent
- **Wolf:** scent trait, Improved Trip or Track
- **Wolverine:** scent trait, Rage or Night Vision

In addition, you gain +2 to interactions with wild animals (i.e. when using the Animal Empathy feat). Also, while shifting you can spend a Conviction point to gain access to the Heart Shaping (fear) effect using your character level as the adept level.
4 Supernatural Powers

This chapter describes some new supernatural powers from the Eberron (and generic D&D) settings. It also describes new effects for powers, as well as any modifications that should be made to existing powers to make them fit more easily.

The following powers should probably be barred by the Narrator, as they do not fit with the setting: Computer Link, Digital Form, Electronics Shaping, EMP Blast, Radiation Blast, and Radiation Shaping.

Some powers may be restricted to certain races or organisations. For example, Teleport might generally only be available to House Orien. Similarly, Bind Elemental would normally be reserved for use by the gnomes of Zilargo.

Power Descriptions

Acid Cloud
Fatiguing, Maintenance
Prerequisites: Acid, Fog Shaping

(Difficulty 15) You create a bank of fog (as per the raise fog effect of the Fog Shaping power) full of acidic vapours. Any creature caught in the fog must make a Fortitude save or take acid damage equal to half your adept level each round.

Time: Standard action.

Awaken
Fatiguing, Concentration
Prerequisite: Imbue Life

You awaken a tree or animal to human-like sentience. The Difficulty of the power check is 15 plus the level of the creature (or the level the tree will have once awakened). The awakened creature will generally have a friendly attitude towards you, although this may fade over time. If you can communicate with the creature you can attempt to influence it as normal.

An awakened tree gains the Plant creature type and the Animated Object template. It retains any ability scores it may have had (generally this will only be Constitution), and gains a score of –2 in all others. You can increase the Difficulty of the power check by up to 6 to gain the same number of points to add to its ability scores (of your choice).

An awakened animal gains the Supernatural Beast type. You can increase the Difficulty of the power check by up to 3 to gain the same number of points to add to its ability scores. An awakened animal can’t serve as an animal companion, familiar, or special mount.

An awakened tree or animal will speak one language that you know, plus one additional language that you know per point of Intelligence. This power will not work on an animal or plant that has an Intelligence score of more than –3.

Try Again: Yes.
Time: One day.

Astral Projection
Fatiguing
Prerequisite: Body Control, Plane Shift

(Difficulty 15) You free your spirit from your physical body, projecting an astral body onto another plane. You can take one additional creature for every two adept levels, but they must stay with you or they will be stranded.

Your physical body remains on the Material Plane in a state of suspended animation; a copy of your body (and equipment) is projected astrally. As the Astral Plane touches all other planes you can travel to any other plane, forming a copy of you body and gear as you enter the new plane. The Narrator may place restrictions on where you can travel to.

While on the Astral Plane your astral body is connected to your physical body by an incorporeal silver cord. If this is broken (which is very difficult) you are immediately killed on both planes. If your astral body (or your body on another plane) is killed you return to your body on the Material Plane, which awakens from its suspension. However, this traumatic event can cause severe damage: you must succeed in a Difficulty 15 Fortitude save for each of your abilities or permanently lose 1 point from that ability.

Your physical body remains in suspended animation indefinitely as you travel the Astral Plane until you end it, or you are subject to the Dispel power, or similar effect. All astral travellers automatically gain a level of fatigue when this power ends.

Time: 10 minutes.

Bardic Performance
Fatiguing
Prerequisite: Trained in a Perform skill

You enhance your next Perform skill check by an amount depending on the result of your power check, as shown in the ‘Bardic Performance’ table.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Bonus</th>
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<tr>
<td>10</td>
<td>+2</td>
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<tr>
<td>15</td>
<td>+4</td>
</tr>
<tr>
<td>20</td>
<td>+6</td>
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<tr>
<td>25</td>
<td>+8</td>
</tr>
<tr>
<td>30</td>
<td>+10</td>
</tr>
<tr>
<td>35</td>
<td>+12</td>
</tr>
</tbody>
</table>

Time: 1 minute. The bonus lasts for 1 hour per adept level.

Bind Elemental
Fatiguing, Concentration, Mental Contact

You can attempt to bind a summoned elemental into a dragonshard you have prepared. You make a power check with a Difficulty equal to 15 + the elemental’s level. The elemental gets a Will save with a Difficulty equal to 15 + your power rank to avoid becoming bound. If the elemental succeeds, it may attack you or flee, remaining in the world for a number of hours equal to your adept level. If the elemental fails its save it becomes bound to your dragonshard.

The binding is permanent or until the dragonshard is broken. The dragonshard Costs 20 plus the elemental’s level.

Elementals are often bound into dragonshards that are incorporated into weapons and armor (see Annex). The item takes on a number of traits (such as a fly speed), feats or powers possessed by the elemental. Extremely powerful elementals power vehicles such as elemental galleons and lightning rail engines, and are often summoned and bound using complex rituals to ensure success.

Time: Full-round action.
NEW EBERRON SUPERNATURAL POWERS

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<th>PREREQUISITE</th>
<th>SUMMARY</th>
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<td>Acid², Fog Shaping³</td>
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<td>Awaken</td>
<td>Imbue Life</td>
<td>Awaken a tree or animal into sentience</td>
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</tr>
<tr>
<td>Imbue Deathless</td>
<td>Cure rank 12, Knowledge (religion) rank 12, region of origin Aerenol</td>
<td>Create deathless creatures</td>
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<td>Nauseating Cloud</td>
<td>Fog Shaping³, Nauseate³</td>
<td>Create a cloud of sickening vapours</td>
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<td>Repair</td>
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<td>Imbue Life</td>
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<td>Summon Aberration</td>
<td>Adept level 6, Knowledge (arcana) and Knowledge (cosmology)</td>
<td>Summon aberrant creatures</td>
</tr>
<tr>
<td>Unseen Servant</td>
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</tbody>
</table>

BINDING

**Dimensional Anchor** You can prevent a creature from changing dimensions (via powers such as Astral Projection, Plane Shift, Shadow Walk, Teleport etc). You must either touch the creature or be in mental contact with them, after which they must make a successful Will save to use such a power—the Difficulty is equal to your Binding power check. The effect lasts for a number of minutes equal to your adept level. Summoned creatures are not prevented from returning to their plane when the summoning period ends. It does not prevent them physically moving around in the plane they were originally in when the anchor was used.

**CHARGED CLOUD**

**Fatiguing, Maintenance**

**Prerequisites:** Energy Shaping, Fog Shaping³

**(Difficulty 15)** You create a bank of fog (as per the raise fog effect of the Fog Shaping³ power) charged with electrical energy. Any creature caught in the fog must make a Fortitude save or take energy damage equal to half your adept level each round.

**Time:** Standard action.

COMMAND DEATHLESS

**Fatiguing, Concentration, Mental Contact**

You can exert some degree of control over one or more deathless creatures. This power works similar to the Dominate power, but it targets only those creatures with the deathless type. You can seek to command a number of deathless creatures with total levels adding up to no more than twice your adept level. Deathless with a level greater than your adept level cannot be affected.

A non-intelligent deathless creature gets no saving throw against this power. When you control a mindless being, you can communicate only basic commands, such as “come here,” “go there,” “fight,” “stand still,” and so on. Such creatures will not resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded deathless (regardless of its intelligence) cancels the effects of this power. Your commands are not telepathic. The deathless creature must be able to hear you.

**Special:** Mental contact is not required for mindless undead (those with no Intelligence score).

**Time:** Standard action.
**Contagious Cloud**

*Fatiguing, Maintenance*

**Prerequisites:** Contagion, Fog Shaping\(^a\)

*(Difficulty 15)* You create a bank of fog (as per the raise fog effect of the Fog Shaping\(^a\) power) infused with disease. Any creature caught in the fog is exposed to a disease as per the Contagion power (chosen by the adept when the power is used). Because the disease is spread through the cloud victims gains +2 to saving throws to avoid the initial infection.

**Time:** Standard action.

---

**Earth Shaping**

*Create Earth/Stone (Difficulty 10)* You can create 2 cu. ft. of earth, or 1 cu. ft. of stone per 3 adept levels as a full-round action.

---

**Elemental Aura**

This power can be used with Metal Shaping\(^a\), causing +2 slashing damage from whirling blades and metal fragments.

**Expanded Aura** By increasing the fatigue save Difficulty of the power to 20 the adept can cause the aura to affect all targets adjacent to them, not just those that touch them.

---

**Elemental Weapon**

*Alter Damage Type (Difficulty 15)* You can use this power to temporarily change the damage type imbued in a permanent supernatural item with another. For example, a sword that was enchanted to do fire damage can be changed to cause cold damage instead. You must know both the elemental Shaping powers. Changing an enchantment is fatiguing, with a fatigue save Difficulty of 15. The change will last for 1 minute (10 rounds) per adept level.

---

**Energy Shaping**

*Spark* You can throw a spark of electricity at a foe. You must make a normal ranged attack, with a 10 ft. range increment (maximum range 50 ft). If the target is hit they take +1 non-lethal energy damage per 5 adept levels and must make a Fortitude save (Difficulty 12 plus the amount of damage) to avoid gaining the dazed condition. Normal metal armor does not protect against this damage. [Note: this effect has been added to make this power more useful in an Eberron-like setting, which does not have energy sources that direct electricity and drain power can manipulate.]

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**Enhance Armor**

*Fatiguing*

**Prerequisites:** Imbue Item

*Increase Toughness/Defense* With a touch you can enhance a piece of armor or a shield, increasing the Toughness save bonus of the former, or the Defense bonus of the latter. The amount of the bonus depends on the Difficulty check, as shown in the 'Enhance Armor' table. The bonus stacks with any permanent enchantments derived from the Tough or Dodge Focus feats, but does not provide damage reduction against supernatural attacks. The armor check penalty is unchanged.

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**Elemental Resistance (Difficulty 15)** You can temporarily imbue a piece of armor or a shield with resistance to an elemental attack (like the Elemental Resistance power). The saving throw bonus is equal to half your adept level. You must also know the relevant elemental Shaping power.

**Time:** Standard action. The enhancement lasts for 10 minutes per adept level.

---

**Enhance Weapon**

*Fatiguing*

**Prerequisites:** Imbue Item

*Align Weapon (Difficulty 10)* You can make a weapon vice- or virtue-aligned for the purposes of bypassing damage reduction, although the weapon is not supernatural.

*Alter Damage Type (Difficulty 10)* You can change the damage type of the weapon (e.g. so a sword does bludgeoning damage), or lethal damage into non-lethal.

*Enhanced Attack/Damage* You can enhance the effectiveness of a weapon. The amount of bonus depends on the Difficulty check, as shown in the 'Enhance Weapon' table. The bonus applies to either the attack roll or the damage of the weapon; the former stacks with any masterwork bonus. However, the weapon is not considered supernatural.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>+1</td>
</tr>
<tr>
<td>20</td>
<td>+2</td>
</tr>
<tr>
<td>25</td>
<td>+3</td>
</tr>
</tbody>
</table>

*Improved Critical (Difficulty 10)* As a standard action you can double the threat range of a weapon. This works like—but does not stack with—the Improved Critical feat or the keen edge effect of the Metal Shaping\(^a\) power.

**Time:** Standard action. The enhancement lasts for 10 minutes per adept level.

---

**Enhance Senses**

*Blindsight (Difficulty 20)* You gain the blindsight\(^a\) trait. This use of the power is fatiguing.

*Blindsight (Difficulty 20)* You gain the blindsight\(^a\) trait. This use of the power is fatiguing.

*Darkvision (Difficulty 10)* You can see in total darkness, to a range of 10 ft. per adept level. Darkvision is black-and-white only, but is otherwise like normal sight.

*Night Vision (Difficulty 10)* You can see twice as far in low-light conditions as a normal human, although it is still hindered normally by total darkness.

---

**Fabricate**

*Fatiguing, Concentration*

You can convert raw material of one type into a product made from the same substance. The Difficulty is 12 plus Cost of the item (or nearest equivalent). Creatures or magic items cannot be created by this power.

You can fabricate up to 10 cu. ft. of homogenous or refined material per adept level, but only 1 cu. ft. per adept level of minerals or unrefined ore. You must make the relevant Craft check if you want the finished product to have any kind of quality, but you do not require tools. The quality of the original material may also affect the final product.

Many Shaping powers allow objects to be made (e.g. Metal Shaping\(^a\); Fabricate works with all materials.

**Time:** Fabricating items takes a number of minutes equal to the number of hours a regular Craft check would take.
**Freezing Cloud**

Fatiguing, Maintenance

*Prerequisites:* Cold Shaping, Fog Shaping

*(Difficulty 15)* You create a bank of freezing fog (as per the raise fog effect of the Fog Shaping\(^4\) power). Any creature caught in the fog must make a Fortitude save or take cold damage equal to one-half of your adept level per round.

**Time:** Standard action.

**Gaseous Form**

Fatiguing, Maintenance

*Prerequisites:* Fog Shaping or Self Shaping

*(Difficulty 10)* You (or a willing creature you touch) and your equipment gain the ‘gaseous form’ trait, becoming insubstantial, misty, and translucent. Your armor becomes ineffectual, but you retain your current Defense bonus, gain Damage Reduction 4/supernatural and immunity to poison, critical hits and sneak attacks. You can use supernatural powers but cannot interact with physical objects (even those you were carrying).

You gain a fly speed of 10 ft., with perfect maneuverability, and can naturally pass through tiny openings. However, you cannot enter water, and are vulnerable to winds and air currents.

**Time:** Standard action. The effect lasts for 1 minute per adept level.

**Glamour**

*Disguise Self (Difficulty 10)* You can disguise yourself, gaining +10 on Disguise checks for 1 hour per adept level. You can change your appearance in minor ways, or to look like another, and can also change the look of your equipment, but the illusion is purely visual.

**Incendiary Cloud**

Fatiguing, Maintenance

*Prerequisites:* Fire Shaping, Fog Shaping

*(Difficulty 15)* You create a bank of fog (as per the raise fog effect of the Fog Shaping\(^4\) power) filled with flames. Creatures caught in the fog must make a Fortitude save or take fire damage equal to half your adept level each round.

**Time:** Standard action.

**Imbue Deathless**

Fatiguing

*Prerequisites:* Cure rank 12, Knowledge (religion) rank 12, region of origin Aerenal

You can invest a subject with the power of the Undying. The subject must be alive and willing to undergo the transformation, and—usually—their conversion must have been approved by the Ascendant Council. The Difficulty of the power check is 15 plus the level the subject will be once deathless (see Chapter 8). If the check succeeds, the subject gains the Deathless template. An Imbue Deathless attempt is fatiguing, with Difficulty 20 + half your power rank.

**Try Again:** No.

**Time:** One hour.

**Light Shaping**

*Flash (Difficulty 10)* You emit a blinding flash of light. Anyone within 20 ft. who has not specifically taken precautions against such an effect must make a Reflex save or be blinded for 1 round, and then dazzled for 2 further rounds. Increase the difficulty by 5 for every additional 10 ft. range.

**Magecraft**

Fatiguing

*(Difficulty 15)* Magecraft is the foundation of Eberron’s magical economy. You gain a +5 bonus to your next craft check (however long the duration). Magewrights often use this to take the fast craft or masterwork challenges at no penalty. You do not need to maintain the power while crafting, freeing your mind for the task at hand. You can take 10 on the power check, and the bonus stacks with others, e.g. from the Challenge feat.

**Try Again:** Yes.

**Time:** One hour.

**Message**

Fatiguing

You send a message to another creature over vast distances and spans of time. The base difficulty is 10, modified by familiarity. The message must be short (less than 25 words or so) and is delivered quickly—within minutes, even across continents. The intended recipient (only) hears the message as a whisper, and must be able to speak the language it was spoken in to understand it. They will recognize you as the sender if they already know you. Messages can instead be sent to specific areas, in which case the closest intelligent creature will receive it.

Messages can also be time delayed—this increases the Difficulty by +3 for a delay of hours, +10 for days, +15 for months, +20 for years and +25 for decades. Note that unlike Mind Touch, Message does not require maintenance.

**Try Again:** Yes.

**Time:** Standard action.

**Metal Shaping**

*Repairs Living Construct (Difficulty 15)* You can repair living constructs, such as warforged. This functions like the Cure power but, because of the varied materials used in a warforged’s construction, the difficulty is higher.

**Nature’s Wrath**

Fatiguing

You call up the power of nature to smite aberrations, undead, and similar corruptions with a bolt of natural energy, like an Elemental Blast. Aberrations are affected by the full damage bonus (equal to the adept level) and must make a successful Will saving throw against the power rank of the spell or be dazed for 1 round.

Animals, constructs, elementals, fey, outsiders with an elemental subtype (air, earth, fire, or water), oozes, plants, vermin, and inanimate objects are unharmed by the spell. Creatures of other types take half damage.

**Time:** Standard action.

**Nauseating Cloud**

Fatiguing, Maintenance

*Prerequisites:* Nauseate\(^5\), Fog Shaping

*(Difficulty 15)* You create a bank of fog (as per the raise fog effect of the Fog Shaping\(^6\) power) full of noxious vapours. Any creature caught in the cloud must make a Fortitude save each round or be exposed to the effects of the Nauseate\(^5\) power. A successful save indicates that the target is immune to further effects of that particular cloud.

**Time:** Standard action.
PARALYSE
Fatiguing, Mental Contact

*(Difficulty 10)* You can paralyse a target that you are touching or in mental contact, who can try a Will saving throw. If the save fails the target is paralysed for a number of rounds equal to your key ability. After this time the victim gets a new Will save each round, after which you must use Paralyse again to affect them. A target gets a +2 Will save bonus for each successive use of Paralyse in the same scene. Swimming creatures may drown, and flying creatures will fall, if paralysed.

**Time:** Standard action.

PETRIFICATION
Fatiguing

**Prerequisites:** Transmutation¹ or Other Shaping²

*(Difficulty 15)* You petrify a living creature, subject to familiarity, and attempt to petrify them. If the target fails their saving throw, they, along with their gear, clothes etc., are turned to stone.

The effect can be reversed by using the same power, although the Difficulty is equal to the power check that created the statue. The subject must make a Fortitude saving throw (with the same Difficulty) to survive the process. If the statue has been damaged then the target—if returned to its original state—suffers similar damage. The Dispel power can also be used, but with a –5 penalty to the check.

**Time:** Standard action.

PHANTOM STEED
Fatiguing

*(Difficulty 15)* You conjure a large, horselike phantom. It can only be ridden by you or by a person for whom you created it. It has any general shape and coloring you wish. Natural animals shun it and refuse to approach it.

The mount has a Defense of 14 and a Toughness save bonus of +2, plus +1 for every 5 adept levels of the caster. The phantom steed cannot attack. If the steed ever gains the “dying” condition it disappears. A phantom steed has a speed of 20 feet per two adept levels, to a maximum of 100 feet at 10th level. It can bear its rider’s weight plus up to 10 pounds per adept level. The mount gains abilities according to the adept’s level as follows (these are cumulative, do not require a power check and are not fatiguing to the mount).

- **8th level:** The mount gains the Trailblazer feat and can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
- **10th level:** The mount gains the Water Walk power.
- **12th level:** The mount gains the Wind Walk power.
- **14th level:** The mount gains the Flight trait, and can fly at its speed with good manoeuvrability.

**Time:** 10 minutes. The mount lasts for 1 hour per adept level.

PLANE SHIFT
Create Extra-dimensional Space *(Difficulty 20)* You can (as a full-round action) temporarily warp the nature of reality to create a pocket dimension or demi-plane. The volume of the space is equivalent to a cube with sides equal to the adept level in feet (i.e. a 5th level adept can create a space 25 cubic feet in size), although you can make it any shape you like. You can open a doorway to the space at will, although this entrance will appear on the Material Plane in the place where you created the dimension. The interior of the space remains at a comfortable temperature, but contains no light source or apparatus to create air unless you bring such things into the space. It will, however, fill with air if you leave the entrance portal open long enough.

You may freely enter and exit the space without it collapsing, and can even transport yourself directly to it using Plane Shift (it counts as very familiar). The space lasts for 1 hour per adept level after which it collapses, expelling its contents onto the Material Plane.

PLANT SHAPING
Repair Living Construct *(Difficulty 15)* You can repair living constructs, such as warforged. This functions like the Cure power, but because of the varied materials used in a warforged’s construction, the difficulty is higher.

PLANT STEP
Fatiguing

**Prerequisites:** Plant Link

You gain the ability to step into a tree or plant, magically infusing yourself with it. The tree must be alive, and at least the same size as you. Once within a tree, you can teleport from that particular tree to another tree of the same kind that is large enough. Successfully transporting yourself requires a power check with a Difficulty of 10, modified by familiarity. Failure means you stay where you are, but you must still save against fatigue.

When inside a tree you may use your normal senses to monitor the tree’s environment. Other trees of the same kind, even if they are not visible, count as “present” if they are within 50 feet, “very familiar” if within 100 feet, and so on. You can use this information to “step” between a succession of trees, although you can only take a number of steps equal to your adept level. You must make a power check for each step.

You can remain within a tree without transporting yourself, but you are forced out when the power ends. If the tree is damaged you will be killed if you do not exit the tree before it gains the “dying” condition.

**Try Again:** Yes.

**Time:** Standard action. The effect lasts for one hour, or until all your steps have been used up.

POISON CLOUD
Fatiguing, Maintenance

**Prerequisites:** Poison, Fog Shaping²

*(Difficulty 15)* You create a bank of fog (as per the Raise Fog effect of the Fog Shaping² power) full of poisonous vapours. Any creature caught in the fog must make a Fortitude save or be exposed to the effects of the Poison power. You can choose the type of poison, but this affects all creatures in the cloud. Once affected any creature remaining in the cloud makes saves against the poison as normal. A successful save indicates that the target is immune to further effects of that particular cloud.

**Time:** Standard action.

PRIVACY
Fatiguing

You, or a creature or object that you touch, becomes more difficult to detect using Dowsing, Scrying and similar powers. If another adept attempts to spy upon the target they must first succeed in a power check with a difficulty equal to your Privacy power check. If successful they may attempt to remotely view the target as normal. Note that this power does not make you invisible, or give you physical concealment.

**Time:** 10 minutes. Privacy lasts for a number of hours equal to your adept level.
REINCARNATE

This power functions as described in the Adept’s Handbook (p. 46) but uses the Eberron Reincarnation table instead.

<table>
<thead>
<tr>
<th>D20</th>
<th>EVBERRON REINCARNATION</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Changeling</td>
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<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>2</td>
<td>Dragonborn</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>3</td>
<td>Dwarf</td>
<td>+0</td>
<td>+0</td>
<td>+1</td>
</tr>
<tr>
<td>4</td>
<td>Eladrin</td>
<td>+0</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>5</td>
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<td>+0</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>6</td>
<td>Gnome</td>
<td>-1</td>
<td>+0</td>
<td>+1</td>
</tr>
<tr>
<td>7</td>
<td>Goblin</td>
<td>-1</td>
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</tr>
<tr>
<td>8</td>
<td>Goliath</td>
<td>+1</td>
<td>-1</td>
<td>+1</td>
</tr>
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<td>9</td>
<td>Half-Elf</td>
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<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>10</td>
<td>Half-Orc</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
</tr>
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<td>11</td>
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<td>12</td>
<td>Hobgoblin</td>
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<td>13-15</td>
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<tr>
<td>17</td>
<td>Shifter</td>
<td>+0</td>
<td>+1</td>
<td>+0</td>
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<tr>
<td>18</td>
<td>Tiefling</td>
<td>+0</td>
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<td>+0</td>
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<tr>
<td>19–20</td>
<td>Other (Narrator’s Choice)</td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

REPAIR

Fatiguing, Concentration

You can repair damage to objects and constructs, without needing the usual tools or Craft training.

Mend

You can mend minor scuffs, tears, nicks etc. in normal (non-magical) objects, cleaning them and making them look as good as new. No power check is needed, but you do have to concentrate for a few minutes. This effect is largely cosmetic, but repeated use will keep equipment in good working order almost indefinitely.

Repair Damage

You can repair damage to objects as if you were using a Craft check. The difficulty, time and materials required remain the same.

Repair Construct (Difficulty 10)

This use of Repair functions as the Cure power but can be applied to constructs (including warforged) without penalty.

REPEL ABERRATION

Fatiguing, Maintenance

You can ward off aberrant creatures.

Cleansing Blast

You can cast a supernatural bolt of energy like an Elemental Blast, except it only affects creatures with the aberrant type.

Cleansing Ward

You can create an area up to 60 ft. across that is an anathema to creatures with the aberrant type. Maintaining the area requires concentration. Any aberrant creature must make a Will save in order to enter the area, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Repel Aberration is fatiguing. Make a fatigue save after each cleansing blast and after you stop maintaining a cleansing ward.

Time: Standard action.

RESURRECTION

Prerequisites: Imbue Life

This power functions like Imbue Life, except that you can restore life to a deceased creature as long as they have been dead for less than 10 years per adept level.

The condition of the remains is not a factor. You require only a small portion of their body, provided that it was part of them when it died. The Difficulty of Resurrection is 25 plus the creature’s total level at time of death.

If successful the creature is immediately restored to full health, and is cured of any diseases, poisons etc. it suffered from at the time of death. However, the creature is dazed until it makes a Difficulty 15 Will save, rolling once every day. It must also succeed in a Difficulty 10 Fortitude save or permanently lose a point of Constitution.

You can resurrect someone who has died of old age, or creatures with the construct, elemental, outsider, or undead type.

Try Again: No.

Time: One hour.

SECURITY

Fatiguing

You gain the ability to secure locations and objects.

Alarm (Difficulty 10)

You can place an invisible ward on an object that will alert you if it is moved. You can also ward an area up to 60 ft. across so that you are alerted if a Tiny or larger creature enters it. Creatures can try to avoid the alarm if they are aware of it (e.g. through Second Sight or True Vision) and succeed in a Stealth check against your power save difficulty. Incorporeal creatures do not trigger the alarm. You can decide on a password that a creature can speak to bypass the alarm.

The alarm can be audible or mental. An audible alarm sounds like a hand bell, and can be heard from 60 ft. away in good conditions. A mental alarm will silently alert you (even waking you from sleep) if you are within a number of miles equal to half your adept level.

Lock

You can magically lock a door, portal or chest. The difficulty of opening the lock is 15 plus your adept level. If the door does not have a lock then the difficulty of breaking it open increases by half your adept level. You can always bypass your own lock without disturbing it.

Unlock

You can open stuck, barred, or locked doors, as well as those subject to the lock effect. Welds, shackles, and chains—provided they hold something shut—can also be opened. The difficulty of the power check is equal to the Difficulty of opening the lock by normal means (although you do not need tools), or equal to the save difficulty of the adept who created the lock effect. In the latter case the lock effect is suspended for a number of minutes equal to your adept level. You cannot raise barriers or untie ropes with this power.

Try Again: Yes.

Time: One hour. An alarm lasts for 2 hours per adept level. A lock remains for 2 hours per adept level.

SHELTER

Fatiguing, Maintenance

Shelter (Difficulty 10)

You create a bubble of force around yourself, with a radius in feet equal to 15 plus your adept level. Creatures can pass freely through the walls of the bubble, but you must remain inside to maintain it. The interior of the shelter is maintained at a comfortable temperature, although in extreme environments it can only alter the temperature by one step (e.g. very hot environments become...
hot within the shelter). The shelter protects against rain, dust, sandstorms and wind etc., although hurricane force winds will destroy it.

The shelter is transparent from the inside but opaque from the outside. Missiles, weapons, and most supernatural effects can pass through the walls without affecting it, although the occupants have total concealment from outside.

The bubble is generally hemispherical, but can be adjusted to any regular shape of equivalent size. The shelter’s exterior can be any colour you desire and can be further disguised using the Illusion or Light Shaping powers, or protected using the Deflection or Ward powers.

**Secure Shelter (Difficulty 25)** By increasing the Difficulty of the power check the shelter can be made more secure. The walls now have the toughness of 1 foot of stone. However, you must now specify an entry point as matter cannot pass through the walls. A visual illusion cast on the shelter to disguise it as, say, a cottage (e.g. using Light Shaping) lasts for the duration of shelter without needing maintenance.

Try Again: Yes.

Time: 1 minute. The shelter lasts for 2 hours per adept level.

**SUMMON ABERRATION**

Fatiguing

Prerequisites: Adept level 6, trained in Knowledge (arcana) and Knowledge (cosmology)

You can summon aberrations, unnatural beings from alien planes of existence, to serve you. This requires a power check with a Difficulty of 10 plus twice the aberration’s level. Summon Aberration is fatiguing with a save difficulty of 10 + the aberration’s level. The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane. Note that this power will not summon daelkyr, as they would for a ritual. However, they can only choose a single mana trait, which the Narrator must agree is suitable for the power. For example, a wizard might succeed in a Wealth 20 check to buy components for his Fire Shaping power. This gives him 4 mana points that he can use to help with Fire Shaping checks. He might use 2 of these mana points to gain the Greater Aptitude mana trait (+1 to the power check) for one use. Later on he might use 1 more mana point to gain Fatigue Resistance (+2 to the fatigue save) for another use.

Note that the adept is not using a specific ritual, so they do not need the Ritualist feat. They therefore do not need to extend the casting time to a minute or more, but they do need to spend a move action immediately before using the power, so they can properly deploy the materials. The materials are used up whether the power check succeeds or not.

The Narrator may decide that some powers cannot be enhanced in this way, or require rarer, and more expensive, materials to be procured.

**UNSEEN SERVANT**

Fatiguing

**Diffficulty 12** You create an invisible, mindless, and shapeless force to perform any simple task that you command, such as fetching objects, performing simple repairs etc. It cannot perform tasks that require skill training, or any untrained task with a Difficulty of more than 10. It only performs one task at a time, but will repeat it as often as you require. It has an effective Strength –4, so can only lift up to 20 pounds, exert 20 pounds of force, or drag 100 pounds. It can therefore only open normal doors, carry small objects and so on. It has a base speed of 15 ft. and can move across water, although it cannot swim, fly or climb.

The servant cannot attack or be directly attacked. It gets no saves against area attacks and dissipates if it takes more than one bruised or hurt condition from them. Maintenance is not required but you must remain within 20 ft. per adept level or it ceases to exist.

Time: Standard action. The unseen servant lasts for 1 hour per adept level.

**WATER SHAPING**

Create Water (Difficulty 10) You can create 1 cu. ft. of water per adept level as a full-round action.

Wind Shaping

Create Air (Difficulty 10) You can create 10 cu. ft. of air per adept level as a full-round action.

**MATERIAL COMPONENTS**

While supernatural powers in True20 do not generally require material components, the Narrator might require them for particularly powerful spells, or allow ‘regular’ powers to be boosted in some way.

- In the former case the materials can be acquired through a Wealth check with a Purchase difficulty equal to difficulty check required to use the power. Alternatively the Narrator could set a suitable price. The materials are consumed if the power is successfully used, but do not provide any other advantages.

- In order to boost a supernatural power simply use the Ritual Materials table on p. 66 of the Adept’s Handbook. The materials must be purchased for use with a specific power: there are no ‘generic’ materials. The adept can then use them to augment a check with that power by using the mana added to purchase mana traits, as they would for a ritual. However, they can only choose a single mana trait, which the Narrator must agree is suitable for the power. For example, a wizard might succeed in a Wealth 20 check to buy components for his Fire Shaping power. This gives him 4 mana points that he can use to help with Fire Shaping checks. He might use 2 of these mana points to gain the Greater Aptitude mana trait (+1 to the power check) for one use. Later on he might use 1 more mana point to gain Fatigue Resistance (+2 to the fatigue save) for another use.

Note that the adept is not using a specific ritual, so they do not need the Ritualist feat. They therefore do not need to extend the casting time to a minute or more, but they do need to spend a move action immediately before using the power, so they can properly deploy the materials. The materials are used up whether the power check succeeds or not.

The Narrator may decide that some powers cannot be enhanced in this way, or require rarer, and more expensive, materials to be procured.

**RITUALS**

Rituals, as described in the Adept’s Handbook (p. 66), can be used to augment the abilities of many adepts following a variety of supernatural philosophies. They may be of particular interest to Wizards, who are likely to forgo adept feats such as Empower in order to amass as many different supernatural powers as they can. They can then use rituals to increase the efficacy of their magic, albeit at the cost of spontaneity.

Two other groups are likely to make use of rituals. The first are the dragonmarked houses, who often create rituals specific to their mark to enhance the powers that it grants. These rituals can only be learnt by those with the correct mark. The Lesser Dragonmark feat allows a character to learn to use such rituals without the Ritualist feat. (Note that they must still have the Ritualist feat to create rituals.) However, even within a House such information will be carefully controlled and only available to a trusted few. Some greater dragonshard items (see Chapter 5) may also be used as material components in these rituals. House Cannith in particular, develops many rituals to help it produce powerful magic items.

The gnomees of Zilargo also employ rituals (or techniques that are indistinguishable from them) in summoning and binding the immensely powerful elementalts that are used in the construction of elemental vessels. As before, these techniques are closely guarded secrets as they allow the Zilargo shipwrights to bind elementals at a much reduced risk.
SAMPLE EBERRON RITUALS

BIND ELEMENTAL (ZILARGO)
Prerequisite: Craft (alchemy) rank 12
Once an elemental has been summoned it must be bound. This ritual is used to bind elementals summoned by the Summon Elemental (Zilargo) ritual. It is typically started immediately after that ritual, using a new team of ritualists.
Supernatural Power: Bind Elemental
Knowledge (arcana) Difficulty: 37
Ritual Elements: Increased Time (one day), Ritual Materials (Wealth 35, dragonshard and rare alchemical substances), Place Magics (Uncommon, well-equipped workshop or manifest zone), Group Ritual (4); Total: 27 mana
Mana Traits: Greater Aptitude (+5), Inhibit Resistance (+6 to save difficulty), Power Focus (1), Power Mastery (3)

WARD (HOUSE KUNDARAK)
Prerequisite: Least Mark of Warding
House Kundarak has developed many rituals to provide their clients with a better service. This ritual allows a Kundarak heir to secure a home for a day using the Ward power. Note that the Houseward grants a +5 to the power check, and the mana traits extend the radius of the Ward, and its duration. Similar rituals exist for other powers from the Mark of Warding.
Supernatural Power: Ward
Knowledge (arcana) Difficulty: 23
Ritual Elements: Increased Time (1 hour), Ritual Materials (Wealth 37, houseward), Place Magics (Common); Total: 14 mana
Mana Traits: Augment Concentration (3), Greater Power (2), Maintenance Loop Major (10)

IMBUE DEATHLESS (AERENAL)
The Imbue Deathless power is generally cast as part of a ritual due to its difficulty. The phase of Indria, and locations revered by the Aeralen elves, are key factors in this ritual. A large part of this ritual also involves bringing the community together to celebrate the new Undying ancestor. The ritual as described is targeted at creating an Ascendant Councillor, and consequently uses a large group of celebrants, who may well be non-adepts. Smaller, more family based groups might be used for lower level Undying, such as an Undying Soldier.
Supernatural Power: Imbue Deathless
Knowledge (arcana) Difficulty: 24
Ritual Elements: Increased Time (1 hour), Ritual Timing (Monthly, phase of Irian), Place Magics (Uncommon, sacred groves in Aeralen), Group Ritual (3); Total: 14 mana
Mana Traits: Greater Aptitude (+5), Power Focus (1), Power Mastery (3)

MESSAGE STATION (HOUSE SIVIS)
Prerequisite: Least Mark of Scribing
House Sivis message stations form the backbone of Khovaire's communications. This ritual improves the efficiency of the network. Note that most message station operators are at least familiar with each other; the Conjunction mana trait reduces that by an additional step. Fatigue Resistance helps to ensure that operators can stay at their posts for longer. Note that the Speaking Stone grants a +5 bonus to the adept, and they will often take 10 on their power check.
Supernatural Power: Message
Knowledge (arcana) Difficulty: 15
Ritual Elements: Increased Time (1 minute), Ritual Materials (Wealth 10), Place Magics (Uncommon, speaking stone); Total: 5 mana
Mana Traits: Conjunction (2), Fatigue Resistance (+6)

RESURRECTION (HOUSE JORASCO)
Prerequisite: Greater Mark of Healing or Siberys Mark of Healing
This ritual augments the Resurrection power for the adepts of House Jorasco. Note that Resurrection is not a power associated with the Mark of Healing, but that mark is still required to use the Altar of Resurrection.
Supernatural Power: Resurrection
Knowledge (arcana) Difficulty: 26
Ritual Elements: Increased Time (six hours), Ritual Materials (Wealth 35, Altar of Resurrection); Total: 16 mana
Mana Traits: Greater Aptitude (+6), Power Focus (1), Power Mastery (3)

SUMMON ELEMENTAL (ZILARGO)
The gnomes of Zilargo use this ritual to summon immensely powerful elementals (of level 20, or more) for subsequent binding into an elemental vessel. The Elemental Longevity trait is used to keep the elemental on the Material Plane for long enough for the Bind Elemental (Zilargo) ritual to take effect. Note that this increases the Difficulty of the summoning by +5.
Supernatural Power: Summon Elemental
Knowledge (arcana) Difficulty: 36
Ritual Elements: Increased Time (twelve hours), Ritual Materials (Wealth 35, rare alchemical products), Place Magics (Uncommon, well-equipped workshop or manifest zone), Group Ritual (5); Total: 26 mana
Mana Traits: Elemental Longevity, Greater Aptitude (+10), Power Focus (1), Power Mastery (3)

TELEPORT (HOUSE Orien)
Prerequisite: Least Mark of Passage
House Orien heirs use this ritual with Astral Beacons to increase their familiarity with their destination when teleporting. The Astral Beacon does not need to be present when casting the ritual, but the caster does need to have seen the beacon, or be informed of its supernatural identity by someone else with the Mark of Passage.
Supernatural Power: Teleport
Knowledge (arcana) Difficulty: 12
Ritual Elements: Increased Time (1 minute), Ritual Materials (Wealth 10, astral beacon); Total: 2 mana
Mana Traits: Conjunction (2)

TELEPORTATION CIRCLE (HOUSE Orien)
Prerequisite: Least Mark of Passage
House Orien have only recently developed this ritual, which allows more reliable transport between two specially inscribed teleportation circles. There are only a limited number of these circles—all are in House Orien facilities. Note the use of the Conjunction mana trait to increase the familiarity by two steps.
Supernatural Power: Teleport
Knowledge (arcana) Difficulty: 18
Ritual Elements: Increased Time (1 minute), Ritual Materials (Wealth 20), Place Magics (Uncommon, teleportation circle); Total: 8 mana
Mana Traits: Area Mastery (2), Conjunction (2), Power Focus (1), Power Mastery (3)
This chapter describes weapons, armor and other equipment from the Eberron setting. The tables list the cost, weight and so on. Descriptions are only provided to describe changes when using the item with the True20 rules.

**Weapons**

This section describes a number of weapons unique to the Eberron setting. Costs for these weapons have been given assuming that they will be brought in Khorvaire. The Narrator may wish to modify this according to both the purchasing character’s region of origin, and where the weapon originates from.

Xen’drik and Talenta boomerangs are listed separately (because they do different types of damage) but proficiency in one allows use of the other (p. 85, Core Rulebook).

**Weapon Descriptions**

**Boomerang, Xen’drik:** A triple bladed bone knife can be thrown like a boomerang but does slashing damage.

**Boomerang, Talenta:** These weapons are common among the halfling tribes of the Talenta Plains.

**Bow, Yuan-ti Serpent:** This can be ranged attacks with arrows (piercing damage) or melee attacks with the serpent blade (slashing damage). You can switch between blade and bow as a free action, although you the bow must be reloaded to attack with it. Ranged and melee enchantments must be added to the bow and blade separately.

**Cutting Wheel:** A handheld weapon that surrounds the fist with a circular blade, often at regular intervals. Because of its size and protected grip, a cutting wheel imposes a –2 penalty to all disarm attempts.

**Double Axe, Orc:** A double weapon, often found in the hands of powerful orc fighters. You can fight with it as if fighting with two weapons, using the normal two-weapon fighting rules (Core Rulebook, p. 108). Proficient wielders who hit with both ends do an additional +1 damage.

**Double Scimitar, Valenar:** This weapon has two curved blades from each side of its handle. You can fight with it as if fighting with two weapons, using the normal two-weapon fighting rules (Core Rulebook, p. 108). If you are a proficient wielder you gain a +1 bonus to parry attempts.

**Flail, Dire:** A dire flail is a double weapon. You can fight with it as if fighting with two weapons, using the normal two-weapon fighting rules (Core Rulebook, p. 108). You gain +2 to trip attacks and disarm attempts, which stack with the Improved Trip and Improved Disarm feats.

**Long Knife, Drow:** This blade is three-quarters the length of a longsword, and ends in an outwardly curving hook; too slender to be considered a short sword, too big for a dagger.

**Scorpion Chain, Drow:** A drow scorpion chain resembles a regular spiked chain, but it is slightly longer and features a dagger-like blade at each end.

**Sharrash, Talenta:** A sickle-like blade at the end of a long pole. A sharrash can strike opponents 10 ft. away but can’t be used against adjacent foes. The curved blade grants a +2 bonus to trip attacks, which stacks with Improved Trip.

**Tangat, Talenta:** A curved blade mounted on a short halft.

**Urgrosh:** A double weapon, with an axe on one end (slashing damage) and a spear on the other (piercing damage). You can fight with it as if fighting with two weapons, using the normal two-weapon fighting rules (Core Rulebook, p. 108). Proficient wielders who hit with both ends do an additional +1 damage and can select the damage type.

**Zulaat:** A Riedran double weapon with glaive-like heads at each end. You can fight with it as if fighting with two weapons, using the normal two-weapon fighting rules (Core Rulebook, p. 108). If you hit with both ends you do an additional +1 damage.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Critical</th>
<th>Damage Descriptor</th>
<th>Range Increment</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Martial Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Long Knife, Drow</td>
<td>+2</td>
<td>19–20/+3</td>
<td>Piercing</td>
<td>10 ft.</td>
<td>Small</td>
<td>11</td>
<td>2 lb.</td>
</tr>
<tr>
<td><strong>Exotic Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Boomerang, Talenta</td>
<td>+2</td>
<td>20/+4</td>
<td>Bludgeoning</td>
<td>30 ft.</td>
<td>Small</td>
<td>11</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Boomerang, Xen’drik</td>
<td>+2</td>
<td>20/+4</td>
<td>Slashing</td>
<td>20 ft.</td>
<td>Small</td>
<td>12</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Bow, Yuan-ti Serpent</td>
<td>+3</td>
<td>20/+4</td>
<td>Piercing or Slashing</td>
<td>100 ft.</td>
<td>Large</td>
<td>19</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Cutting Wheel</td>
<td>+2</td>
<td>19–20/+2</td>
<td>Piercing and Slashing</td>
<td>10 ft.</td>
<td>Small</td>
<td>11</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Double Axe, Orc</td>
<td>+3</td>
<td>20/+4</td>
<td>Slashing</td>
<td>–</td>
<td>Large</td>
<td>16</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Double Scimitar, Valenar</td>
<td>+2</td>
<td>18–20/+3</td>
<td>Slashing</td>
<td>–</td>
<td>Large</td>
<td>18</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Flail, Dire</td>
<td>+3</td>
<td>19–20/+3</td>
<td>Bludgeoning</td>
<td>–</td>
<td>Large</td>
<td>17</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Scorpion Chain, Drow</td>
<td>+2</td>
<td>20/+3</td>
<td>Slashing</td>
<td>10 ft.</td>
<td>Large</td>
<td>13</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Sharrash, Talenta</td>
<td>+2</td>
<td>19–20/+4</td>
<td>Slashing</td>
<td>–</td>
<td>Medium</td>
<td>12</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Tangat, Talenta</td>
<td>+2</td>
<td>18–20/+3</td>
<td>Slashing</td>
<td>–</td>
<td>Small</td>
<td>15</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Urgrosh</td>
<td>+3</td>
<td>19–20/+3</td>
<td>Piercing or Slashing</td>
<td>–</td>
<td>Medium</td>
<td>15</td>
<td>12 lb.</td>
</tr>
<tr>
<td>Zulaat</td>
<td>+3</td>
<td>20/+4</td>
<td>Slashing</td>
<td>–</td>
<td>Large</td>
<td>16</td>
<td>12 lb.</td>
</tr>
</tbody>
</table>
ARMOR

True20 statistics for the armor types introduced in the ECS are given in the Eberron Armor table. If an armor can only be made as a masterwork item, the cost is included in the price in the table. Reductions in the armor check penalty are in addition to those gained from masterwork armor.

ARMOR DESCRIPTIONS

Darkleaf: Only armors normally made of metal can be constructed from darkleaf; the most common forms are breastplates and banded mail. Darkleaf armor is always of masterwork quality, weighs half the amount of the equivalent steel armor, and reduces the armor check penalty by an additional –1. Creating darkleaf armor requires a Difficulty 25 Craft (alchemy) check in addition to the usual Craft (armor) check.

Leafweave: Leafweave armor is always of masterwork quality. Creating leafweave armor requires a Difficulty 25 Craft (alchemy) check in addition to the normal Craft (armor) checks.

Vine Armor: Vine armor takes twice as long as normal to create because the vines must be carefully cultivated and kept alive during the creation process. Wearsers receive a +2 bonus on Stealth checks when in a jungle environment. To maintain this bonus, the vine armor must be given one gallon of water per week to keep its still-living plants from withering. If the plants die, the bonus on Stealth checks is lost (though its armor bonus and other features are unaffected). Creating vine armor requires a Difficulty 15 Knowledge (nature) check in addition to the Craft (armor) check.

SPECIAL SUBSTANCES

Acidic Fire: This flask combines a single use of both Widened Elemental Blast (fire) and Widened Acid dealing +3 fire and acid damage. Targets that are hit must save separately for each damage type.

Craft (alchemy); Acid, Elemental Blast (fire), Widened Power; Cost: 14.

Alchemist’s Frost: Single use of Widened Elemental Blast (cold) centred around the flask, dealing +7 damage.

Craft (alchemy); Elemental Blast (cold), Widened Power; Cost: 13.

Alchemist’s Spark: Single use of Widened Elemental Blast (energy) centred around the flask, dealing +7 damage.

Craft (alchemy); Elemental Blast (energy), Widened Power; Cost: 13.

Silversheen: A glittering paste that can be coated over a weapon (or 20 items of ammunition). It replaces any properties the weapon has that are due to its material with the properties of alchemical silver.

Craft (alchemy); Complexity: Advanced; Cost: 18.

TOOLS AND SKILL KITS

Glyphbook: A glyphbook presumes a certain familiarity with ancient scripts to begin with (at least 1 rank in Knowledge (linguistics)). It grants a +4 bonus on Knowledge (linguistics) checks made to read inscriptions in Xen’drik ruins.

Holy Symbol, Flametouched Iron: A holy symbol sacred to the Silver Flame made from flametouched iron. It increases a wielder’s effective adept level by 1 when using supernatural powers against vice-aligned creatures. The holy symbol does not grant the use of any powers, however.

<table>
<thead>
<tr>
<th>EBERRON ARMOR</th>
<th>Tougness Bonus</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chitin (light)</td>
<td>+2</td>
<td>12</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Darkleaf (medium, heavy)</td>
<td>+4</td>
<td>29</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Dreamhide (light)</td>
<td>+3</td>
<td>24</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Giant Patchwork (heavy)</td>
<td>+5</td>
<td>18</td>
<td>50 lb.</td>
</tr>
<tr>
<td>Leafweave (light)</td>
<td>+2</td>
<td>25</td>
<td>15 lb.</td>
</tr>
<tr>
<td>Scorpion Breastplate (heavy)</td>
<td>+4</td>
<td>21</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Vine (light)</td>
<td>+2</td>
<td>17</td>
<td>15 lb.</td>
</tr>
<tr>
<td>War Chitin (heavy)</td>
<td>+6</td>
<td>27</td>
<td>40 lb.</td>
</tr>
</tbody>
</table>

Inquisitive’s Kit: This kit grants a +4 bonus on Search (discover clue) checks made to investigate the scene of a crime or other mystery.

Warforged Repair Kit: Containing a variety of organic and inorganic materials (much like the warforged themselves) and specialized tools, this kit grants a +2 bonus on checks made to repair damage to a warforged.

Wizard’s Spellshard, Blank: An adept following the Wizard supernatural philosophy can imprint spells into an Eberron dragonshard rather than physically writing them into a spellbook. A spellshard is about the size of a human fist and can hold 40 powers. Imprinting a power takes 24 hours and requires the wizard to inscribe an arcane mark using a Difficulty 15 Knowledge (arcana) check rather than Craft (calligraphy). This requires a material component of powdered silver with a Cost of 15 per power rather than the usual inks. They must still spend a Conviction Point to complete the process but once complete the wizard can concentrate on the shard in order to use it as a spellbook.

CLOTHING

Darkweave: A character wearing darkweave gains a +1 bonus on Stealth checks made in shadowy illumination or dark conditions.

Glamerweave: Glamerweave is a fine, light fabric that has delicate illusions woven into its threads. Normal glamerweave clothing gives a +1 bonus to Diplomacy checks. Masterwork glamerweave clothing adds +1 to all social interaction checks.

SERVICES AND SPELLCASTING

HIRELING, DRAGONMARKED

The amount shown is the typical daily wage for house hirelings who possess a least dragonmark. Such hirelings include tasters of House Medani (using Nature Reading), guides of House Tharashk (using Dowsing), bodyguards of House Sivis (using Deflection), and security experts of House Kundarak (using Security).

Individuals with lesser and greater dragonmarks are generally not available for hire on a daily basis.

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<table>
<thead>
<tr>
<th>Special Substances and Items</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acidic fire (flask)</td>
<td>Small</td>
<td>14</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Alchemist’s frost (flask)</td>
<td>Small</td>
<td>13</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Alchemist’s spark (flask)</td>
<td>Small</td>
<td>13</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Noxious smokestick</td>
<td>Small</td>
<td>17</td>
<td>½ lb.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tools and Skill Kits</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Glyphbook</td>
<td>Small</td>
<td>12</td>
<td>2 lb.</td>
<td></td>
</tr>
<tr>
<td>Holy symbol, flametouched</td>
<td>Small</td>
<td>25</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Inquisitive’s kit</td>
<td>Small</td>
<td>21</td>
<td>4 lb.</td>
<td></td>
</tr>
<tr>
<td>Spellshard, wizard’s (blank)</td>
<td>Small</td>
<td>6</td>
<td>½ lb.</td>
<td></td>
</tr>
<tr>
<td>Warforged repair kit</td>
<td>Small</td>
<td>15</td>
<td>1 lb.</td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>Clothing</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clothing, darkweave</td>
<td>–</td>
<td>+4</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Clothing, glamerweave</td>
<td>–</td>
<td>+4</td>
<td>× ¾</td>
<td>–</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Documents</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane signet ring</td>
<td>Tiny</td>
<td>19</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Identification papers</td>
<td>Small</td>
<td>4</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Identification papers, with portrait</td>
<td>Small</td>
<td>7</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Letter of credit</td>
<td>Small</td>
<td>Special</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Letter of marque</td>
<td>Small</td>
<td>23</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Traveling papers</td>
<td>Small</td>
<td>2</td>
<td>–</td>
<td>–</td>
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<table>
<thead>
<tr>
<th>Mounts and Related Gear</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
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<tbody>
<tr>
<td>Carver</td>
<td>22</td>
<td></td>
<td></td>
<td>–</td>
</tr>
<tr>
<td>Clawfoot</td>
<td>19</td>
<td></td>
<td></td>
<td>–</td>
</tr>
<tr>
<td>Fastieth</td>
<td>15</td>
<td></td>
<td></td>
<td>–</td>
</tr>
<tr>
<td>Glidewing</td>
<td>25</td>
<td></td>
<td></td>
<td>–</td>
</tr>
<tr>
<td>Magebred animal</td>
<td>+6</td>
<td></td>
<td></td>
<td>–</td>
</tr>
<tr>
<td>Valenar riding horse</td>
<td>23</td>
<td></td>
<td></td>
<td>–</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Transport</th>
<th>Item</th>
<th>Size</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soarwood galley</td>
<td>42</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Soarwood keelboat</td>
<td>34</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Soarwood longship</td>
<td>38</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Soarwood rowboat</td>
<td>Large (75 lbs.)</td>
<td>20</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Soarwood sailing ship</td>
<td>38</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Soarwood warship</td>
<td>42</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Services and Spellcasting</th>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hireling, dragonmarked, per day</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>House Cannith</td>
<td>Mend</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>Repair, all damage (item)</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>Repair Construct, single attempt</td>
<td>10</td>
</tr>
<tr>
<td></td>
<td>Repair Construct, fully repaired</td>
<td>24</td>
</tr>
<tr>
<td>House Ghallanda</td>
<td>Revelry (heroes’ feast), per person</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>Shelter, per person</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>Meals, purified (per day)</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Water, purified (pitcher)</td>
<td>4</td>
</tr>
<tr>
<td>House Jorasco</td>
<td>Cure, single attempt</td>
<td>9</td>
</tr>
<tr>
<td></td>
<td>Cure, all hurt/bruised conditions</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>Cure, all wounds</td>
<td>24</td>
</tr>
<tr>
<td></td>
<td>Cure, dying condition</td>
<td>26</td>
</tr>
<tr>
<td></td>
<td>Long term care, per month</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>Medicine check</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Imbue Life</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>Cure Poison</td>
<td>21</td>
</tr>
<tr>
<td></td>
<td>Cure Blindness/Deafness</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>Cure Disease</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>Resurrection*</td>
<td>34</td>
</tr>
<tr>
<td>House Kundarak</td>
<td>Security*</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>Ward</td>
<td>19</td>
</tr>
<tr>
<td></td>
<td>Ward, with Power Glyph*</td>
<td>+3</td>
</tr>
<tr>
<td>House Ly randar</td>
<td>Airship, per 100 miles</td>
<td>18</td>
</tr>
<tr>
<td></td>
<td>Galleon, per 100 miles</td>
<td>15</td>
</tr>
<tr>
<td>House Orien</td>
<td>Coach/caravan, per 100 miles</td>
<td>10</td>
</tr>
<tr>
<td></td>
<td>Lightning rail, per 100 miles</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>Mail service, per 100 miles</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Teleport, per 100 miles</td>
<td>26</td>
</tr>
<tr>
<td>House Sivis</td>
<td>Knowledge (arcane), arcane mark</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Message* (personal sending, up to 25 words)</td>
<td>21</td>
</tr>
<tr>
<td></td>
<td>Message station, per page</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Translation, per page</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Skycoach, in-city, per 5 mile</td>
<td>2</td>
</tr>
</tbody>
</table>
**SPECIAL MATERIALS**

Many of these materials require items to be made in masterwork versions. When made into armor, the bonus to Toughness saves and any reductions in the armor check penalty, are in addition to those gained from it being a masterwork. Unless otherwise stated assume that items made from these materials weigh the same as steel. The ‘Eberron Substances’ table lists the toughness of the material itself, as well as the cost increase when for weapons and armor made from the material. Halve the listed cost bonus for a stack of 20 pieces of ammunition made from that material.

**Adamantine**: All adamantine weapons and armor are masterwork creations. Edged weapons made of this ultra-hard metal gain a +4 bonus to all sunder attempts against non-adamantine or non-supernatural objects. Adamantine armor weighs the same as steel but provides a +2 bonus to Toughness saves.

**Alchemical Silver**: Weapons made from alchemical silver are as strong as steel but count as silver for the purposes of bypassing damage reduction.

**Bronzewood**: Bronzewood is somewhat less obtrusive than similar metal armour. Although bronzewood can replace metal in most weapons, chain weapons cannot be made from it. Weapons made from bronzewood have no special properties apart from their lighter weight (half the weight of steel).

**Byeshk**: Byeshk weapons of any type are able to overcome the damage reduction of daelkyr and their aberrant creations. Byeshk is difficult to work into armour (increasing the Difficulty of Craft checks by +5). It offers no significant advantage over iron armour but is 50% heavier.

**Cold Iron**: Cold iron is mined deep underground and forged at lower temperatures than normal to preserve its effectiveness. It bypasses the damage reduction of the fey and creatures with the outsider (extraplanar, vice) type.

**Densewood**: Densewood is twice as heavy as normal wood. Wooden bludgeoning weapons made from densewood cause an additional +1 damage.

**Flametouched Iron**: Flametouched iron has the same weight and other physical characteristics as iron. Flametouched iron weapons are treated as supernatural for the purposes of overcoming the damage reduction of vice-aligned creatures. Flametouched iron armor grants the wearer a +1 bonus on saving throws against the supernatural powers of outsiders with the vice subtype.

**Livewood**: In most respects, livewood is just like normal wood. A few supernatural powers affect livewood in different ways from normal wood, however. Plant Shaping causes worked livewood to sprout small branches and leaves. Plant Link allows a character to communicate with a livewood object, though such an object has no more awareness of its surroundings than most normal plants. Contagion deals damage to a livewood object as if the object were a plant creature. Items without wooden parts, including armor and bladed weapons, cannot be made from livewood.

**Mithril**: Mithril is a very rare silvery, glistening metal that is half the weight of steel but just as hard. All mithril armor and weapons are masterwork creations. Mithril armor provides a +1 bonus to Toughness saves and reduces the armor check penalty by an additional 1 point.

**Riedran Crysteel**: A Riedran crysteel weapon wielded by an adept following the Psion supernatural philosophy gains +1 to damage. Crysteel items gain a +4 bonus on their Toughness saving throws to resist sundering because the crystal is alloyed with iron. Such items would typically only be available in Riedra. Only metal items can be made from Riedran crysteel.

**Soarwood**: The speed of a boat or ship made from soarwood is double that of an equivalent boat made from ordinary wood. Apart from its lighter weight (half that of normal wood), soarwood has the same physical characteristics as normal wood.

**Targath**: Even a small amount of targath worn or carried on the body grants a character a +2 bonus on Fortitude saves against disease. A weapon fashioned from targath can overcome the damage reduction of creatures with the deathless type, although they are inferior to steel weapons (–1 penalty to attack rolls and damage).

### Supernatural Items

This section describes supernatural items from the Eberron setting. See the ‘Magic Items’ annex for an explanation of the types of magic items and their costs.

Although many of these items are imbued with supernatural powers during their creation, they are not necessarily granted to the user of the item. See individual descriptions for more information.

### Dragonshard Items

These items come in varieties that match the types of dragonmarks, i.e. least, lesser, greater and Siberys. A least dragonmark is required to use a least item, a lesser to use a lesser item, and so on. Siberys level items only work with Siberys marks. In addition to the normal supernatural item creation rules (p. 60, Adept’s Handbook) the creator of an item that enhances or uses a dragonmark must have that dragonmark themselves.

All “raw” dragonshards need to be prepared with Craft (jewellery) before they can be incorporated into an item. They can then be bound into the item using the item’s listed Craft check. Dragonshards bought as components will already have been prepared in this way. The difficulty of the preparation check depends on the size of the shard: 15 (least), 25 (lesser), 25 (greater) or 30 (Siberys).

Furthermore, before being incorporated into an item the dragonshard must be attuned to the particular dragonmark. This takes a dragonmarked character one day. They may perform other activities during this time, but may only attune a single dragonshard at a time.
SIBERYS SHARD ITEMS

Dragonmark Focus: This is an amulet holding a small Siberys shard attuned to enhance the power of a specific dragonmark. It grants a bonus to the wearer's power check for any of the powers associated with his mark. This bonus ranges from +1 to +4, depending on the purity of the shard.

Craft (jewellery); Empower (1 to 4); Cost: 27 (+1), 29 (+2), 32 (+3), 34 (+4).

Dragonshard Reservoir: A dragonshard reservoir is a magic ring that can store the mystical energy of a dragonmark. The wearer gains the Innate Power feat for all of their dragonmarked powers. However, the ring must be worn for a full day before this ability is activated.

Unlike most dragonshard items, a dragonshard reservoir is not attuned to a specific mark; any character with a dragonmark can use it. However, more powerful marks require more powerful rings: a character with a greater dragonmark will require a greater dragonshard reservoir.

Craft (jewellery); Innate Power; Cost: 32 (least), 37 (lesser), 39 (greater), 41 (Siberys).

CHANNELING RODS

These rods allow the user to use the indicated feat with their dragonmark. Each rod is made for a specific dragonmark. Channeling rods can be made from any suitable material (which dictates the required Craft skill— carpentry is used as an example here), but must be of masterwork quality and contain an attuned dragonshard.

Accurate: A wielder of this rod can apply the Accurate Power feat to their dragonmark powers.

Craft (carpentry); Accurate Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Empowered: A wielder of this rod can apply the Empower feat to their dragonmark powers.

Craft (carpentry); Empower; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Extend: A wielder of this rod can apply the Extend Power feat to their dragonmark powers.

Craft (carpentry); Extend Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Extended Reach: A wielder of this rod can apply the Extended Reach Power feat to their dragonmark powers.

Craft (carpentry); Extended Reach Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Precise: A wielder of this rod can apply the Precise Power feat to their dragonmark powers.

Craft (carpentry); Precise Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Subtle: A wielder of this rod can apply the Subtle Power feat to their dragonmark powers.

Craft (carpentry); Subtle Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Quicken: A wielder of this rod can apply the Quicken Power feat to their dragonmark powers.

Craft (carpentry); Quicken Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

Widened: A wielder of this rod can apply the Widened Power feat to their dragonmark powers.

Craft (carpentry); Widened Power; creator must have appropriate dragonmark; Charges: 5 daily; Cost: 30.

GREATER DRAGONSHARD FOCUS ITEMS

While most of the items described below are generally useful to dragonmarked characters, some are particularly useful when used in conjunction with specific rituals (see Chapter 4). These items may grant additional dragonmark powers to their users, granting them a bonus to those powers, or both. Dragonmarked characters count as adepts for the purposes of using these items: they can choose to risk fatigue by using the power as if they possessed it.

Altar of Resurrection: This marble slab channels the powers of the Mark of Healing. A character who possesses the greater or Siberys Mark of Healing gains access to the Resurrection power and can cast it on a creature resting on the altar. The character must still meet the prerequisites for the Resurrection power. The altar can only be used once per day.

Craft (sculpture); Improved Use Magic Device, Resurrection, Use Magic Device; Charges: 1 daily; Level: 15; Cost: 35; Weight: 2000 lb.

Astral Beacon: This object acts as a magical beacon to heirs of House Oriem travelling through the Astral Plane. They are used with the House Oriem Teleport ritual to increase the familiarity of their destination.

Craft (jewellery); dragonshard attuned to the Mark of Passage; creator must have the Teleport power; Cost: 38; Weight: 2 lb.

Bag of Bounty: This leather bag enhances the power of the Mark of Hospitality. When using the Feed the Hungry power, the user can make a Craft (cooking) check with a +3 bonus to improve the quality of the (usually) bland fare.

Craft (leather); Feed the Hungry, Skill Focus (Craft (cooking)); creator must be trained in Craft (cooking); Cost: 34; Weight: 1 lb.

Bracelet of Comfort: This bracelet enhances the Mark of Hospitality. The wearer gains a +3 bonus to their Shelter power check, and to Light Shaping checks made to change the shelter's appearance. The shelter is more resistant to changes in the external environments, supporting two steps of temperature difference, rather than one.

Craft (jewellery); Empower, Shelter, Supernatural Focus (shelter), Supernatural Focus (light shaping illusion); Level: 2; Cost: 37.

Collar of the Wild Bond: This dragonshard studded leather collar is attuned to the Mark of Handling. Each collar has an associated key—a small dragonshard embedded in a metal disk. Characters with the Mark of Handling can use the disk to dominate the creature wearing the collar. The Beast Link power only grants mental contact with the collared animal, for the purposes of the Dominate power.

Craft (leather); Beast Link, Dominate; Cost: 31.

Diadem of Focused Passage: This silver circlet focuses the powers of the Mark of Passage. This diadem is a shard focus that gives the wearer a +5 bonus to the Teleport power, making the destination one step more familiar.

Craft (jewellery); Empower (2), Supernatural Focus (teleport); Cost: 35.

Diadem of Sharpened Senses: This brass circlet focuses the powers of the Mark of Detection. The wearer gains the Enhance Senses power (giving them a bonus to Notice, Search and Sense Motive checks). Three dragonshards are spaced around the circlet, each individually enchanted with the Second Sight, Sense Minds and True Vision powers which can be used up to a total of 5 times per day.

Craft (jewellery); Enhance Senses, Second Sight (sense powers), Sense Minds, True Vision; Charges: 5 daily; Level: 5; Cost: 34.

Helm of the Sentinel: The surface of this helm is engraved with many eyes, whose pupils are tiny dragonshards attuned to the Mark of Sentinel. Wearing the helm allows the user to use the Power Glyph feat with a power granted by their dragonmark. They do not need to make a Craft
Craft (leather); Mind Touch; Level: 5; Cost: 33; Weight: 1 lb.

Golden Rims: These long leather cords are fixed at the helm of a House Orien lightning rail coach. A character with the Teleport power of the lesser Mark of Passage can use them to telepathically control the air elemental bound into the coach, forcing it to move the coach as they desire. Note that the Mind Touch power imbued in the reins only allows communication with the elemental.

Craft (leather); Mind Touch; Level: 5; Cost: 33; Weight: 1 lb.

Helen: A character with the Mark of Warding can use the Security power to invest ownership of that power into a helen. The bearer of the helen is considered to be the caster of the power for the purposes of bypassing its effects, or receiving the mental alert from an alarm. The helen has no intrinsic magical power, and can be reused.

Craft (jewellery); Supernatural Focus (dowsing); Cost: 19.

Keycharm: A character with the Mark of Warding can use the Security power to invest ownership of that power into a keycharm. The bearer of the charm is considered to be the caster of the power for the purposes of bypassing its effects, or receiving the mental alert from an alarm. This charm has no intrinsic magical power, and can be reused.

Craft (jewellery); Supernatural Focus (dowsing); Cost: 19.

Lightning Reins: These long leather cords are fixed at the helm of a House Orien lightning rail coach. A character with the Teleport power of the lesser Mark of Passage can use them to telepathically control the air elemental bound into the coach, forcing it to move the coach as they desire. Note that the Mind Touch power imbued in the reins only allows communication with the elemental.

Craft (leather); Mind Touch; Level: 5; Cost: 33; Weight: 1 lb.

Pen of the Scribe: This silver and copper ink pen, with a thin dragonshard at its core, gives those with the Mark of Scribing a +3 bonus on Craft (calligraphy) checks, allowing the character to write and duplicate written material faster, detect forgeries more easily and so on. It also never runs out of ink, and the user can change the colour of the ink as a free action, by speaking the colour’s name in Gnome. However, the pen cannot be used to scribe supernatural powers into a Wizard’s spellbook.

Craft (calligraphy); Illusion, Skill Focus (Craft (calligraphy)); Cost: 29.

Prospector’s Rod: This short rod of cold iron increases the user’s Dowsing power rank of the Mark of Finding by +2, and grants that power to Tharashk heirs that lack it.

Craft (blacksmithing); Dowsing; Empower (2); Cost: 33; Weight: 3 lb.

Rings of Shared Suffering: These rings are created in pairs. A character with the Mark of Sentinel can use his ring to cast the Deflection power on the wearer of the other ring. If both wearers have the Mark of Sentinel, either character can initiate this effect and both characters gain the Defense bonus. The damage from any attack on either character is split evenly between the two. The range of this effect is unlimited.

Craft (jewellery); Deflection; Empathic Feedback; Cost: 38 (a pair).

Scepter of Wild Dominion: This denebwood rod enhances the power of the Mark of Handling. While wielding the scepter, a character gains +2 to Beast Link and Dominate power checks, and +3 to Animal Handling checks. The save difficulty for the creature to resist is increased by +2.

Craft (carpentry); Beast Link, Dominate, IrresistiblePower (dominate), Skill Focus (animal handling), Supernatural Talent (beast link, dominate); Cost: 38; Weight: 2 lb.

Scrystone: A crystal sphere that allows a character with the Mark of Shadow to communicate telepathically with a willing creature whose image appears within it, sending and receiving mental images for the duration of the scrying effect. Scrystones are often used with minor rituals that increase the familiarity of the target.

Craft (jewellery); Scrying, Mind Touch; Level: 5; Cost: 37; Weight: 1 lb.

Sky Forge: A small anvil made from cold iron and alchemical silver, with a ring of small dragonshards around one larger shard. It allows characters with the Mark of Making to use Fabricate, with +3 to their power check.

Craft (blacksmithing); Fabricate, Empower (5); Cost: 36; Weight: 35 lbs.

Speaking Stone: A speaking stone allows a character with the Mark of Scribing to send a Message to any other speaking stone if they know its location. They also gain a bonus of +3 to their power check. In everyday operation speaking stones are used in House Sivis message stations, along with the Message Station ritual, to improve the efficiency of the communication.

Craft (jewellery/sculpture); Empower (2), Message*, Supernatural Focus (message); Cost: 34; Weight: 30 lb.

Wheel of Wind and Water: This ornately carved wooden wheel is mounted at the helm of an elemental galleon or a House Lyranthus airship. It does not move on its own. However, a character with the Mark of the Storm can use it to control the elemental bound into the vessel, forcing it to move the vessel as the dragonmark heir desires. They also gain access to the Enhance Vehicle power, which is typically used to increase the vessel’s speed.

Craft (carpentry); Enhance Vehicle*, Mind Touch; Level: 5; Cost: 33; Weight: 30 lbs.

Quori Embedded Shards

An Inspired or kalashtar character can undergo a painful process to embed a dragonshard in their body. Once the link is formed, the shard acts as a lens for the power of the quori spirit within the character, providing her with enhanced physical or mental abilities. These kinds of shards can only be made by the kalashtar, Inspired or adepts following the Pison supernatural philosophy.

Embedding a shard takes 1 hour, and can only be done by someone with the Imbue item feat and 10 ranks in Medicine. The character receiving the shard automatically takes 1 point of Strength damage if the shard is embedded in the body, or 1 point of Dexterity damage if embedded in a limb. This damage heals normally. A character can only have one embedded shard per adept level. Shards cannot be removed once implanted.

An embedded shard can be activated or deactivated as a standard action, requiring only a command thought. Active shards often glow dimly, although some have a more dramatic appearance. As usual, a shard only grants a character a supernatural power if it says as much in the description.

Aura Mask: This shard contains an imprint of a complete personality, designed by the creator of the item. When activated it duplicates an effect of the Mind Shaping power: anyone who uses a divination effect (such as Aura Reading, Mind Reading or Scrying) to analyze the bearer’s aura must succeed on a Difficulty 19 Will save or read the aura imprinted on the shard instead of that of its bearer.

Craft (jewellery); Mind Shaping; Cost: 33.

Crystalline Eye: A crystalline eye allows the bearer to see through it as if they had another eye. They are often placed on the palm of the hand, to allow the bearer to see around corners and so on. The character has cover when they do this. Seeing through a crystalline eye also provides immunity to gaze attacks. A character with four or more crystalline
eyes gains all round vision if at least four of them are exposed. They also gain +4 to Notice and Search checks and cannot be surprised (if they can still see in the current conditions).

Craft (jewellery); Scrying; Cost: 33.

**Facetoform Armor**: This shard provides the bearer with a +1 bonus to Toughness saves. Multiple shards stack, up to a maximum bonus of +5. When it is active, the bearer’s body is surrounded by a ghostly image of a monstrous qori form, which becomes increasingly visible and realistic with each additional shard.

Craft (jewellery); Tough; Cost: 33.

**Facetoform Fist**: This shard must be implanted on the hand, forearm, or foot; a limb can only have one shard implanted in it. When active it grants the Improved Strike feat to the wielder. If they already have this feat they gain +1 to their unarmed damage. An activated shard surrounds the associated limb with a ghostly outline of a qori limb.

Craft (jewellery); Improved Strike; Cost: 30.

**Facetoform Person**: A faceted persona shard is attuned to a single ability—Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. When activated, it provides either a bonus to this ability (for Strength and Dexterity) or a bonus to skill checks (for the other abilities), the amount depending on the user’s power check result.

Craft (jewellery); Enhance Ability (ability); Level: 5; Cost: 33.

**Multifaceted Person**: This shard provides a bonus to an ability score or check, like a faceted persona shard. However, by concentrating for 1 minute the bearer can shift the focus of the shard, switching the bonus to a different ability.

Craft (jewellery); Enhance Ability (all abilities); Level: 5; Cost: 34.

**Pathfinder**: A pathfinder shard allows the bearer to use the Wayfinding power at will.

Craft (jewellery); Wayfinding; Cost: 29.

**Shadowshot**: This shard provides its bearer with the Night Vision feat.

Craft (jewellery); Night Vision; Cost: 37.

**Talent**: A talent shard is attuned to one of the following skills: Acrobatics, Concentration, Jump, Notice, Sense Motive, Search, Stealth. While active, it provides a +3 bonus on checks involving this skill.

Craft (jewellery); Skill Focus (skill); Cost: 31.

**Aureon’s Spellshard**: This large Eberron shard allows Wizard’s to store their spells in it, like a spellbook. It can hold up to 80 powers and does not require material components in order to inscribe spells into it. A successful Knowledge (arcana) check is still required, however, and the wizard must still use a Conviction point to store the power.

Craft (jewellery); Eberron dragonshard; creator must have Knowledge (arcana) rank 3; Cost: 32.

**Eternal Wand**: These are simply wands imbued with supernatural powers according to the ‘Daily Use’ items rules described in the ‘Magic Items’ annex. The Narrator must decide how common wands with this type of enchantment are, and if they are only made by House Cannith.

Craft (jewellery); Eberron dragonshard; Cost: 20; Weight: 3 lb.

**Everbright Lantern**: An everbright lantern contains an Eberron shard mounted inside a normal bulls eye lantern, allowing it to be shuttered off. It provides good light in a 60 ft. cone and dim light in a 120 ft. cone, and never goes out.

Craft (jewellery); Eberron dragonshard; Light Shaping (illuminate); Cost: 20; Weight: 3 lb.

**Scrying Shard**: These are large Eberron shards imbued with the Scrying power, allowing any character to use them.

Craft (jewellery); Eberron dragonshard; Scrying; Cost: 26; Weight: 1 lb.

**Khyber Shard Items**: Khyber shard items are constructed using dragonshards containing bound elementals. This section describes some typical armor and weapons fashioned in this way. Note that not all items need to have the maximum number of allowed powers/feats, as this increases the creation difficulty check. Many of the items described below are daily use items, but multi-use and permanent versions are quite possible. Variations on these items are also possible, using different elemental sizes and choices of powers.

The cost of the item includes the cost of a dragonshard of suitable size to bind the elemental.

**Armor Properties**: A Khyber shard is incorporated into the armor, usually set into the centre of the chest.

**Burner**: A Medium fire elemental is bound into this armor, which smoulders with a reddish glow. Up to 5 times per day the wearer can access the elemental’s Burn and Immunity to Fire powers. Burn can be used with a melee attack, and causes any adjacent melee attacker to catch fire unless they make a Reflex save.

Craft (armor); Bind Elemental*; Charges: 5 daily; Cost: 41.

**Stonemold**: A Large earth elemental is bound into this armor, and crystalline structures appear on various areas of its surface. Up to 5 times per day the wearer can access the elemental’s Earth Glide, Earth Shaping or Damage Resistance 2/— abilities.

Craft (armor); Bind Elemental*; Charges: 5 daily; Cost: 41.

**Underwater Action**: A Large water elemental is bound into this armor, giving it a milky blue-white appearance. Up to five times per day the wearer can access the elemental’s Drench and Water Breathing traits, or its Swim speed.

Craft (armor); Bind Elemental*; Charges: 5 daily; Cost: 41.

**Whirlwind**: A Large air elemental is bound into this armor, which takes on an almost translucent appearance. Up to five times per day the wearer can access the Wind Shaping, Whirlwind or Fly 100 ft. (perfect) abilities.

Craft (armor); Bind Elemental*; Charges: 5 daily; Cost: 41.

**Weapon Properties**: Elementals can only be bound into weapons of their size category or smaller. So, for example, a Large elemental cannot be bound into a normal sword (of Medium size), but could be bound into a great sword (which is Large).

**Burner**: A burning weapon has a Small fire elemental bound to it. Up to five times per day the wielder can access the elemental’s Burn power, applying it to melee attacks with the weapon.

Craft (weapons); Bind Elemental*, Supernatural Weapon; Charges: 5 daily; Cost: +18.

**Earthbound**: An earthbound weapon has a Small earth elemental bound to it, and has a heavy, crystalline appearance. Up to five times per day the wielder can access the elemental’s Earth Mastery ability power, applying it to melee attacks with the weapon.

Craft (weapons); Bind Elemental*, Supernatural Weapon; Charges: 5 daily; Cost: +18.

**Finesse**: A finesse weapon has a Small air elemental bound to it, and has a slightly translucent appearance. The wielder gains the Improved Initiative feat.

Craft (weapons); Bind Elemental*, Supernatural Weapon; Cost: +24.
Keeper's Fang: A Keeper’s Fang weapon incorporates a Khyber shard into the hilt, and is considered wise aligned for the purposes of evaluating damage reduction. If it is used to strike a killing blow, the victim’s soul is trapped in the Keeper’s domain, and the victim cannot be brought back to life using Resurrection, or other such effects. However, it might be possible to rescue the victim by journeying to the lair of the Keeper and releasing them. A successful Difficulty 20 Knowledge (religion) check allows a character to recognize the nature and purpose of the weapon from runes engraved on the hilt and blade. Followers of the Sovereign Host consider the possession of a Keeper’s Fang to be an abominable act; it’s use is a heinous and unforgivable crime.

Craft (weapons); Binding*, Plane Shift, Supernatural Weapon; Cost: +36.

Waterborn: A waterborn weapon has a Small water elemental bound to it, and takes on a milky blue-white appearance. Up to five times a day the wielder gains access to the element’s Water Mastery power.

Craft (weapons); Bind Elemental*, Supernatural Weapon; Charges: 5 daily; Cost: +16.

Elemental Vessels

Elemental vessels are usually controlled through various supernatural items, such as a wheel of wind and water. This usually restricts piloting of such vessels to dragonmarked heirs of the appropriate House. However, any character can try to control the bound elemental by beating it in an opposed Charisma check for each manoeuvre (such as “descend”, “speed up”, “turn to port” and so on). Failure means that the elemental continues on it’s previous course, or manoeuvres according to the Narrator’s whim. Elemental vessels are constructed in a similar way to normal elemental bound items, but on a much larger scale. That is, an elemental is bound into a dragonshard which is incorporated into the vessel. The vessel then gains some of the elemental’s traits or powers. For example, an elemental airship can fly because the air elemental bound into its structure gives it that ability. Similarly an elemental galleon might gain a swim speed if a water elemental was used, or “fly” speed if an air elemental was used (in this case, the air elemental would be pushing the ship along).

Typically the movement mode is the only trait imbued into a vessel, simply because adding additional traits increases the already high Difficulty level of successfully creating the item. However, in some cases—a warship, for example—defensive abilities from the elemental, such as Improved Defense or Damage Reduction, might be added.

Airship: An airship is a large craft, similar to a sailing ship, long and shallow, surrounded by a huge fire elemental bound into the form of a fiery ring. Airships fly with a speed of 20 miles per hour (poor manoeuvrability). An airship requires a crew of 15 and can carry 30 tons of cargo.

Craft (carpentry, ship building); Bind Elemental*; Cost: 46.

Elemental Galleon: These vessels use bound air elementals to propel them at great speed over the water. They are similar to a huge galley, but with a large tower rising from the rear to support the huge air elemental bound into the ship. A galleon can move at 20 miles per hour across calm seas, requires a crew of 20 and can carry 150 tons of cargo.

Craft (carpentry, ship building); Bind Elemental*; Cost: 46.

Lightning Rail Coach: A lightning rail coach relies on conductor stones to operate, although the propulsion is provided by an air elemental bound to the vessel. A lightning rail coach at a speed of about 25 miles an hour, requires a crew of 10 and can carry 50 tons of cargo. A coach can also tow a large number of passenger carts (each holding up to 200 passengers) and cargo carts (each holding up to 100 tons of cargo).

Craft (blacksmithing, carpentry, engineering); Bind Elemental; Cost: 44.

Warforged Components

Warforged components can be made using the standard supernatural item creation rules, although they can only be used if attached to, or embedded in, a warforged. Embedded components cannot be targeted independently of the warforged, and (with an increase in cost of +10) can be made so that they do not take up space within the warforged’s body. Attached components can be targeted and damaged using the Sunder action.

Components can be activated (if required) with a thought using a standard action. This does not require speaking or moving. Components can only be removed if the warforged allows it, although a dying warforged cannot stop their removal.

Some components are built as multi-use items with daily charges. A warforged with such a component can risk fatigue to gain additional uses of the power, much as an adept can with a multi-use item. However, the warforged does not need to be an adept.

Basic Components

Armblade: A masterwork bastard sword attached to a large metal cylinder that fits over the hand. It requires the Exotic Weapon Training (bastard sword) feat to use properly. While attached the warforged gains +2 to disarm attempts (which stacks with the Improved Disarm feat). An

Constructing Elemental Vessels

There follows an attempt to derive guidelines for elemental vessel creation based on the Elemental Binding principles used above.

The speed at which such a vessel can move, and its maximum carrying capacity, depends on the size and strength of the elemental bound into it. For example, consider a Huge air elemental bound into an elemental airship. The ‘Game Effects of Creature Size’ table (p. 7, Bestiary) shows that a Huge creature has 4 times the carrying capacity of a standard (Medium) creature. Assuming that airships made of soarwood have no inherent weight (and also that elemental galleons are effectively frictionless as are the lightning rail conductor stones) it should therefore be able to push/drag $4 \times 1500 \text{ lb}$, or $6000 \text{ lb}$ with its strength of +4.

Given that the airship as described can carry 30 tons of cargo this would appear to be insufficient, even for an airship made of soarwood. A Gargantuan elemental (with a strength of, say, +6) would be able to push 20,800 lbs; a Colossal elemental (with a strength of +8) could move 73,600 lbs. Therefore the Narrator may wish to rule that Huge elementals are not sufficient for these vessels, and that larger ones must be used. Such elementals would be level 20 or higher, which would require extensive resources to summon and bind. Fortunately this seems to align nicely with the descriptions of airship creation in the ECS and the Explorer’s Handbook. In True20 terms this would be accomplished using rituals. See Chapter 4 for examples of Zilargo rituals used to summon and bind extremely large elementals. These require expensive materials and additional adepts, meaning that they are only normally usable by large organizations such as the dragonmarked houses, or national governments.

Note that one final issue is that fire elementals do not have a fly speed, though the Narrator could assign this to Huge and larger elementals (think of all the hot air!).
Armblade cannot be disarmed. The warforged cannot use that hand for any other purpose while it is attached.

\textit{Craft (sheathed magic wands); Improved Disarm, Supernatural Weapon; Cost: 29; Weight: 8 lb.}

\textbf{Armrow:} A +1 repeating light crossbow with a thick, rounded stock that attaches to the arm of a warforged, completely covering the hand. It requires the Exotic Weapon Training (repeating crossbow) feat to use properly. It cannot be disarmed, but the warforged cannot use that hand for any other purpose. The armrow magically loads and fires with a thought, as a standard action.

An armrow uses the Fabricate\textsuperscript{a} power to create bolts to keep its ammunition case (of 5 bolts) filled. This takes 1 round. However, as it has 5 charges it can only create 25 bolts a day. It cannot use mundane bolts, but the warforged can use the Fabricate\textsuperscript{a} power to create more, but at the risk of fatigue. They can also use the Enhance Weapon\textsuperscript{a} power to imbue the weapon with the align weapon or improved critical effects, again at the risk of fatigue.

\textit{Craft (sheathed magic wands); Attack Specialization (armrow), Enhance Weapon\textsuperscript{a} (align weapon), Enhance Weapon\textsuperscript{a} (improved critical), Fabricate\textsuperscript{a}, Supernatural Weapon; Charges: 5 daily; Cost: 36; Weight: 12 lb.}

\textbf{Battlefist:} A massively oversized spiked gauntlet. It attaches to a warforged's arm, completely covering the hand. When attached and locked in place it cannot be disarmed. It grants the wielder +1 to attack rolls and damage, as well as the Improved Strike and Improved Critical feats.

\textit{Craft (sheathed magic wands); Attack Specialization (battlefist), Improved Critical (battlefist), Improved Strike, Supernatural Weapon; Cost: 29; Weight: 6 lb.}

\textbf{Disk of Energy Resistance:} This metallic disk is engraved with runes of warding, and has a coloured gemstone set at its centre. It can be embedded in the chest of a warforged like an amulet and grants the warforged the Elemental Resistance power against one type of energy. The bonus granted depends on the level of the warforged.

\textit{Craft (jewellery); Elemental Resistance; Cost: 34.}

\textbf{Essence of the Scout:} This dark metal disk is engraved with symbols representing silence and stealth. It can be embedded in the chest of a warforged like an amulet and grants the character bonuses to Stealth checks. The Basic version grants +3 to Stealth checks; the Improved version adds the Hide in Plain Sight feat; and the Greater version grants the Cloud Minds\textsuperscript{b} power.

\textbf{Basic:} Craft (jewellery); Skill Focus (stealth); Cost: 31.

\textbf{Improved:} Craft (jewellery); Skill Focus (stealth), Hide in Plain Sight; Cost: 36.

\textbf{Greater:} Craft (jewellery); Skill Focus (stealth), Hide in Plain Sight, Cloud Minds\textsuperscript{b}; Cost: 39.

\textbf{Final Messenger:} An intricate assemblage of clockwork and filigree wings, this component is designed to serve as a communication device within warforged units. It functions as described in the ECS.

A final messenger is a Fine construct with Defense of 15, +1 to Toughness saves and a fly speed of 60 ft. (perfect). It has the darkvision trait. It has no limbs and cannot perform any meaningful action aside from seeking its target and delivering its message. It remains active and recharges as described in the ECS.

\textit{Craft (engineering or mechanics); Animate Object\textsuperscript{a}, Message\textsuperscript{c}; Cost: 32.}

\textbf{Wand Sheath:} This component is embedded in the forearm of a warforged. Once installed a normal magic wand can be inserted into the sheath. The sheath can only hold a single wand which cannot be removed until all of its charges have been used up. It can then be removed and a new one inserted (both as standard actions).

A sheathed wand can be used as a free action, simply by pointing a finger. It can be activated silently, or while grappling, with no penalty.

\textit{Craft (engineering or mechanics); Animate Object\textsuperscript{a}, Message\textsuperscript{c}; Cost: 30.}

\textbf{Docent Components}

A docent is a small metal sphere, approximately 2 inches across, studded with gems or dragonshards. It appears dormant until attached to a warforged (like an amulet). Docents are actually intelligent magic items designed to advise and assist the warforged they are attached to. The Narrator may assign up to 4 points to a docent's Intelligence, Wisdom and Charisma scores (p. 62, Adept's Handbook).

A docent can use its hosts senses to perceive its surroundings, although it makes its own Notice and Sense Motive checks. It can communicate telepathically with its host but cannot talk unless the warforged allows it to use its voice. A primary function of a docent is to translate for its host: all docents speak Giant and Common, and two additional languages for each point of Intelligence. The docent may not know any additional languages when found, but it quickly masters new languages as it encounters them.

A docent receives from 1 to 4 powers, feats or skills from the Docent Powers\textsuperscript{a} table. These supernatural powers are used by the docent, not the warforged. The docent has an adept level of two lower than its host's level, but can only use these powers a total of five times per day.

Activating or concentrating on power is a standard action the item takes independently of the warforged, but at the same initiative point. A docent can only make use of the Diplomacy skill if the warforged grants it full control of the host's voice.

A warforged can only attach a single docent. It can choose to remove a docent in order to replace it with another one, but the powers of the new item do not activate until 24 hours after the character removed the first docent. If available on the open market a docent has a Cost of 29, plus the value of the abilities it contains.

\begin{table}[h]
\centering
\begin{tabular}{|c|c|c|}
\hline
\textbf{D20} & \textbf{Power} & \textbf{Cost} \\
\hline
1–2 & Aura Reading\textsuperscript{a} & +2 \\
3–4 & Second Sight & +4 \\
5 & Knowledge (linguistics) rank 10 & +4 \\
6 & Diplomacy rank 10 & +4 \\
7–8 & Knowledge (choose specialization) rank 10 & +4 \\
9–10 & Notice rank 10 & +4 \\
11–12 & Search rank 10 & +4 \\
13 & Sense Motive rank 10 & +4 \\
14 & Sense Minds & +4 \\
15 & Time Shaping\textsuperscript{a} & +4 \\
16 & Truth Reading & +4 \\
17–18 & Heart Reading & +5 \\
19 & Dowsing\textsuperscript{a} & +5 \\
20 & Awe\textsuperscript{a} & +6 \\
\hline
\end{tabular}
\caption{Docent Powers}
\end{table}

\textbf{Artifact Components}

\textbf{Circlet of Preservation:} A heavy torc of blackened adamantine, with glittering rubies embedded in the ends, this component can be attached to the neck of any Medium warforged. It allows the warforged to make an additional recovery check every hour. The circlet will also absorb the consciousness of the wearer if it is critically damaged (i.e.

\textit{Craft (jewelry); Skill Focus (stealth), Hide in Plain Sight, Cloud Minds; Cost: 45.}
the warforged has the ‘dying’ condition). It can be removed if the wearer is unconscious, preserving the mind of the warforged. If another warforged attaches a circlet that already contains a preserved mind, they must immediately make opposed Will saving throws. The winner gains control of the warforged body whilst the loser is trapped in the circlet. The test can be attempted once every 24 hours. The mind within the circlet can communicate with its host, and can perceive its environment through the hosts senses. The two minds can come to an agreement regarding the use of the body, and the host can allow the mind in the circlet to take over the body. However, the mind switch can only take place every 24 hours.

A circlet of preservation is highly resistant to damage, with a toughness of 25. In addition, it can Repair itself (as the power) every 10 minutes with a power check of 10.

### Tauric Belt
Woven of mithril, etched with designs of fabulous beasts and studded with pulsing dragonshards, this belt grants the warforged wearer the ability to transform its lower body into the form of a fantastic leonine beast—a beautiful construct of mithril, steel, and darkwood. The bearer can shift between tauric and humanoid form as a standard action. Tauric form provides the bearer with these advantages.

- Size increases to Large, modifying combat bonus and grapple, stealth and toughness modifiers. However, the torso remains the same size, so the warforged continues to use the same weapons as before.
- The character gains +10 feet to its base speed.
- The character gains a +2 bonus to Strength and a +1 bonus to Constitution.
- The character gains the Natural Attack (claw) feat.

### Traditional Items

#### Potions and Oils

**Oil of Repair**: This oil only affects warforged characters, and gives the drinker a single use of the Repair (repair construct) power with a pre-set power check of 10.

*Craft (alchemy); Repair* (repair construct); Single-use (power check 10); Cost: 15.

#### Rings

**Circle of Sound**: These rings are made in sets of two to six. By whispering into one ring, the wearer can use the Message power to communicate to anyone wearing a ring from the same set. The message is subject to familiarity, although adepts can risk fatigue to make a power check and increase the range. Once a set of rings has been created, there is no way to add additional rings to the circuit.

*Craft (jewellery); Message; Widen Power; Cost: 28 (per ring).

### Wondrous Items

**Orreery of the Planes**: This is a model of Eberron, its moons and the Ring of Siberys, designed to track their motion. Typically about a foot in diameter, made of adamantine and tiny dragonshards, the orreery has a mystic connection to the other planes of existence. The orreery requires a rank of 12 in Knowledge (cosmology) to use. Once per day, an orreery of the planes can create a localized manifest zone 60 feet in diameter linked to one of the outer planes. The zone lasts for 24 hours and has one of the following effects, depending on the plane it is linked to (see Chapter 7 for a description of the Planar and Magic Traits):

- **Daanvi**: Powers from the divine aspect of Order are enhanced.
- **Dal Quor**: Powers from the Illusion supernatural philosophy are enhanced.
- **Dolurrh**: All supernatural powers are impeded.
- **Kythri**: Powers from the divine aspect of Chaos philosophy are enhanced.
- **Fernia**: Powers related to fire are enhanced.
- **Irian**: The shining ward effect of the Purifying Light power is created with an effective adept level of 15.
- **Lamannia**: Powers associated with the Animal, Nature and Plant divine aspects are enhanced.
- **Mabar**: The shadowy descent effect of the Corrupting Shadow power is created with an adept level of 15.
- **Risia**: Powers related to cold are enhanced.
- **Shavarath**: Supernatural powers that create, enhance or mimic weapons, or that excite hostile emotions (such as the Rage effect of Heart Shaping) are enhanced.
- **Syrania**: Powers related to flight (such as Gravity Shaping, Levitate and Wind Walk) are enhanced.
- **Thelanis**: Powers cast by creatures with the ’fey’ type are heightened.
- **Xoriat**: All creatures summoned within the manifest zone have the ‘pseudonatural’ template applied to them.

### Artifacts

The following artifacts have been converted from the ECS. No costs or creation recipes are given.

**Ash Spear of Thakash Rin**: Associated with one of the earliest orc Gatekeepers, this wooden spear is actually carved from densewood, not ash. It grants the wielder +4 to attack rolls and damage, and the ability to use the Repel Aberration power, using their total level as the adept level.

**Breastplate of Kamvuul Norek**: This armor belonged to a hobgoblin hero of ancient Dhakaan, known as a mighty slayer of illithids. It is a masterwork adamantine breastplate, giving a +7 bonus to Toughness saves as well as +4 to all saving throws to resist the effects of supernatural powers. Also, if the wearer successfully saves against a Psychic Blast attack, it rebounds upon the attacker without affecting the wearer.

**Ghail’duur, The Mighty Dirge**: Ghail’dhurst is carved from the tip of the horn of a red dragon. To use it properly, a character must have at least 12 ranks in Perform. An adept who sounds the horn receives a +5 bonus on all Perform checks involving music. The effective adept level of all powers involving influencing others (such as Heart Shaping) is increased by +3, and all such powers are treated as if they were cast using the Empower feat. Finally, when using the Inspire feat the bonuses are increased by +2 (or +4 for creatures of the goblinoid sub-type). Similarly, any penalties are increased by −2 (and −4 for goblinoids). The range of this feat also increases to 1,000 ft.

**Mace of Thundering Vengeance**: Manufactured at the height of the Dhakaani war against the daelkyr, this +6 byeshik heavy mace is a powerful weapon against those horrid foes. The wielder has access to the cleansing bolt effect of Repel Aberration, as well as the deafening burst effect of Sound Shaping, which sounds like rumbling thunder.

**Resplendent Armor of Dhakaan**: Forged for an ancient hobgoblin emperor, this suit of +4 full plate armor grants a total Toughness save of +10. It also grants +5 to resist all supernatural powers, +5 to all Charisma based checks, and access to the Inspire (Fear) feat. The armor itself (not the wearer) is under the effect of the Privacy power cast with a power check of 20.
6 Eberron for Players

This chapter describes heroic paths that can be used to replicate some of the traditional D&D classes, modelled on those described in the Fantasy Paths supplement. Some possible modifications to existing paths are also suggested.

Artificer

Whilst most adepts specialize in certain forms of magic, artificers tinker with its fundamental workings. They understand magic on a different level from others adepts, and have an amazing facility with magic items and constructs.

Artificers make considerable use of the rules for making supernatural items, and often have an extensive supply of pre-crafted (but not yet enchanted) charms, oils, and potions for single-use items of various power check levels, as well as masterwork rods and wands of various kinds for multi-use items. This allows them to respond quickly to unfolding events on the battlefield.

Adventurer

In the Last War many artificers saw front line service repairing and maintaining warforged soldiers bought from House Cannith. Since the cessation of hostilities many of these trained arcane engineers will be venturing out on their own.

Team Role

Artificers have a number of different roles to play within an adventuring party. While not as adept as a wizard, say, in offensive magic, the artificer is better used in enhancing the capabilities of the whole party. The Artificer Training feat gives them access to numerous additional effects that can be used for combat, healing, exploration and so on. Artificers must carefully choose how spend Conviction points when enchanting, balancing enchantment time against duration.

Game Information

Abilities

As a master of arcane knowledge the Artificer will want to focus on Intelligence. Not only is this the Key Ability for their supernatural powers it will also give them additional skill ranks they can spend on the appropriate Craft skills. Wisdom and Dexterity may also be useful for the Artificer, improving their Will and Reflex saves when “in the field”.

Intelligence (Key Ability)

The Artificer uses Intelligence as the key ability of her supernatural powers.

Core Ability

Artificers should choose a core ability that enhances their ability to infuse magic into items. For example, Ultimate PowerA would help them imbue the item in the first place; LoreB would assist in completing the enchantment.

Supernatural Philosophy

Artificers follow the Artificer supernatural philosophy. This allows them to take the Artificer Training feat multiple times, gaining new powers to infuse into magic items. As Artificers cannot “cast” powers in the traditional sense they do not need to take as many of them, and can instead bolster themselves with useful adept and expert feats.

Artificer Level Progression

<table>
<thead>
<tr>
<th>Character Level</th>
<th>Role Level</th>
<th>Feats/Supernatural Powers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Adept 1st</td>
<td>Artificer TrainingA, Magecraft*, Imbue Item, RepairA</td>
<td></td>
</tr>
<tr>
<td>2 Adept 2nd</td>
<td>Supernatural Weapon</td>
<td></td>
</tr>
<tr>
<td>3 Adept 3rd</td>
<td>DispelB</td>
<td></td>
</tr>
<tr>
<td>4 Expert 1st</td>
<td>ArtisanB</td>
<td></td>
</tr>
<tr>
<td>5 Adept 4th</td>
<td>Challenge (fast craft)</td>
<td></td>
</tr>
<tr>
<td>6 Adept 5th</td>
<td>Artificer TrainingA</td>
<td></td>
</tr>
<tr>
<td>7 Adept 6th</td>
<td>Object Reading</td>
<td></td>
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<tr>
<td>8 Adept 7th</td>
<td>Animote ObjectB</td>
<td></td>
</tr>
<tr>
<td>9 Adept 8th</td>
<td>Talented (two craft skills)</td>
<td></td>
</tr>
<tr>
<td>10 Adept 9th</td>
<td>Widen Power</td>
<td></td>
</tr>
<tr>
<td>11 Expert 2nd</td>
<td>Improvised Tools</td>
<td></td>
</tr>
<tr>
<td>12 Adept 10th</td>
<td>Artificer TrainingA</td>
<td></td>
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<tr>
<td>13 Adept 11th</td>
<td>Iron Will</td>
<td></td>
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<tr>
<td>14 Adept 12th</td>
<td>Infuse ProjectilesA</td>
<td></td>
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<tr>
<td>15 Adept 13th</td>
<td>Enhance VehicleA</td>
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<tr>
<td>16 Adept 14th</td>
<td>Reprogram ConstructB</td>
<td></td>
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<tr>
<td>17 Expert 3rd</td>
<td>Skill Mastery</td>
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<tr>
<td>18 Adept 15th</td>
<td>Artificer TrainingA</td>
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<tr>
<td>19 Expert 4th</td>
<td>Skill Focus</td>
<td></td>
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<tr>
<td>20 Adept 16th</td>
<td>Create EquipmentA</td>
<td></td>
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</tbody>
</table>

Suggested Skills

The following are suggested skills for the Artificer: Concentration, Craft (alchemy, blacksmithing, calligraphy, or jewelery), Disable Device, Knowledge (arcana, engineering), Notice, Search, Sleight of Hand.

Starting Feats

The Artificer has Artificer TrainingA, Imbue Item, Magecraft*, and RepairA as her starting feats and powers. Typical choices for the three powers accessed by Artificer Training might be: Cure, Enhance Ability, Ward etc.

Druid

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature’s wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.
**Adventurer**

Druids may explore the wider world for many reasons. They may want to discover new lands and creatures to learn from and protect, or seek revenge against those who have despoiled nature. A druid may also belong to one of the many druidic sects, and be sent on missions to further the aims of his organization.

**Team Role**

While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat.

**Game Information**

**Abilities**

Druids are primarily adepts and use Wisdom as their key ability. However, they are not averse to taking up arms in defence of nature and may also wish to increase their Dexterity and Constitution.

**Wisdom (Key Ability)**

The Druid uses Wisdom as the key ability of her supernatural powers.

**Core Ability**

A Druid should choose a core ability from p. 5 of the Adept’s Handbook that can reflect their bond with nature. For example, Lore might show their understanding of the natural world, Tireless might represent the strength they gain from nature, and Versatile might demonstrate nature’s variety.

**Supernatural Philosophy**

Druids follow the Druid supernatural philosophy.

**Suggested Skills**

The following are suggested skills for the Druid: Climb, Craft, Handle Animal, Knowledge (geography), Knowledge (nature), Medicine, Perception, Ride, Survival, and Swim.

**Starting Feats**

The Druid has Beast Link, Cure, Summon Beasts and Weapon Training as her starting feats and powers.

**Monk**

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

**Adventurer**

Monks may become adventurers for many reasons. Some monasteries may insist that their disciples leave the cloistered walls of the temple to experience life among the common folk. Other Monks may leave voluntarily, seeking to improve their skills in the real world.

**Team Role**

The Monk has a number of roles to play within a typical adventuring party. Although he is primarily a warrior his strengths lie in mobility and skill rather than brute force. Monks do not receive Armor Training or Weapon Training, relying instead on their training and skill in unarmed combat. Most Monks will also be learned in esoteric lore and medicine, allowing them to take on scholarly and healing roles.

**Game Information**

**Abilities**

Despite being a warrior, Monks will want focus on a mixture of physical and mental abilities. Dexterity is their most important ability, boosting their Defence. Strength might seem to be important for damage dealing, but is soon over-taken by Wisdom, especially as this is their Key Ability for their supernatural powers.

**Determination (Core Ability)**

Befitting his status as a warrior, the Monk can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

However, the Narrator may wish to allow Monks to use one of the following core abilities instead: Counterstrike, Flawless Defense or Spiritual Warrior.

**Suggested Skills**

The following are suggested skills for the Monk: Acrobatics, Climb, Concentration, Escape Artist, Jump, Knowledge (herbalism, history, nature, religion), Medicine, Notice.

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<table>
<thead>
<tr>
<th>Druid Level Progression</th>
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<tbody>
<tr>
<td>Character Level</td>
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</table>
The character should take one of the core abilities as dictated by his preferred powers. Typically taking numerous adept feats to enhance them. Naturally the precise role that the Sorcerer will play in the party will depend on his bloodline, which dictates his preferred powers. Compared to the Wizard, the Sorcerer has access to fewer supernatural powers. However, he is typically more effective with those powers, typically taking numerous adept feats to enhance them. The ‘Sorcerer Level Progression’ table shows the progression for a Sorcerer with the Elemental (Fire) bloodline, and demonstrates this Sorcerer’s single minded pursuit of his destiny. Sorcerers with other bloodlines may take a more rounded approach.

**Fighting Style**

Monks may wish to replace some of the feats in the ‘Monk Level Progression’ table with feats from the fighting styles described on p. 6 of the Warrior’s Handbook.

**Starting Feats**

The Monk has Improved Strike, Canny Dodge, Dodge Focus and Lightning Reflexes as his starting feats.

**Paladin**

The Paladin path set out in the Fantasy Paths supplement is eminently suitable for use here. However, when selecting supernatural powers paladins should chose from the list of powers in the supernatural philosophies associated with the Divine Aspects of their deity. The Narrator may allow them to do otherwise, but this risks sanctions from their church.

**Psion**

The Psion path in the Fantasy Paths supplement can be used to emulate the Psion class, with the character following the Psion supernatural philosophy described in Chapter 1. The character should take one of the core abilities as described on p. 5, Adept’s Handbook.

**Sorcerer**

Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and cox forth ever greater arcane feats. Just as varied as these innately powerful spellcasters’ abilities and inspirations are the ways in which they choose to utilise their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself.

**Adventurer**

As their power is inherited rather than learnt, sorcerers may go adventuring to test themselves, seeking a better understanding of their bloodline.

**Team Role**

The ‘Sorcerer Level Progression’ table shows the progression for a Sorcerer with the Elemental (Fire) bloodline, and demonstrates this Sorcerer’s single minded pursuit of his destiny. Sorcerers with other bloodlines may take a more rounded approach.

<table>
<thead>
<tr>
<th>Character Level</th>
<th>Role Level</th>
<th>Feats/Supernatural Powers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Adept 1st</td>
<td>Elemental Blast, Fire Shaping, Iron Will, Supernatural Focus (Fire Shaping)</td>
</tr>
<tr>
<td>2</td>
<td>Adept 2nd</td>
<td>Empower</td>
</tr>
<tr>
<td>3</td>
<td>Adept 3rd</td>
<td>Innate Power (Fire Shaping)</td>
</tr>
<tr>
<td>4</td>
<td>Adept 4th</td>
<td>Infuse Projectiles</td>
</tr>
<tr>
<td>5</td>
<td>Adept 5th</td>
<td>Elemental Weapon</td>
</tr>
<tr>
<td>6</td>
<td>Adept 6th</td>
<td>Quicken Power</td>
</tr>
<tr>
<td>7</td>
<td>Adept 7th</td>
<td>Autofire Power (Elemental Blast)</td>
</tr>
<tr>
<td>8</td>
<td>Adept 8th</td>
<td>Accurate Power (Elemental Blast)</td>
</tr>
<tr>
<td>9</td>
<td>Adept 9th</td>
<td>Precise Power (Fire Shaping)</td>
</tr>
<tr>
<td>10</td>
<td>Adept 10th</td>
<td>Elemental Resistance (Fire)</td>
</tr>
<tr>
<td>11</td>
<td>Adept 11th</td>
<td>Ricochet Power (Elemental Blast)</td>
</tr>
<tr>
<td>12</td>
<td>Adept 12th</td>
<td>Supernatural Focus (Elemental Blast)</td>
</tr>
<tr>
<td>13</td>
<td>Adept 13th</td>
<td>Split Attack (Elemental Blast)</td>
</tr>
<tr>
<td>14</td>
<td>Adept 14th</td>
<td>Fire Mastery</td>
</tr>
<tr>
<td>15</td>
<td>Adept 15th</td>
<td>Summon Elemental</td>
</tr>
<tr>
<td>16</td>
<td>Adept 16th</td>
<td>Power Chaining</td>
</tr>
<tr>
<td>17</td>
<td>Adept 17th</td>
<td>Irresistible Power (Elemental Blast)</td>
</tr>
<tr>
<td>18</td>
<td>Adept 18th</td>
<td>Widen Power (Elemental Blast)</td>
</tr>
<tr>
<td>19</td>
<td>Adept 19th</td>
<td>Master Elementalist</td>
</tr>
<tr>
<td>20</td>
<td>Adept 20th</td>
<td>Elemental Aura (Fire)</td>
</tr>
</tbody>
</table>
GAME INFORMATION

ABILITIES
The Sorcerer’s power derives from his force of will. Charisma is therefore the Sorcerer’s primary ability. Increased Wisdom helps to avoid the effects of fatigue.

CHARISMA (KEY ABILITY)
The Sorcerer uses Charisma as the key ability of his supernatural powers.

CORE ABILITY
A Sorcerer should choose a core ability from p. 5 of the Adept’s Handbook that demonstrates his use of power, such as Influence\(^4\), Necropotence\(^4\), Relentless\(^3\), Ultimate Power\(^3\), Unstoppable\(^4\).

SUPERNATURAL PHILOSOPHY
Sorcerers will take the Sorcerer supernatural philosophy, together with their choice of bloodline.

SUGGESTED SKILLS
The following are suggested skills for the Sorcerer: Bluff, Concentration, Craft, Gather Information, Intimidate, Knowledge (arcana), and Stealth.

STARTING FEATS
The Sorcerer has Elemental Blast, Fire Shaping, Iron Will and Supernatural Focus (Fire Shaping) as his starting feats.

WARLOCK
Warlocks channel arcane might wrested from primeval entities. They commune with infernal intelligences and fey spirits, scour enemies with potent blasts of eldritch power, and bedevil foes with hexing curses. Armed with esoteric secrets and dangerous lore, warlocks are clever and resourceful foes.

ADVENTURER
Warlocks may have been forced out of society as a result of their pacts with the infernal, and left to make their own way. Alternatively, they may be on a mission for their patron.

TEAM ROLE
A warlock’s primary role in the team is to harass and debilitate his foes. With powers such as Curse\(^3\), Pain and Dominate he can set up enemies to be dealt with by his more physically minded companions. However, as he grows in power the warlock will be more responsible for dealing with Outsiders and like creatures, and with agents and enemies of his patron.

The ‘Warlock Level Progression’ table assumes an Outsider pact. The powers and feats obtained at each level are most definitely suggestions; some warlocks may wish to use a small subset of available powers and instead develop their talents in the expert and warrior roles.

GAME INFORMATION

ABILITIES
A Warlock’s power comes from his patron and the cunning with which he can negotiate terms. Intelligence is his primary ability. Increased Wisdom will help avoid the effects of fatigue.

WIZARD
The wizard path described in Fantasy Paths can remain largely unchanged. However, a wizard will have to choose a suitable core ability from those listed on p. 5 of the Adept’s Handbook. The Wizard supernatural philosophy allows wizards to follow other philosophies such as Divination, Elementalism, Illusion, etc. This will, of course, affect the specific powers they choose. Wizards may also wish to take the Imbue Item feat so that they can create potions and scrolls to augment their powers.

<table>
<thead>
<tr>
<th>WARRIOR LEVEL PROGRESSION</th>
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<tbody>
<tr>
<td>CHARACTER LEVEL</td>
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<tr>
<td>1</td>
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<td>18</td>
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<td>19</td>
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<tr>
<td>20</td>
</tr>
</tbody>
</table>

INTELLIGENCE/CHARISMA (KEY ABILITY)
A warlock chooses either Intelligence or Charisma as the key ability of his supernatural powers.

CORE ABILITY
A Warlock should choose a core ability from p. 5 of the Adept’s Handbook that demonstrates his use of power, such as Influence\(^3\), Necropotence\(^3\), Relentless\(^3\), Ultimate Power\(^3\), Unstoppable\(^4\).

SUPERNATURAL PHILOSOPHY
Warlocks follow the Warlock Pact supernatural philosophy, and must choose their type of patron (aberration, fey or outsider).

SUGGESTED SKILLS
The following are suggested skills for the Warlock: Concentration, Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Stealth.

STARTING FEATS
The Warlock has Channeling\(^4\), Curse\(^3\), Iron Will and Fire Shaping as his starting feats.
7 Narrating Eberron

This chapter presents a number of rules that may be useful to the Narrator when running an Eberron campaign using the True20 rules.

Optional Rules

Armor

There have been a number of discussions on the True20 and D&D Next forums concerning armor. The ‘Updated Armor’ table has been created by taking a number of ideas from these forums. It tries to balance some realism (in that studded leather and banded mail were never, apparently, real armor types) with a more incremental approach (i.e. as armor becomes progressively more protective it is also more encumbering and expensive). Please note that these rules are, of course, entirely optional!

- **Light armor** requires Armor Training (light), and includes leather armor and hide armor. Studded leather should equate to hide, if required.
- **Medium armor** requires Armor Training (heavy) and is typically made of metal pieces on a leather background or chainmail. A simple breastplate should equate to scale armor, if required.
- **Heavy armor** also requires Armor Training (heavy) but consists of larger pieces of metal forming a more rigid cocoon around the wearer. The Toughness save bonus is capped at 6 to prevent them becoming too high, and the metal becoming too thick to be practical. However, heavy armor now grants a Defense bonus, representing the smooth, curved metal surfaces deflecting some attacks. The Defense bonus only applies to proficient wearers. The Narrator may wish to remove this bonus in situations where this would not apply, e.g. if the attack is a touch attack, or the damage is magical, such as a sonic attack. Use the properties of splint armor for banded mail, if required.

<table>
<thead>
<tr>
<th>Armor</th>
<th>Toughness Bonus</th>
<th>Defense Bonus</th>
<th>Weight</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather (light)</td>
<td>1 –</td>
<td>–</td>
<td>15 lb.</td>
<td>12</td>
</tr>
<tr>
<td>Hide (light)</td>
<td>2 –</td>
<td>–</td>
<td>20 lb.</td>
<td>13</td>
</tr>
<tr>
<td>Ring (medium)</td>
<td>3 –</td>
<td>–</td>
<td>25 lb.</td>
<td>14</td>
</tr>
<tr>
<td>Scale (medium)</td>
<td>4 –</td>
<td>–</td>
<td>30 lb.</td>
<td>15</td>
</tr>
<tr>
<td>Chainmail (med.)</td>
<td>5 –</td>
<td>–</td>
<td>40 lb.</td>
<td>17</td>
</tr>
<tr>
<td>Splint (heavy)</td>
<td>5 +1</td>
<td>–</td>
<td>45 lb.</td>
<td>19</td>
</tr>
<tr>
<td>Plate (heavy)</td>
<td>6 +1</td>
<td>–</td>
<td>50 lb.</td>
<td>21</td>
</tr>
<tr>
<td>Full Plate (heavy)</td>
<td>6 +2</td>
<td>–</td>
<td>55 lb.</td>
<td>25</td>
</tr>
</tbody>
</table>

Weapons

The composite bow is introduced in the Warrior’s Handbook but, apart from a slightly longer range increment, is indistinguishable from a regular bow. To make it more interesting the following changes are proposed:

- **Bow:** Normal bows are martial weapons. The user can add their Strength to the damage, but only up to a +2 bonus.

    Composite Bow: Composite bows are exotic weapons. The user can add their Strength to the damage, up to a maximum +5 bonus.

Damage Types

In the True20 rules the Toughness save bonus granted by armor applies to all attacks made against a creature, regardless of their type, unless that creature is described as having some form of damage reduction. However, it would seem reasonable for a number of attack types—especially magical ones—to bypass armor. In effect, some attacks should count as finesse attacks, but with no attack penalty. Rather than rewrite every description of a supernatural power the Narrator may wish to follow these guidelines:

- Generally, normal, non-magical armor should not protect against elemental attacks (fire, cold etc). However, non-metallic armor can protect against energy damage as it is non-conducting, and heavy armor can protect against sound or force damage because of its rigidity.
- At the Narrator’s option, magical armor could protect against elemental attacks normally. Specific enchantments (such as Elemental Resistance) would add to this protection.
- Attacks or supernatural powers that require a creature to touch the target (such as Harm, Life Drain etc.) require a successful finesse attack.

Bestiary

Dragon

The dragons described in the True20 Bestiary do not maintain the ECS (and D&D) classifications of ‘chromatic’ and ‘metallic’. However, the statistics of these dragons can easily be mapped to the D&D types using the following table. Note that for brass, bronze and copper dragons the second breath weapon can be simulated by the indicated supernatural power or effect.

- **Black:** Swamp dragons
- **Blue:** Sky dragons
- **Green:** Forest dragons
- **Red:** Fire dragons
- **White:** Ice dragons
- **Buss:** Fire dragons, with Sleep
- **Bronze:** Sky dragons, with Time-Shaping (Fear)
- **Copper:** Swamp dragons, with Time-Shaping (slow)
- **Gold:** Sun dragons
- **Silver:** Moon dragons

Dragons in Eberron should level by heroic role. Many will have adept levels, and will probably follow a supernatural philosophy (typically Wizard or Sorcerer). Most adult dragons will either have the Shapechanger sub-type (with the Alternate Form trait), or know the Self-Shaping power.

Supernatural Powers

Mental Contact

Mental contact is a prerequisite for many True20 supernatural powers (such as Dominate). The following rules attempt to clarify how mental contact can be established between various types of creature.
- **Mind Touch** establishes mental contact with another sentient being. This includes creatures with the dragon, fey, humanoid or (intelligent) undead types, and creatures of the following types with an Intelligence of −3 or greater: aberration, elemental, monstrous humanoid, outsider, supernatural beast.

- **Beast Link** establishes mental contact with animals and beasts. This includes any creature with the animal or vermin types, and creatures with the following types and an Intelligence of −4 or lower: aberration, elemental, monstrous humanoid, outsider, supernatural beast.

- **Plant Link** establishes mental contact with creatures that have the plant type, regardless of intelligence.

**Celestial Shaping**

While this power can exist in the Eberron setting, the Narrator should—for obvious reasons—make it difficult for player characters to acquire. However, non-player characters and villains may well have access to it. Changing the phases of the various moons, and the alignment of their associated planes of existence should have a Difficulty of 40 or more, and certainly require a ritual of some sort. Manipulating a manifest zone (e.g. forcing one to appear, or dispelling one) should have a difficulty of 30 or 35.

In addition to the stated consequences, any attempt to change the cosmos at such a fundamental level will almost certainly draw the attention of higher powers, who may see it as an attempt to interfere with the Draconic Prophecy...

**Plane Shift**

While the rules of familiarity still apply, the Difficulty checks for this power should be modified according to the proximity of the plane, whether the adept is in a manifest zone, and so on. If a plane is coterminous the Difficulty might be reduced by −5, −10 or more. Remote planes should be almost inaccessible (+10 or +15 to the Difficulty): Dal Quor, for example, should be extremely difficult to get to even for high level characters. Travel to Xoriat should only be possible with Narrator approval.

**Reprogram Construct**

This power seems to be intended (with its Energy Shaping prerequisite) to control technical constructs like robots rather than the arcane constructs of Eberron. However, the Narrator could allow it work against the latter (but not living constructs or warforged), perhaps by changing the prerequisite to Imbue Item and/or a rank of 10 in Knowledge (arcana). In this instance the power might better be described as “Command Construct”.

**Summon Dragon**

Given the nature of dragons in Eberron this power should not be generally available to player characters. However, sorcerers with the draconic bloodline, warlocks with a dragon patron and possibly shamans from Argonesen might have access to it. The Narrator may also wish to waive the Summon Mount* prerequisite in these cases.

**Supernatural Items**

**Constructs**

The golem construction rules on p. 63 of the Adept’s Handbook can also be used to make constructs and other Eberron specific homunculi (such as Iron Defenders). However, the creation of warforged requires a creation forge, which effectively allows a very specific ritual (known only to House Cannith) to be performed.

Construction requirements for the homunculi described in the ECS are given below. Note that Combat Sense, En-
based on the intent of the caster. Generally speaking, powers like Cure and Purifying Light would be positive energy spells; Corrupting Shadow, Harm and Imbue Unlife would be negative energy.

**Planar Traits**
The description of most planar traits from the DMG can be applied directly. Where True20 versions of the effects of these traits are required they are described below.

**Physical Traits**
**Heavy Gravity:** All non-native creatures have a –2 penalty to Acrobatics, Climb, Jump, Ride and Swim checks. Attack rolls are also at –2, and creatures take an extra +1 damage per 10 feet fallen.

**Elemental & Energy Traits**
There is no change for air and earth-dominant planes.

**Cold Dominant:** The entire plane is in a state of extreme cold (p. 114, Core Rulebook). Cold damage is lethal, and saves must be made every round. Creatures made of snow, ice etc, or with the cold subtype, are immune.

**Fire Dominant:** The entire plane is in a state of extreme heat (p. 114, Core Rulebook). Fire damage is lethal, and saves must be made every round. Creatures made of fire, lava etc, or with the fire subtype, are immune.

**Major Negative Dominant:** A living creature must make a Difficulty 20 Fortitude save each round or gain a cumulative –1 penalty to all rolls. When this penalty equals the character’s level, they die and become a wraith. The Ward power, and the shining ward effect of Purifying Light protects against this effect.

**Minor Negative Dominant:** Living creatures take +1 damage per round (armor is not applicable). If they ever reach the ‘disabled’ condition on the damage track they crumble to ash.

**Major Positive Dominant:** Faster recovery checks are also allowed. However, characters must make a Difficulty 15 Fortitude save or be blinded for 10 rounds by the brilliance of their environment. They also gain a +1 bonus to their Toughness saves per round while on the plane, which fades by 1 per round after leaving the plane. However, each round this bonus exceeds their Constitution they must make a Fortitude save (with a Difficulty of 10 + the current bonus) or explode, taking damage equal to the current bonus (armor does not apply its Toughness bonus to this save). The Elemental Resistance (energy) or Energy Shield powers allow the character to avoid these effects.

**Minor Positive Dominant:** Characters can make recovery checks more rapidly: bruised and hurt conditions fade automatically at a rate of 1 per round; recovery checks can be made once per round for staggered and unconscious conditions, once per minute for wounded, and once per hour for disabled.

**Alignment Traits**
Although True20 characters do not have alignments in the D&D sense, the nature of a plane (good, evil etc) can still be specified in this way. The issue then is to determine if a character, or any other creature, is aligned to a plane. The Narrator will have to determine this based on their nature, and their past and current actions. A devout paladin of Dol Arrah, for example, could easily be classed as both ‘good’ and ‘lawful’ for the purposes of aligning to a plane (such as Dannvi). A corrupt cleric of the Silver Flame, on the other hand, may not.

The same applies to creatures and NPCs who are not native to the plane. Most vampires, for example, could be classed as ‘evil’, even though their description does not indicate that they are specifically vice-aligned (as a subtype).

The effects of a plane on a character’s abilities and their interaction with native creatures depend on how strongly aligned it is to a particular alignment:

- **Mildly Aligned:** Oppositely aligned creatures take a –2 penalty on all Charisma based checks (including social interaction checks). Native creatures are generally unfriendly.

- **Strongly Aligned:** Oppositely aligned creatures have a penalty of –2 on all Intelligence, Wisdom and Charisma based checks (including social interaction checks). Native creatures are generally hostile.

**Magic Traits**
The following terms are used to define the effect of planar influence on supernatural powers. Note that in some cases a power may appear to be both enhanced and impeded (Summon Outsider, for example). In this case the power is affected by the intent of the summoner (as determined by the Narrator) or the alignment of the summoned creature.

- **Amplified Magic:** Certain powers are automatically amplified. The Empower and Widen feats (if applicable) are applied to the power.

- **Depressed Magic:** Certain powers are depressed. Their effective adept level is reduced by –1.

- **Enhanced Magic:** Certain powers are automatically enhanced. The Empower feat is applied to the power.

- **Heightened Magic:** Certain powers are energised. Their effective adept level when casting is increased by +1.

- **Impeded Magic:** Certain powers are impeded. They are automatically fatiguing and have their difficulty increased by +5.

- **Limited Magic:** Only certain powers are permitted; others will not work at all. For example, a plane might only allow powers associated with a particular supernatural philosophy, or of a particular type (arcane, vice-aligned) etc.

- **Normal Magic:** All supernatural powers work as normal.

- **Restricted Magic:** Certain powers are restricted. They have their difficulty increased by +3.

- **Wild Magic:** The use of supernatural powers is wild and unpredictable. If a power check fails, then the Narrator must roll on the ‘Wild Magic Effects’ table.

**Planes of Eberron**
The description of the planes of Eberron, and their effects (such as planar connections, manifest zones etc) in the ECS remain largely unchanged. Differences due to the True20 rules are described below, using the planar traits described above and in the DMG.

**The Astral Plane**
All supernatural powers—and any abilities or traits that work in a similar manner—are treated as if they were cast using the Quicken Power feat.

**Dannvi, the Perfect Order**
Dannvi has the following traits:

- Alterable morphic.
- Strongly aligned to law.
- Impeded magic: Supernatural powers of the divine aspect of Chaos (p. 11, Adept’s Handbook).
Dal Quor, the Region of Dreams

Dal Quor has the following traits:
- Subjective directional gravity.
- Flowing time: 10 minutes on Dal Quor is equal to 1 minute on the Material Plane.
- Highly morphic.

Dolurrh, the Realm of the Dead

Dolurrh has the following traits:
- Heavy gravity.
- Timeless.
- Impeded magic: All supernatural powers.
- Entrapping: At the end of every day (of subjective time) any non-native must make a Will saving throw with a Difficulty equal to 15 plus the number of days spent on the plane. Failure indicates that they have lost hope and fallen under the plane’s influence, becoming a shade.

Coterminous: Supernatural powers such as Reincarnate* and Resurrection* (but not Imbue Life) function normally but have a 50% chance of some sort of mishap, such as bringing something ‘other’ back with the target’s spirit, summoning ghosts or denizens of Dolurrh, or even raising the wrong spirit.

Remote: Supernatural powers such as Reincarnate* and Resurrection* (but not Imbue Life) do not function at all, and it is impossible to reach Dolurrh using Plane Shift.

Fernia, the Sea of Fire

Fernia has the following traits:
- Fire dominant: The entire plane of Fernia is in a state of extreme heat (p. 114, Core Rulebook). Fire damage is lethal, and saves must be made every round.
- Mildly aligned to evil.
- Amplified magic: Fire based supernatural powers (Fire Shaping etc).
- Impeded magic: Cold based supernatural powers (Cold Shaping etc).

Coterminous: Regions of intense heat take on aspects of the plane. Increase the heat effects by one step (so ‘hot’ becomes ‘very hot’, ‘very hot’ becomes ‘severe’, and so on).

Remote: Heat becomes less intense. Decrease heat effects one step (so ‘hot’ requires no save, ‘very hot’ is treated as ‘hot’ and so on). Except in areas of intense heat all fire based powers are restricted.

Irian, the Eternal Day

Irian has the following traits:
- Minor positive dominant.
- Enhanced magic: Supernatural powers using ‘positive’ energy (such as healing powers like Cure, or Purifying Light*).
- Impeded magic: Supernatural powers using ‘negative’ energy (Harm, for example, or Corrupting Shadow*).

Coterminous: Supernatural powers that use ‘positive’ energy are energised.

Remote: Supernatural powers that use ‘positive’ energy are depressed.

Kythri, the Churning Chaos

Kythri has the following traits:
- Objective directional gravity. The direction of gravity changes frequently.
- Highly morphic.
- Strongly aligned to chaos.
- Enhanced magic: Supernatural powers from the divine aspect of Chaos (p. 11, Adept’s Handbook).
- Impeded magic: Supernatural powers from the divine aspect of Order (p. 11, Adept’s Handbook).

Lamannia, the Twilight Forest

Lamannia has the following traits:
- Enhanced magic: Supernatural powers from the Druid supernatural philosophy, or from the divine aspects of Animal, Nature or Plant (p. 11, Adept’s Handbook).

Coterminous: Supernatural powers promoting nature and growth (Plant Shaping, Fertility etc) are enhanced.

Remote: Supernatural powers promoting nature and growth are restricted.
MABAR, THE ENDLESS NIGHT
Mabar has the following traits:
• Minor negative dominant.
• Enhanced magic: Supernatural powers using ‘negative’ energy (Harm, for example, or Corrupting Shadow).
• Impeded magic: Supernatural powers using ‘positive’ energy (e.g. healing powers like Cure, or Purifying Light).

Coterminous: Supernatural powers that use ‘negative’ energy are heightened.
Remote: Supernatural powers that use ‘negative’ energy are depressed.

RISIA, THE PLAIN OF ICE
Risia has the following traits:
• Cold dominant: The entire plane of Fernia is in a state of extreme cold (p. 112, Core Rulebook). Cold damage is lethal, and saves must be made every round.
• Mildly aligned to evil.
• Amplified magic: Cold based supernatural power (Cold Shaping etc).
• Impeded magic: Fire based supernatural powers (Fire Shaping etc).

Coterminous: Regions of intense cold take on aspects of the plane. Increase the cold effects by one step (so ‘very cold’ becomes ‘severe cold’, and so on).
Remote: Cold becomes less intense. Decrease cold effects one step (so ‘cold’ requires no save, ‘extreme cold’ is treated as ‘severe cold’ and so on). Except in areas of intense cold all cold based powers are restricted.

SHAVARATH, THE BATTLEGROUND
Shavarath has the following traits:
• Alignment: Different areas of Shavarath will be aligned according to the groups that currently hold them. The borders of these areas shift constantly with the conflict.
• Enhanced magic: Supernatural powers that create, enhance or mimic weapons, or that excite hostile emotions (such as the Rage effect of Heart Shaping).
• Impeded magic: Supernatural powers that calm or pacify hostile creatures.
• Whirling blades: Non-native creatures may be attacked by whirling blades that traverse the plane like flocks of birds. There is a 70% chance (7 or higher on a d20) per hour of encountering a group of blades that will attack for 3 rounds before dispersing. The blades attack each character in the cloud, with an attack bonus of +10 and a damage of +4. The blades are supernatural and vice-aligned.

Coterminous: When Shavarath is coterminous with Eberron its enhanced and impeded magic traits spill out into the Material Plane.
Remote: No known effects.

SYRANIA, THE AZURE SKY
Syrania has the following traits:
• Light gravity.
• Strongly aligned to good.
• Enhanced magic: Supernatural powers from the divine aspect of Virtue (p. 12, Adept’s Handbook).
• Impeded magic: Supernatural powers from the divine aspect of Vice (p. 12, Adept’s Handbook).

Coterminous: When Syrania is coterminous supernatural powers are enhanced or impeded as described above.

Remote: When Syrania is remote ‘evil’ powers are enhanced and ‘good’ powers are impeded (the reverse of the above).

THELANIS, THE FAERIE COURT
Thelanis has the following traits:
• Flowing time: One day on Thelanis is equal to a week on the Material Plane. When non-fey creatures leave Thelanis this lost time catches up with them, which can cause effects such as hunger, ageing or even death (from old age).
• Enhanced magic: All arcane supernatural powers, and any power used by a creature with the ‘fey’ type.

Coterminous: Arcane or fey supernatural powers are enhanced if used within 300 ft. of a faerie ring or mound.
Remote: The power of fey creatures fades and is depressed. The effective adept level of any fey decreases by 1.

XORIAT, THE REALM OF MADNESS
Xoriat has the following traits:
• No gravity.
• Highly morphic.
• Mildly aligned to evil.
• Distorted time: One minute on Xoriat is equal to one hour on the Material Plane.
• Wild magic: All supernatural powers run the risk of going wild.

Coterminous: Should Xoriat ever become coterminous with Eberron again the wild magic effects will be felt in areas close to it.
Remote: No known effect.

ITEM COSTS
Most of the items costs in this work have been calculated from the ‘Converting Purchase Difficulties to Silver Pieces’ table on p. 179 of the Core Rulebook, with the assumption that 1 g.p. equals 10 s.p. In most cases intermediate values on the table can simply be estimated, but for the mathematically inclined the following formula should work in a spreadsheet (assuming A1 is the cell containing the cost of an item in gold pieces):

\[ \text{Cost in Silver Pieces} = \text{ROUND}((\log_{10}(A1*10) - 0.784)/0.1253, 0) \]

Note that because the True20 cost scale is logarithmic, simply adding True20 costs together may not give the desired answer. For example, suppose a short sword has a cost of 10 (i.e. 100 s.p., or 10 g.p.). Adding +5 for a masterwork version puts the cost at 15, or 50 g.p. However, suppose an item has a cost of 20 (200 g.p.) – a masterwork version now costs 25 (or about 800 g.p.). Of course, this may be what the Narrator intends—after all, items that are more expensive should be correspondingly harder to make into masterwork versions. However, he may want to adjust costs when adding say, an expensive dragonshard, to an similarly expensive masterwork weapon, to avoid pricing his players out of the market entirely!
This chapter describes the Eberron based creatures of the ECS using True20 statistics. The Core Rulebook and the True20 Bestiary contains many other creatures suitable for use within the Eberron setting—in some cases only a change to the description is needed. Goblins, for example, are described somewhat differently in the ECS than in the Bestiary but their characteristics should be fine.

In most cases the characteristics for these creatures have been derived using the rules described in Chapter 1 of the True20 Bestiary. However, many have additional bonus feats (or powers) to duplicate the ‘spell-like abilities’ that they normally possess.

**Creature Types**

### Deathless (Type)

Deathless creatures are similar in many ways to both living creatures and undead. However, deathless are imbued with positive energy drawn from the plane of Irian, the Eternal Day. The deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a pure soul.

**Features:** A deathless creature has the following features:

- **Toughness:** Deathless have a base Toughness equal to ½ their level (rounded down), modified by their size and armor.
- **Combat:** Base combat bonus of ½ their level (as adept).
- **Saves:** Good Will saves.
- **Skills:** At 1st level intelligent deathless receive a number of skills equal to (4 + Int, minimum 1) at 4 ranks each, and (4 + Int) skill ranks per additional level, or by heroic advance.
- **Feats:** Deathless have the Armor Training feat appropriate to any armor they are described as wearing, Weapon Training (if appropriate) and one other feat at 1st level and gain an additional feat every third level. These feats may be selected from any category.

**Traits:** A deathless creature possesses the following traits (unless otherwise noted in a creature’s entry):

- No Constitution score.
- Darkvision out to 60 feet.
- Proficient with natural weapons, simple weapons and any weapons it was proficient in before it became deathless, and any mentioned in its description.
- Proficient in any kind of armor they are described as wearing.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, disease effects, and the Imbue Unlife supernatural power.
- Living constructs cannot heal naturally. They must be repaired using the Craft (blacksmithing or engineering) skill, the Repair power, or the Cure power (with a —4 penalty).
- Subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion.
- No longer immediately destroyed when reduced to ‘dying’ condition on the damage track. Instead a living construct immediately stabilizes when reduced to ‘dying’ status.
- A living construct does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable powers and supernatural items.

### Quori (Subtype)

The plane of Dal Quor is home to creatures called the quori—living embodiments of dream and nightmare. Quori are the masters of the Dreaming Dark and survive on the Material Plane by inhabiting specially prepared human vessels, called the Inspired. Quori is a subtype of the outsider type, and refers to a native of the plane of Dal Quor.

**Traits:** A quori possesses the following traits (unless otherwise noted in a creature’s entry).

- The Harm and Cure powers affect deathless creatures in the same way as they do for normal, living creatures.
- Not affected by the Command Undead, Imbue Life or Imbue Unlife powers.
- Not affected by Reincarnate (if they are willing; this power removes the Deathless type from them, turning them back to the type they had before becoming Deathless.
- Affected by Corrupting Shadow, Purifying Light and similar powers in the same way as living creatures.
- Deathless do not breathe, eat, or sleep.

**Advancement:** Deathless with an Intelligence score of −2 or less advance by gaining levels in the deathless creature type. Deathless with an Intelligence of −1 or greater advance by role.

### Living Construct (Subtype)

The living construct subtype is a creature subtype used to describe creatures such as the warforged. It can only be applied to constructs, modifying their traits in several ways.

**Traits:** A living construct possesses the following traits:

- Living constructs have a Constitution score. Therefore they are no longer immune to effects requiring a Fortitude save.
- Vulnerable to all mind-influencing effects (including Heart Reading, Heart Shaping, and any supernatural powers requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, disease effects, and the Imbue Unlife supernatural power.
- Living constructs cannot heal naturally. They must be repaired using the Craft (blacksmithing or engineering) skill, the Repair power, or the Cure power (with a —4 penalty).
- Subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion.
- No longer immediately destroyed when reduced to ‘dying’ condition on the damage track. Instead a living construct immediately stabilizes when reduced to ‘dying’ status.
- A living construct does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable powers and supernatural items.
• Darkvision to unlimited distances. A quori can see perfectly in darkness of any kind, even that created by a supernatural power.

• Telepathy: Quori have the Mind Touch power, and use their total level as their adept level for that power.

• Teleport: On the plane of Dal Quor, a quori can use the Teleport power with no chance of fatigue, except that the quori can only transport itself and up to 50 pounds of objects. This ability does not function on other planes.

• Incarnate Dreams: Once per day, a quori of at least 9th level residing on the plane of Dal Quor can send a dream or nightmare to a specified creature on another plane, as per the Dreaming power.

• Ethereal Form: A quori of at least 4th level and a Charisma of +1 residing on the plane of Dal Quor can take on an ethereal spirit form. Its corporeal form lies in suspended animation on Dal Quor for as long as the quori is ethereal. It does not require air or food but is susceptible to normal damage. Destroying the body will kill the quori. Casting Dispel (or a similar effect) on the body will cause the quori to return to it immediately.

• Possession: While in its spirit form the quori can possess a suitable and willing human host (the 'human vessel'). The spirit must be adjacent to the desired human vessel, which must have a Charisma equal to or greater than the quori's Charisma. The human vessel must be willing to accept the quori spirit and cannot be under the effect of the Ward power or similar effect.

A possessing quori spirit has immediate access to all of the human vessel's thoughts and memories, and takes full control of the body. Killing the human vessel does not harm the quori but forces it back onto the Ethereal Plane, where it can attempt a new possession. Not even ethereal creatures can harm a possessing quori.

The human vessel gains a +1 bonus to Charisma while possessed, but if its Charisma ever drops below +1 the quori spirit is immediately expelled into an adjacent space and can no longer inhabit it. The quori spirit adopts the mental ability scores of the human vessel if they are higher. It retains its supernatural powers but not any of its outsider traits. The spirit combines its skill ranks with the human vessel.

CREATURE TEMPLATES

HORRID ANIMAL

“Horrid animal” is an inherited template that can be added to any living animal (referred to hereafter as the base creature, see True20 Bestiary, p. 51). A horrid animal uses the base creature’s statistics and abilities except as noted here.

Type: The horrid animal retains the type of the base creature.

Speed: A horrid animals speed is unchanged.

Abilities: A horrid animal gains +1 to their Constitution.

Skills: A horrid animal retains the skills of the base creature.

Feats: A horrid animal gains Attack Focus as a bonus feat for each of its natural weapons.

Traits: A horrid animal retains all the traits of the base creature and gains the following, additional traits.

• Ill-tempered: Horrid animals are more difficult to control than normal animals or even dire animals: Handle Animal checks involving a horrid animal take a –4 penalty.

• Immunity to acid and acid based attacks.

• A horrid animal has the fast healing trait.

• Horrid animals are considered to be vice-aligned for the purposes of evaluating damage reduction.

Combat: A horrid animal’s primary attack deals an extra +1 point of acid damage per 4 creature levels. A horrid animal’s secondary attacks do not deal acid damage.

Saving Throws: Bony or chitinous plates cover the horrid animal’s body, giving it an armored appearance and improving its natural Toughness save bonus by +2. Horrid animals have good Fortitude saves.

LIVING SPELL

“Living spell” is a template applied to a supernatural power (or a group of powers) and not to a creature. Its characteristics are determined by the nature of the powers and effects that it is composed of, including the adept level of the spells. The template can be applied to any powers that create an area of effect (possibly via the Widen Power feat), but not individually targeted powers or powers whose effect is already a creature (such as the Summon Beast power). A living spell composed of more than one power or effect uses the same adept level for all its effects.

Type: The living spell gains the ooze type.

Size: A living spell’s size depends on its level: 1st–6th, Medium; 7th–12th, Large; 13th or higher, Huge.

Speed: A living spell’s speed may range between 20 and 60 feet, depending on the typical range of the power. True20 powers typically have a range of ‘touch’, or a range increment depending on the adept level. Decide on the living spell’s speed based on its ‘typical’ range.

 Abilities: A living spell has Strength, Constitution, and Charisma scores equal to one quarter of its level (rounded down). Its Dexterity and Wisdom scores are one less than this. It is mindless, and has no Intelligence score.

Skills: None.

Feats: None.

Traits: A living spell has the following traits:

• A living spell has ooze traits.

• The living spell uses its Charisma as its key ability for the effects of the supernatural powers it is composed of.

• The living spell’s powers have an adept level equal to its creature level.

• Damage Reduction 2/supernatural.

• Supernatural resistance equal to 10 plus its level.

• Engulf: A living spell can engulf creatures that it moves over, and are of equal size or smaller. The save difficulty is usually Strength based.

Combat: A living spell gains a slam attack it can use once per round. The slam attack deals damage based on the living spell’s size (Medium +1, Large +2, or Huge +3—plus its Strength bonus). A successful slam attack also affects the target as though it was within the power’s effect, with normal saving throws applying.

Saving Throws: A living spell gains a bonus to Toughness saving throws equal to one quarter of its adept level. A living spell has normal saves for a creature of the ooze type (no good saves).

MAGEBRED ANIMAL

“Magebred animal” is an inherited template that can be applied to any living animal (referred to hereafter as the base creature). A magebred animal uses all the base creature’s statistics and special abilities except as noted here.

Type: Only animals can acquire the magebred template.

Speed: The animal retains its base speed and movement modes (unless modified by its Traits, below).

Abilities: One of the base creature’s physical ability scores (Strength, Dexterity, or Constitution) increases by 2. The
other two physical ability scores increase by 1. A magebred animal always has an Intelligence score of –4.

Skills: The animal retains the skills of the base creature.

Feats: A magebred animal gains one of the following feats as a bonus feat: Attack Focus (natural attack), Double Strike, Endurance, and Talented (Climb, Swim).

Traits: A magebred animal is easier to train and handle than a normal animal and gains the Excellent Learner trait. It also gains one of the other following traits:

- **Excellent Learner:** A magebred animal can learn a maximum of eight tricks, and the Difficulty for all Handle Animal checks involving a magebred animal is reduced by 2. In addition, the time required to train a magebred animal for a purpose is reduced by 1 week (to a minimum of 1 week).

- **Swift Breed:** One of the creature’s modes of movement increases its speed by 10 feet.

- **Thick-Skinned Breed:** The creature gains an additional +1 to its Toughness saves.

- **Tracking Breed:** The creature gains a +4 bonus on Survival checks made to follow tracks.

Combat: A magebred animal gains no additional attack forms or bonuses to attacks, aside from those granted by its enhanced abilities or feats.

Saving Throws: The creature gains +1 to its Toughness saves.

Advancement: Magebreds advance by taking levels in animal.

**Pseudonatural Creature**

Pseudonatural creatures dwell between the stars, beyond the planes as the mortal races know them, or nestled in far realms of insanity. “Pseudonatural creature” is a acquired template that can be added to any corporeal creature.

Type: The creature’s type changes to outsider (extraplanar).

Size: Unchanged.

Speed: The creature’s speed doubles, for all movement modes.

Abilities: The creature’s abilities are increased as follows:

- **Str +5, Dex +5, Con +5, Wis +5. Int is raised to at least –3.**

Skills: The creature retains the skills of the base creature.

Feats: The creature gains the Double Strike, Improved Grab and Improved Grapple feats.

Traits: A pseudonatural creature gains the following traits:

- Resistance to Energy and Acid equal to one quarter of the creature’s level (round down).

- Supernatural Resistance of 10 + the creature’s level.

- Damage Reduction 4/supernatural.

- The creature grows tentacles it can use as natural weapons. It gains +1 to hit and grapple attempts with its tentacles for every 5 levels.

- Supernatural Powers: The creature gains the following powers: Light Shaping (blur 20%), Teleport, Ward.

- Constant Insight: The creature is not affected by the miss chance applied to attacks against a concealed target.

- Rotting Constriction: A grappled opponent takes 1 point of Constitution damage; the creature gets an immediate recovery check.

- Alternate Form: As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), although all its abilities remain unchanged. In this form the creature gains the frightful presence trait.

**Combat:** Attack and defense increases by +5, all unarmed damage increases by +5. The creature can attack with its natural weapons separately from its tentacles, which can also grapple opponents.

**Saving Throws:** The pseudonatural creature’s saves are increased according to its ability increases (+5).

**Advancement:** Pseudonatural creatures advance by taking levels in the base creature.

**Bestiary**

**Ascendant Councilor**

**Type:** 25th level deathless (virtue)

**Size:** Medium

**Speed:** 40 ft.

**Abilities:** Str +11, Dex +3, Con –, Int +6, Wis +8, Cha +5

**Skills:** Concentration 28 (+36), Diplomacy 28 (+33), Knowledge (arcana) 28 (+34), Knowledge (cosmology) 28 (+34), Knowledge (history) 28 (+34), Knowledge (nature) 28 (+34), Knowledge (heraldry) 28 (+34), Knowledge (religion) 28 (+34), Notice 28 (+30), Prophecy 28 (+36).

**Feats:** Empower, Quicken Power

**Powers:** Rank 28, Cha, save difficulty 27; Astral Projection +33, Cure +33, Dispel +33, Drain Ability (Strength, Charisma) +33, Increase Size +33, Oath-Binding +33, Purifying Light +33, Scrying +33, Suggestion +33, True Vision +33, Ward +33, Weather Shaping +33

**Traits:** Consecrated Aura, Damage Reduction +2/targath, Divine Immunities, Purification, Resistance to Fire 2, Supernatural Resistance 32

**Combat:** Attack +15 (+12 base, +3 Dex), Damage +11 (slam), Defense Dodge/Parry +15/– (+12 base, +3 Dex), Initiative +3

**Saving Throws:** Toughness +12 (+12 base), Fortitude (+7 base), Reflex +10 (+7 base, +3 Dex), Will +22 (+14 base, +8 Wis)

**Languages:** Abyssal’, Argon, Celestial’, Common, Draconic, Dwergen, Elven, Giant, Gnome, Sylvan

**Consecrated Aura:** The warding effect of the Purifying Light power is not fatiguing for Ascendant Councillors, who can maintain the effect continually (and without concentration) if desired.

**Divine Immunities:** Ascendant councillors are immune to the following supernatural powers: Flesh Shaping, Other Shaping, Drain Ability, Drain Vitality and mind-affecting powers such as Mind Shaping, Dominate and Suggestion.

**Purification:** Any vice-aligned creature struck by an ascendant councillor’s slam attack is subject to the councillor’s choice of either the Drain Ability (Strength) or Drain Ability (Charisma) power. Virtue-aligned creatures are immune from the ability drain. Other creatures are subject to the powers, but at a –5 penalty.

**Car cass Crab**

**Type:** 12th level supernatural beast

**Size:** Huge

**Speed:** 30 ft.

**Abilities:** Str +8, Dex +1, Con +5, Int –3, Wis +0, Cha +0

**Skills:** Notice 8 (+8), Stealth 8 (+1)

**Feats:** All-out Attack, Awesome Blow, Precise Shot, Point Blank Shot, Improved Grab, Night Vision

**Traits:** Adhesive, Darkvision, Poison, Spiny Defense
**Combat:** Attack +11 (–2 size, +12 base, +1 Dex), Damage +12 (claw) or +10 (bite) or +1 (barb, poison), Defense Dodge/Parry +11/– (–2 size, +12 base, +1 Dex), Initiative +1

**Saving Throws:** Toughness +17 (+4 size, +4 natural, corpse armor, +5 Con), Fortitude +13 (+8 base, +5 Con), Reflex +9 (+8 base, +1 Dex), Will +4 (+4 base)

**Adhesive:** A carcass crab uses a natural adhesive to attach pieces of armor, weapons and even whole corpses to its shell. This gives it a +4 bonus to Toughness saves, although some crabs may have better or worse protection.

**Bite:** A carcass crab can bite a grappled opponent with no penalty to the attack roll.

**Improved Grab:** To use this ability, a carcass crab must hit with a claw attack.

**Poison:** Barb: Fortitude Difficulty 21 resists. Initial and secondary damage –1 Dex. The save Difficulty is Con based.

**Spiny Defense:** A carcass crab’s shell is covered with sharp spines. Together with the spurs and saws affixed to its shell any creature attacking it with a natural weapon or unarmed attack takes +2 piercing damage.

**Skills:** The carcass crab gains +8 to Stealth checks in areas where heaps of corpses and discarded weapons are common.

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**Daelkyr**

**Type:** 20th level outsider (vice)

**Size:** Medium

**Speed:** 40 ft.

**Abilities:** Str +6, Dex +5, Con +8 (+7 without living breastplate), Int +7, Wis +6, Cha +7

**Skills:** Acrobatics 15 (+20), Bluff 15 (+22), Concentration 15 (+21), Craft (alchemy) 15 (+22), Craft (any two) 15 (+22), Diplomacy 10 (+17), Disguise 15 (+22), Medicine 15 (+21), Jump 15 (+6), Knowledge (arcana) 15 (+22), Knowledge (cosmology) 15 (+22), Intimidate 15 (+22), Notice 15 (+21), Perform (any two) 15 (+22), Search 15 (+22), Sense Motive 15 (+21), Stealth 12 (+17), Survival 4 (+10)

**Feats:** Ability Focus (aura of madness), Armor Training (heavy), Blind Fight, Defensive Attack, Fortitude*, Improved Strike, Quicken Power, Weapon Training

**Powers:** Rank 23, Cha, save difficulty 27: Confusion +30, Drain Ability (all) +30, Other Shaping +30, Petrifaction +30, Teleport +30, Time Shaping +30

**Traits:** Alien Mind, Aura of Madness, Corrupting Touch, Daelkyr Immunities, Damage Resistance 2/byeshk or virtue, Darkvision, Fast Healing, Symbiont Mastery, Tentacle Whip

**Combat:** Attack +25 (+20 base, +5 Dex), Damage +10 (slam, corrupting touch) or +7 (tentacle whip, corrupting touch, poison), Defense Dodge/Parry +25/+26 (+20 base, +5 Dex/+6 Str), Initiative +5

**Saving Throws:** Toughness +12 (living breastplate, +8 Con), Fortitude +20 (+12 base, +8 Con), Reflex +17 (+12 base, +5 Dex), Will +18 (+12 base, +6 Wis)

**Languages:** Daelkyr, all languages spoken by intelligent creatures

**Alien Mind:** The mind of a daelkyr is a labyrinth that can swallow the thoughts of lesser creatures. Any creature who attempts to read the thoughts of a daelkyr or otherwise study its mind must save against the daelkyr’s Confusion power. The effects of this power remain until the character makes the save, which they can attempt once per day. The daelkyr does not need to be in mental contact with the character or otherwise maintain the effect.

**Aura of Madness:** A daelkyr can, as a free action, apply the effects of its Confusion power to any creature within 20 feet. Creatures who save against the power cannot be affected by aura of madness for 1 day, although they can still be affected by the Confusion power if targeted directly. The save Difficulty is 29, due to the daelkyr’s Ability Focus.

**Corrupting Touch:** A daelkyr possesses the innate power to twist and corrupt any creature that it touches. On a successful touch attack, grapple check, or unarmed strike, a daelkyr deals 1 point of damage to an ability of the daelkyr’s choosing (no save). A daelkyr’s tentacle whip can channel this power with a successful attack.

**Daelkyr Immunities:** Daelkyr have immunity to disease, poison, ability drain, transmutation powers (such as Other Shaping) and mind affecting powers (such as Heart Shaping, Confusion, Sleep etc).

**Living Breastplate:** A daelkyr wears a living breastplate and gains the advantages as described in its entry, below.

**Symbiont Mastery:** A daelkyr has complete control over any symbionts attached to its body. It maintains full control over the use of each symbiont’s special abilities and can attach or detach a symbiont as a full-round action. Whenever the daelkyr would take a point of ability damage from a symbiont ability it can choose to take +2 damage instead. This damage may be offset by its fast healing trait.

**Tentacle Whip:** A daelkyr has a tentacle whip and can use it to make attacks as described in that creature’s entry.

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**Dinosaur**

The True20 Bestiary contains statistics for carvers (deinonychus), great fintails (elasmosaurus), great carvers (megaraptor), threehorns (triceratops) and swordtooth titans (tyranosaurus).

**Clawfoot**

**Type:** 2nd level animal

**Size:** Medium

**Speed:** 40 ft.

**Abilities:** Str +3, Dex +3, Con +2, Int –4, Wis +1, Cha +0

**Skills:** Jump 4 (+15’), Notice 0 (+5’), Stealth 1 (+12’), Survival 0 (+9’)

**Feats:** Run

**Traits:** Darkness, Scent

**Combat:** Attack +4 (+1 base, +3 Dex), Damage +6 (talons) or +5 (bite), Defense Dodge/Parry +4/– (+1 base, +3 Dex), Initiative +3

**Saving Throws:** Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+3 base, +2 Con), Reflex +6 (+3 base, +3 Dex), Will +1 (+1 Wis)

**Skills:** A clawfoot receives a +8 racial bonus to Jump, Notice, Stealth and Survival checks.

**Fastieth**

**Type:** 2nd level animal

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +2, Dex +1, Con +1, Int –4, Wis +0, Cha –3

**Skills:** Jump 4 (+10’), Notice 0 (+4’)

**Feats:** Run

**Traits:** Darkness, Scent
**Combat**: Attack +2 (+1 base, +1 Dex), Damage +2 (bite), Defense Dodge/Parry +2/– (+1 base, +1 Dex), Initiative +1
**Saving Throws**: Toughness +2 (+1 natural, +1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +0

**Skills**: A fastieth receives a +4 racial bonus to Jump and Notice checks.

**Glidewing**

**Type**: 3rd level animal
**Size**: Large
**Speed**: 20 ft., fly 80 ft. (average)
**Abilities**: Str +4, Dex +2, Con +3, Int –4, Wis +2, Cha +0
**Skills**: Notice 6 (+10), Sense Motive 0 (+4)
**Feats**: Move-By Action, Talented (Notice, Sense Motive)
**Traits**: Darkvision
**Combat**: Attack +4 (+2 base, +2 Dex), Damage +7 (bite), Defense Dodge/Parry +4/– (+2 base, +2 Dex), Initiative +2
**Saving Throws**: Toughness +5 (+2 natural, +3 Con), Fortitude +6 (+3 base, +3 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+1 base, +2 Wis)

**Dolgaint**

**Type**: 2nd level aberration
**Size**: Medium
**Speed**: 30 ft.
**Abilities**: Str +2, Dex +3, Con +1, Int +2, Wis +2, Cha +0
**Skills**: Acrobatics 5 (+8*), Climbing 4 (+10*), Jump 4 (+6), Notice 4 (+6), Stealth 5 (+8)
**Feats**: Improved Trip
**Traits**: Blindsight 360 ft., Damage Reduction 2/byeshk or supernatural, Tentacles, Vitality Drain
**Combat**: Attack +4 (+1 base, +3 Dex), Grapple +3 (+1 base, +2 Str), Damage +2 (tentacles, vitality drain), Defense Dodge/Parry +4/– (+1 base, +3 Dex), Initiative +3
**Saving Throws**: Toughness +2 (+1 natural armor, +1 Con), Fortitude +1 (+1 Con), Reflex +3 (+3 Dex), Will +5 (+3 base, +2 Wis)
**Languages**: Common, Undercommon

**Tentacles**: Dolgaunts can communicate using subtle movements of their skin tendrils; this allows them to silently communicate with each other, within 30 feet.

**Vitality Drain**: On a successful grapple check the dolgaint’s tentacles burrow into the victim, dealing a point of Constitution damage. It can then make a recovery check with a +1 bonus.

**Skills**: A dolgaint gains a +4 racial bonus on Acrobatics checks to balance, and on all Climb checks, because its tentacles and the tendrils on its skin help it find purchase on almost any surface.

**Dolgaint Monk**

**Type**: 2nd level aberration/3rd level expert/1st level adept
**Size**: Medium
**Speed**: 40 ft.
**Abilities**: Str +2, Dex +3, Con +1, Int +2, Wis +2, Cha +0
**Skills**: Acrobatics 9 (+12*), Climbing 9 (+15*), Jump 5 (+7), Notice 9 (+13), Sense Motive 5 (+9), Stealth 9 (+12)
**Feats**: Deflect Arrows, Evasion, Improved Grapple, Improved Strike, Improved Trip, Improved Strike, Powers (1), Snatch Arrows, Slow Fall, Talented (Notice, Sense Motive)
**Powers**: Rank 5, Wis, save difficulty 15: Supernatural Strike +7
**Traits**: Blindsight 360 ft., Damage Reduction 2/byeshk or supernatural, Tentacles, Vitality Drain
**Combat**: Attack +7 (+4 base, +3 Dex), Grapple +6 (+4 base), Damage +4 (tentacles, improved strike, vitality drain), Defense Dodge/Parry +7/6 (+4 base, +3 Dex/+2 Str), Initiative +5
**Saving Throws**: Toughness +2 (+1 natural, +1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +3 (+2 base, +3 Dex), Will +7 (+5 base, +2 Wis)
**Languages**: Common, Undercommon

**Dolgrim**

**Type**: 1st level aberration
**Size**: Small
**Speed**: 20 ft.
**Abilities**: Str +2, Dex +1, Con +1, Int –1, Wis +0, Cha –2
**Skills**: Climb 1 (+7*), Notice 1 (+1), Stealth 2 (+3)
**Feats**: Armor Training (light), Tough, Weapon Training
**Traits**: Damage Reduction 2/byeshk, Darkvision, Dual Consciousness
**Combat**: Attack +1 (+1 Dex), Damage +5 (morningstar 20/+3) or +5 (spear, 19–20/+4) or +2 (light crossbow 19–20/+3), Defense Dodge/Parry +2/+3 (small shield, +1 Dex/+2 Str), Initiative +1
**Saving Throws**: Toughness +3 (tough, leather armor, +1 Con), Fortitude +1 (+1 Con), Reflex +1 (+1 Dex), Will +4 (+2 base, dual consciousness)
**Languages**: Undercommon, Common (if Int is +2 or higher)

**Dual Consciousness**: A dolgrim has two brains coordinating its attacks. In addition to providing a +2 bonus on Will saves, the dual brain enables a dolgrim to make attacks with one off-hand weapon at no penalty.

**Skills**: A dolgrim’s additional arms grant it a +4 racial bonus on Climb checks and grapple checks.

A dolgrim is typically equipped with a shield and a one-handed weapon in its lower arms, and a light crossbow and a spear in its upper arms. Some carry a greatsword instead of a spear, dropping the crossbow when in melee. Dolgrim archers carry an extra light crossbow instead of a spear or a greatsword and take Point Blank Shot instead Tough.

**Hag, Dusk**

**Type**: 6th level monstrous humanoid
**Size**: Medium
**Speed**: 30 ft.
**Abilities**: Str +3, Dex +1, Con +2, Int +2, Wis +3, Cha +1
**Skills**: Concentration 7 (+10), Knowledge (any one) 5 (+7), Knowledge (cosmology) 9 (+11), Notice 3 (+7), Prophecy 8 (+11), Sense Motive 6 (+15*), Stealth 3 (+4)
**Feats**: Ability Focus (nightmare touch), Iron Will, Talented (Notice, Sense Motive)
**Powers**: Rank 9, Cha, save difficulty 14, Dreaming +10, Flesh-Shaping +10, Fog Shaping +10, Fog Shaping +10, Liguistics +10, Truth Reading +10
**Traits**: Damage Reduction 2/cold iron or supernatural, Darkvision, Immunity to Heart Shaping and Sleep, Insight, Nightmare Touch, Supernatural Resistance 20
Homunculus

Information for constructing these homunculi is provided in Chapter 7.

Dedicated Wright

Type: 1st level construct
Size: Tiny
Speed: 10 ft.
Abilities: Str +1, Dex +1, Con −, Int +0, Wis +0, Cha −2
Skills: Craft (any) 4 (+6), Craft (any) 4 (+4)
Feats: Night Vision, Skill Focus (Craft)
Traits: Darkvision, Item Creation
Combat: Attack +3 (+0 base, +2 size, +1 Dex), Damage +1 (hammer 20/+), Defense Dodge/Parry +3/+3 (+2 size, +1 Dex/+1 Str), Initiative +1
Saving Throws: Toughness +0, Reflex +1 (+1 Dex), Will +0

Item Creation: A dedicated wright can create items according to its Craft skills, as directed by its creator. The creator must spend 1 hour instructing the wright, who will then create the item. The creator must supply the materials and—if creating a magic item—succeed in the relevant power checks and spend the Conviction points. The wright can be instructed to take 10 on the craft check, or 20 if given sufficient materials.

Expeditious Messenger

Type: 1st level construct
Size: Diminutive
Speed: 20 ft., fly 100 ft. (perfect)
Abilities: Str −5, Dex +3, Con −, Int −1, Wis +1, Cha −2
Skills: Escape Artist 4 (+7)
Feats: Lightning Reflexes, Night Vision
Traits: Darkvision, Message
Combat: Attack +7 (+4 size, +3 Dex), Damage +3 (sting), Defense Dodge/Parry +7/− (+4 size, +3 Dex), Initiative +3
Saving Throws: Toughness +1 (+1 base, −4 size), Fortitude +0, Reflex +5 (lightning reflexes, +3 Dex), Will +1 (+1 Wis)
Languages: Same as creator.

Message: An expeditious messenger’s master can converse with a creature up to 1 mile away through the homunculus. This homunculus is willing to stray farther from its master than others of its kind, and its telepathic link to its master enables a two-way conversation of indefinite duration.

Furtive Filcher

Type: 1st level construct
Size: Tiny
Speed: 50 ft.
Abilities: Str −1, Dex +4, Con −, Int +1, Wis +0, Cha −2
Skills: Notice 4 (+4), Sleight of Hand 4 (+10), Stealth 4 (+10)
Feats: Night Vision, Talented (Sleight of Hand, Stealth)
Traits: Darkvision
Combat: Attack +6 (+2 size, +4 Dex), Damage +0 (bite), Defense Dodge/Parry +6/− (+2 size, +4 Dex), Initiative +4
Saving Throws: Toughness +1 (+1 base, −2 size), Fortitude +0, Reflex +4 (+4 Dex), Will +0

Iron Defender

Type: 2nd level construct
Size: Small
Speed: 50 ft.
Abilities: Str +2, Dex +2, Con −, Int −1, Wis +0, Cha −2
Skills: Notice 4 (+4), Stealth 4 (+6)
Feats: Night Vision, Attack Focus (bite)
Traits: Darkvision
Combat: Attack +5 (+1 base, +1 size, attack focus, +2 Dex), Damage +4 (bite), Defense Dodge/Parry +4/− (+1 base, +1 size, +2 Dex), Initiative +2
Saving Throws: Toughness +2 (+1 base, −1 size, +2 natural), Fortitude +0, Reflex +2 (+2 Dex), Will +0

Horrid Animal

Horrid Ape

Type: 5th level animal
Size: Large
Speed: 30 ft., climb 15 ft.
Abilities: Str +6, Dex +2, Con +3, Int −4, Wis +1, Cha −1
Skills: Climb 4 (+18), Notice 0 (+3), Stealth 4 (+2)
Feats: Attack Focus (bite), Attack Focus (claw), Talented (Notice, Sense Motive), Tough
Traits: Darkvision, Fast Healing, Ill-tempered, Immunity to Acid, Scent, Rend
Combat: Attack +5 (−1 size, +3 base, +1 attack focus, +2 Dex), Damage +9 (claw, +1 acid), Defense Dodge/Parry +3/− (+3 base, +2 Dex), Initiative +2
Saving Throws: Toughness +10 (+2 size, +4 natural, tough, +3 Con), Fortitude +9 (+5 base, +4 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Skills: Horrid aces have a +6 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Horrid Rat

Type: 1st level animal
Size: Small
Speed: 40 ft., climb 20 ft.
Abilities: Str +0, Dex +3, Con +2, Int −5, Wis +1, Cha −3
Skills: Climb, Stealth, Notice, Swim
Feats: Attack Focus (bite), Talented (Notice, Sense Motive), Tough, Weapon Finesse
**Traits:** Darkvision, Disease, Fast Healing, Ill-tempered, Immunity to Acid, Scent

**Combat:** Attack +5 (+1 size, +1 attack focus, +3 Dex), Damage +3 (bite, +1 acid, disease), Defense Dodge/Parry +4/+7 (–1 size, +3 Dex), Initiative +3

**Saving Throws:** Toughness +5 (+1 size, +3 natural, tough, +2 Con), Fortitude +5 (+2 base, +3 Con), Reflex +5 (+2 base, +3 Dex), Will +3 (+2 base, +1 Wis)

**Disease:** Filth fever; bite, Difficulty 13 Fortitude save to avoid infection; on failure after 1 day character takes 1 point of Srt and Con damage.

**Skills:** Horrid rats have a +8 bonus on Climb and Swim checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. Horrid rats use their Dexterity modifier for Climb and Swim checks.

**Horse, Valenar Riding**

Type: 3rd level animal

Size: Large

Speed: 80 ft.

**Abilities:** Str +2, Dex +2, Con +2, Int –4, Wis +2, Cha +0

**Skills:** Endurance, Night Vision, Run

**Traits:** Scent

**Combat:** Attack +3 (+2 base, –1 size, +2 Dex), Damage +3 (hooves), Defense Dodge/Parry +3/– (–1 size, +2 Dex), Initiative +2

**Saving Throws:** Toughness +4 (+2 size, +2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+1 base, +2 Wis)

**Inspired**

Type: 4th level humanoid psion/tsucoar quori spirit

Size: Medium

Speed: 30 ft.

**Abilities:** Str –1, Dex +1, Con +0, Int +3, Wis +4, Cha +5

**Skills:** Bluff 11 (+18th), Concentration 11 (+15), Diplomacy 13 (+18), Disguise 4 (+111), Gather Information 5 (+10), Intimidate 2 (+9), Knowledge (history) 2 (+5), Knowledge (nobility) 2 (+5), Knowledge (politics) 10 (+13), Notice 7 (+11), Sense Motive 13 (+17), Stealth 6 (+7)

**Feats:** Empower

**Powers:** Rank 7, Cha, save difficulty 17: Danger Sense +12, Deflection A +12, Light Shaping +12, Mind Touch +13, Mind Reading +13, Psychic Blast +13

**Traits:** Dual Spirit

**Combat:** Attack +4 (+3 base, masterwork dagger, +1 Dex), Damage +1 (dagger 19–20/+3), Defense Dodge/Parry +4/+2 (+3 base, +1 Dex/–1 Str), Initiative +1

**Saving Throws:** Toughness +0, Fortitude (+1 base), Reflex (+4 base, +1 Dex), Will +5 (+1 base, +4 Wis)

**Languages:** Common, Riedran, Quori

**Dual Spirit:** When inhabited by a quori spirit the inspired gains the following traits:

- **Ability Scores:** The Inspired gains the mental ability scores of the quori (if they are higher).
- **Combined Skill Ranks:** The Inspired adds the skill ranks of the quori spirit to its own. This can exceed the normal maximum for a skill rank.

- **Dual Mind:** An Inspired may reroll any failed save against a mind-affecting spell or ability. If the rerolled save also fails, the Inspired suffers the effects normally.

- **Quori Abilities:** While inhabited by a quori spirit the Inspired can use the following powers with the quori’s power rank: Confusion +14, Cure +14, Deflection +14, Heart Shaping +15, Mind Touch +15, Move Object +15, Pain +14.

- **Reduced Sleep:** An Inspired only needs 4 hours of sleep per day, during which time the quori spirit returns to its body on Dal Quor.

- **Resist Exorcism:** An Inspired adds the quori spirit’s Wisdom ability to its own when resisting the effects of the Banishment power. However, even if it fails the save the effects are only temporary, lasting 10 minutes per adept level. The Inspired loses any Dual Spirit enhancements while the quori is banished.

**Naturally Psionic:** The Inspired are always treated as if they are adepts following the Psion supernatural philosophy. Add +1 to their adept level for associated powers.

**Profane Gift:** An Inspired gains +2 to its Cha score.

**Riedran Crysteel Dagger:** If the Inspired is an adept following the Psionics supernatural philosophy then the masterwork Riedran crysteel dagger adds +1 to damage.

**Skills:** An Inspired gains a +2 racial bonus on Bluff, Diplomacy and Intimidate checks. She also gains a +2 bonus on Disguise checks made to impersonate a human.

**Karrnathi Skeleton**

Type: 3rd level undead

Size: Medium

Speed: 30 ft., 20 ft. in breastplate

**Abilities:** Str +2, Dex +2, Con –, Int +0, Wis +0, Cha –4

**Skills:** Climb 4 (+0), Jump 4 (+0), Notice 2 (+2), Search 2 (+2)

**Feats:** Armor Training (heavy), Two-Weapon Defense, Two-Weapon Fighting, Weapon Training

**Traits:** Damage Reduction 2/bludgeoning

**Combat:** Attack +3/+1 (+3 base, –2 Main/–4 Off-hand, +2 Dex), Damage +3 (scimitar 18–20/+3), Defense Dodge/Parry +5/+6 (+3 base, two weapon defense, +2 Dex/+2 Str), Initiative +2

**Saving Throws:** Toughness +5 (+1 base, masterwork breastplate), Fortitude +1 (+1 base), Reflex +3 (+1 base, +2 Dex), Will +3 (+3 base)

**Languages:** Common

**Karrnathi Zombie**

Type: 3rd level undead

Size: Medium

Speed: 30 ft., 20 ft. in breastplate

**Abilities:** Str +2, Dex +0, Con –, Int +0, Wis +0, Cha –4

**Skills:** Climb 4 (+0), Jump 2 (+0), Notice 4 (+4), Search 2 (+2)

**Feats:** Armor Training (heavy), Attack Focus (sword), Weapon Training, Shield Training

**Traits:** Damage Reduction 2/slashing

**Combat:** Attack +3 (+3 base, attack focus, +1 masterwork sword), Damage +5 (masterwork sword 19–20/+4), Defense Dodge/Parry +5/+7 (+3 base, medium metal shield, +0 Dex/+2 Str), Initiative +0

**Saving Throws:** Toughness +5 (+1 base, breastplate), Fortitude +1 (+1 base), Reflex +1 (+1 base), Will +3 (+3 base)

**Languages:** Common
**LIVING SPELL**

**LIVING FIRE SHAPING**

*Type: 1st level ooze*

*Size: Medium*

*Speed: 20 ft.*

*Abilities: Str +0, Dex –1, Con +0, Int –, Wis –1, Cha +0*

*Skills: None*

*Feats: None*

*Traits: Burn, Damage Reduction 2/supernatural, Engulf, Supernatural Resistance 11*

*Combat:*

*Saving Throws: Toughness +1 (+1 base), Fortitude +0, Reflex –1 (+1 Dex), Will –1 (+1 Wis)*

*Burn:* Any creature struck by a living fire shaping must make a Reflex saving throw (Difficulty 15) or catch fire, taking +2 fire damage per round (as per the ignite fire effect).

*Engulf:* Medium or smaller creatures; Reflex Difficulty 10; engulfed creatures are subject to the living fire shaping’s burn ability. The save Difficulty is Strength-based.

**LIVING POISON CLOUD**

*Type: 10th level ooze*

*Size: Large*

*Speed: 40 ft.*

*Abilities: Str +2, Dex +1, Con +2, Int –, Wis +1, Cha +2*

*Skills: None*

*Feats: None*

*Traits: Damage Reduction 2/supernatural, Engulf, Poison, Supernatural Resistance 20*

*Combat:*

*Saving Throws: Toughness +6 (+2 base, +2 size, +2 Con), Fortitude +4 (+3 base, +2 Con), Reflex +4 (+3 base, +1 Dex), Will +4 (+3 base, +1 Wis)*

*Engulf:* Large or smaller creatures; Reflex Difficulty 17; engulfed creatures are subject to the living poison cloud’s poison ability. The save Difficulty is Strength-based.

*Poison:* Any creature struck by a living cloud kill must make a Fortitude saving throw (Difficulty 17) or die of fright. Even if this save succeeds they take +6 damage. If the tsucora kills its victim it can make an immediate recovery check with a +6 bonus.

**MAGEBRED ANIMAL**

**MAGEBRED HEAVY HORSE**

*Type: 3rd level animal*

*Size: Large*

*Speed: 60 ft.*

*Abilities: Str +5, Dex +2, Con +3, Int –4, Wis +1, Cha –2*

*Skills: Notice 6 (+9)*

*Feats: Endurance, Night Vision, Run, Talented (Notice, Sense Motive)*

*Traits: Excellent Learner, Scent, Swift Breed*

*Combat:*

*Saving Throws: Toughness +5 (+2 size, +3 Con), Fortitude +6 (+3 base, +3 Con), Reflex +5 (+3 base +2 Dex), Will +2 (+1 base, +1 Wis)*

**QUORI**

**TSUCORA QUORI**

*Type: 6th level outsider (extraplanar, quori, vice)*

*Size: Medium*

*Speed: 50 ft.*

*Abilities: Str +3, Dex +2, Con +4, Int +3, Wis +4, Cha +3*

*Skills: Bluff (+12), Concentration (+13), Diplomacy (+12), Intimidate (+12), Knowledge (cosmology) (+11), Knowledge (psionics) (+12), Notice (+13)+, Search (+13)+, Sense Motive (+13), Stealth (+6), Survival (+8)+*

*Feats: Ability Focus (terrifying sting), Double Strike (pincers), Lightning Reflexes, Night Vision*

*Powers: Rank 9, Cha, save difficulty 16; Confusion (+4), Cure (+12), Deflection (+12), Heart Shaping (+12), Mind Touch (+12), Move Object (+12), Pain +12*

*Traits: Damage Reduction 2/virtue, Darkvision, Outsider Traits, Resistance to Acid/Cold/Fire 4, Supernatural Resistance 17*

*Combat: Attack (+6 base, +3 Dex), Damage (+5 pincer) or +4 (sting, terrifying sting), Defense Dodge/Parry +8/+9 (+6 base, +2 Dex/+3 Str), Initiative +2*

*Saving Throws: Toughness +7 (+3 natural, +4 Con), Fortitude +9 (+5 base, +4 Con), Reflex +7 (+5 base, +2 Dex), Will +9 (+5 base, +4 Wis)*

*Languages: Common, Riedran, Quori*

**TERRIFYING STING:** A tsucora quori’s stinger conjures up the worst fears of any creature it strikes. On a successful sting attack the victim must make Difficulty 17 Fortitude save. If they succeed they overcome their fear and suffer no additional effect. If they fail they must make a Difficulty 17 Fortitude save or die of fright. Even if this save succeeds they take +6 damage. If the tsucora kills its victim it can make an immediate recovery check with a +6 bonus.

*Skills: A tsucora has dozens of eyes scattered around its body, and very little escapes its notice. A tsucora gains a +4 bonus on Notice and Search checks. When a tsucora quori possesses a human host, it combines its skill ranks with those of the host (see Inspired, above).*

**RAKSHASA, ZAKYA**

*Type: 7th level outsider (native, vice)*

*Size: Medium*

*Speed: 50 ft.*

*Abilities: Str +5, Dex +2, Con +5, Int +1, Wis +1, Cha +0*

*Skills: Bluff (+14)+, Climb (+13), Concentration (+11), Diplomacy (+4), Disguise (+14)+, Intimidate (+10), Jump (+14), Notice (+10), Sense Motive (+10)+*

*Feats: All-out Attack, Armor Training (heavy), Attack Focus (bastard sword), Attack Specialization (bastard sword), Blind-Fight, Cleave, Exotic Weapon Training (bastard sword), Improved Strike, Weapon Training*

*Powers: Rank 10, Cha, save difficulty 13: Cold Shaping (+10), Drain Vitality (+10), Mind Reading (+10)*

*Traits: Change Shape, Damage Reduction 6/virtue and piercing, Darkvision, Supernatural Resistance 22*

*Combat: Attack +10 (+7 base, +1 bastard sword, +2 Dex), Damage +10 (bastard sword 19–20/+3 or +6 (claw), Defense Dodge/Parry +12/+15 (+7 base, large metal shield, +2 Dex/+3 Str), Initiative +2*
Symbiont

Symbionts survive by joining with a host creature that provides it protection in exchange for certain benefits. They are generally Tiny or smaller, and physically very weak on their own, although they can survive in this state for some time.

Symbiont Traits: Symbionts have the following traits unless otherwise specified in their description:

- Attaching a symbiont causes ability damage to the host (see individual entries for the amount). This is automatic, although the damage heals normally.
- Symbionts can only be removed if the host is dead or willing—this will also damage the host (as above).
- Symbionts cannot be disarmed but can, if visible, be attacked in the same way that a held item can.
- Symbionts benefit from any beneficial power cast on the host by itself. The host can target a symbiont with any power with a range of ‘touch’. The symbiont can similarly affect its host with any powers it casts.
- Symbionts are intelligent and free-willed. As they are generally vice-aligned they may react badly if joined to a creature without a similar outlook. In certain circumstances they may try to dominate their host. In this case the host and the symbiont must make opposed checks using their highest mental ability as the modifier, although the host gains +2 to the check. If the symbiont wins then it dominates the host, controlling its actions for 1 day, after which the check can be made again. The Narrator may allow an additional check in critical situations, such as combat.
- Symbionts can communicate telepathically with their hosts, as if using the Mind Touch power. However, they cannot communicate with other creatures unless they actually have that power.
- Symbionts generally cannot speak, although they understand Undercommon.

Living Breastplate

Type: 2nd level aberration
Size: Tiny
Speed: 1 ft.
Abilities: Str –3, Dex +3, Con +1, Int –2, Wis +2, Cha +0
Skills: Notice 5 (+3), Stealth 5 (+0)
Feats: Great Fortitude
Traits: Damage Reduction 2/byeshik, Enhance Constitution, Fortification, Stabilize Host, Symbiont Traits

Combat: Attack +7 (–5 Dex), Damage +0 (sting, poison), Defense Dodge/Parry +1 (+5 Dex), Initiative +3

Saving Throws: Toughness +1 (+2 size, +1 Con), Fortitude +1 (+1 Con), Reflex +3 (+3 Dex), Will +2 (+3 size, +2 Wis)

Damage Reduction: A living breastplate and its host gain damage reduction 2/byeshik.

Enhance Constitution: A living breastplate provides its host with a +1 bonus to its Constitution.

Fortification: A living breastplate has the Fortification feat to help negate extra damage from sneak and critical hits, and impart this benefit to its host (whether or not the host could normally take that feat).

Stabilize Host: If a living breastplate’s host gains the dying condition it can stabilize it, changing the condition to disabled and unconscious. This causes 1 point of Str damage, which heals normally. A living breastplate will usually do this automatically on behalf of its host.

Attaching or removing a living breastplate causes 1 point of Strength damage. The host must be willing, as they have to actually don the armor. Once worn it functions as medium armor and provides a +1 Toughness bonus, but with an armor check penalty of –3 due to its suppleness. It also grants the wearer the Fortification feat.

Tentacle Whip

Type: 2nd level aberration
Size: Tiny
Speed: 10 ft.
Abilities: Str –1, Dex +3, Con +1, Int –2, Wis –1, Cha +0
Skills: Climb +4 (+3), Stealth +5 (+0)
Feats: Attack Focus (tentacle whip), Improved Disarm, Improved Trip

Traits: Blindsight 60 ft., Channel Touch, Improved Attack, Poison, Symbiont Traits

Combat: Attack +7 (+1 size, +2 size, attack focus, +3 Dex), Damage +0 (sting, poison), Defense Dodge/Parry (+1 base, +3 Dex/–1 Str), Initiative +3

Saving Throws: Toughness +1 (+2 size, +1 Con), Fortitude +1 (+1 Con), Reflex +3 (+3 Dex), Will +2 (+3 base, –1 Wis)

Channel Touch: A tentacle whip can be used to deliver touch attacks (e.g. for supernatural powers) to a 15 ft. range.

Improved Attack: The wielder of a tentacle whip can use it to make off-hand attacks at no penalty, although standard dual wielding penalties still apply. This attack is made with a +1 bonus, and the wielder gains the Improved Disarm and Improved Trip feats when attacking with the tentacle whip.

Poison: Sting; Fortitude Difficulty 12 resists. Initial and secondary damage –1 Dex. The save is Constitution based.

A tentacle whip can only attach itself to a willing, unconscious, or helpless host embedding its tendrils into the forearm, dealing 1 point of Dexterity damage. The host can make attacks with it using their own combat statistics, or can let it act on its own (but with the host’s initiative). It counts as a vice-aligned weapon for the purpose of overcoming damage reduction.

Tongueworm

Type: 1st level aberration
Size: Tiny
Speed: 15 ft.
### Undying Councillor

**Type:** 12th level deathless  
**Size:** Medium  
**Speed:** 30 ft.  
**Abilities:** Str +8, Dex +1, Con –, Int +4, Wis +5, Cha +3  
**Skills:** Concentration 15 (+20), Knowledge (arcana) 15 (+19), Knowledge (cosmology) 15 (+19), Knowledge (history) 15 (+19), Knowledge (heraldry) 15 (+19), Notice 15 (+20), Search 15 (+19), Survival 15 (+20)  
**Feats:** All-out Attack, Blind-Fight, Defensive Attack, Improved Disarm  
**Powers:** Rank 15, Cha, save difficulty 16: Astral Projection +20, Cure +20, Deflection +20, Dispel +20, Suggestion +20, Scry +20, Purifying Light +20  
**Traits:** Cleansing, Damage Resistance 5/targath, Supernatural Resistance 21  
**Combat:** Attack +7 (+6 base, +1 Dex), Damage +10 (slam), Defense Dodge/Parry +7/+ (–6 base, +1 Dex), Initiative +1  
**Saving Throws:** Toughness +6 base, Fortitude +4 (+4 base), Reflexes +5 (+4 base, +1 Dex), Will +13 (+8 base, +5 Wis)  
**Languages:** Celestial*, Common, Draconic, Dwarven, Elven, Giant, Gnome, Sylvan  

*Cleansing:* Vice-aligned creatures hit by an undying councilor’s slam attack must make a Difficulty 20 Fortitude save or contract an affliction called cleansing. This is a curse, not a disease, so it affects creatures normally immune to disease. Affected creatures must make an initial save (difficulty 20) after 1 minute or take 1 point of Dex and Cha damage. They must save again each day until the cleansing is removed by the Bless power, followed by the Cure Disease.

### Undying Soldier

**Type:** 4th level deathless  
**Size:** Medium  
**Speed:** 30 ft., 20 ft. in breastplate

**Abilities:** Str +2, Dex +0, Con –, Int +0, Wis +1, Cha +1  
**Skills:** Climb 8 (+4), Jump 4 (+0), Notice 8 (+9), Search 8 (+9)  
**Feats:** All-out Attack, Armor Training (heavy), Blind-Fight, Cleave, Weapon Training  
**Traits:** Damage Reduction 2/targath, Deathless Traits, Smite Evil  
**Combat:** Attack +3 (+2 base, masterwork spear), Damage +5 (spare 19–20/+4), Defense Dodge/Parry +5/+7 (+2 base, masterwork large metal shield, +0 Dex/+2 Str), Initiative –1  
**Saving Throws:** Toughness +6 (+2 base, +4 masterwork breastplate), Fortitude +1 (+1 base), Reflex +1 (+1 base), Will +5 (+4 base, +1 Wis)  
**Languages:** Elven, Common

*Smite Evil:* Once a day an undying soldier can gain +1 to attack rolls and +2 to damage against vice-aligned foes.

### Warforged Titan

**Type:** 12th level construct  
**Size:** Huge  
**Speed:** 50 ft.  
**Abilities:** Str +9, Dex –1, Con –, Int –3, Wis +0, Cha –5  
**Skills:** Jump 15 (+24)  
**Feats:** All-out Attack, Awesome Blow, Cleave, Night Vision  
**Traits:** Damage Reduction 4/adamantine, Darkvision, Juggernaut, Powerful Charge 4, Resistance to Acid/Cold/Energy/Fire/Sonic 4, Trample  
**Combat:** Attack +6 (+9 base, –2 size, –1 Dex), Damage +14 (huge battle axe 20/+4 or +14 (huge warhammer/maul 20/+4), Defense Dodge/Parry +6/+16 (+9 base, –2 size, –1 Dex/+9 Str), Initiative –1  
**Saving Throws:** Toughness +12 (+1 base, +4 size, +7 plating), Fortitude +4 (+4 base), Reflex +3 (+4 base, –1 Dex), Will +4 (+4 base)

*Juggernaut:* A warforged titan can use the Juggernaut feat up to 3 times per day, ignoring the usual requirements.

### Powerful Charge

Due to its incredible size the warforged titan adds +4 to the damage of any attack made after a charge.

### Typical NPCs

This section describes some typical Eberron NPCs. Most have been levelled by heroic role, although some have been given bonus Armor, Shield and/or Weapon Training feats. Adept NPCs often follow supernatural philosophies, increasing their effective adept level for the associated powers.

### Artificer of the Twelve

**Type:** 8th level human artificer (adept 8)  
**Size:** Medium  
**Speed:** 30 ft.  
**Abilities:** Str –1, Dex +1, Con +0, Int +4, Wis +2, Cha +2  
**Skills:** Concentration 11 (+13), Craft (alchemy) 11 (+15), Craft (armor) 11 (+15), Craft (calligraphy) 10 (+14), Craft (weapons) 11 (+13), Disable Device 8 (+12), Knowledge (arcana) 11 (+18), Knowledge (cosmology) 11 (+15), Notice 4 (+6)  
**Feats:** Artificer Training (Energy Shaping, Fire Shaping, Light Shaping), Artificer Training (Elemental Blast, Infuse Projectiles, Ward), Artificer Training (Enhance Ability,
Enhance Armor*, Enhance Weapon*, Empower, Familiar (iron defender), Skill Focus (Knowledge (arcana))

**Powers:** Rank 11, Int, save difficulty 18, Artificer supernatural philosophy: Dispel +16, Imbue Item +16, Magecraft +16, Object Reading +16, Repair +16, Supernatural Weapon +16

**Combat:** Attack +6 (+4 base, masterwork dagger, +1 Dex), Damage +0 (masterwork dagger 19–20/+3, –1 Str), Defense Dodge/Parry +5/+3 (+4 base, +1 Dex/+1 Str), Initiative +1

**Saving Throws:** Toughness +2 (bracers of armor +2), Fortitude (+2 base), Reflex (+2 base, +1 Dex), Will +8 (+6 base, +2 Wis)

**Languages:** Common, Dwarven, one other

**Possessions:** Bracers of armor +2, masterwork dagger, cloak of charisma +1, headband of intellect +1, wand of hold person (25 charges), wand of lightning bolt (20 charges), scroll of align weapon, scroll of armor enhancement, scroll of repair, flask of alchemist’s fire, artisan’s outfit, masterwork artisan’s tools, identification papers, traveling papers, Wealth 17 (light load)

**AURUM CONCORDIAN**

**Type:** 5th level dwarf aristocrat (warrior 1/ordinary 4)

**Size:** Medium

**Speed:** 20 ft. (base 30 ft.)

**Abilities:** Str +0, Dex +1, Con +1, Int +1, Wis +0, Cha +1

**Skills:** Bluff 5 (+6), Diplomacy 8 (+11), Gather Information 6 (+7), Knowledge (architecture) 5 (+6), Knowledge (heraldry) 5 (+6), Knowledge (history) 5 (+6), Sense Motive 6 (+6)

**Feats:** Armor Training (light), Great Fortitude, Iron Will, Night Vision, Talented (Craft, Search), Talented (Diplomacy, Sense Motive), Weapon Training

**Combat:** Attack +3 (+3 base, masterwork battle axe, –1 Dex), Damage +3 (+3 battle axe 20/+4) or +1 (+1 throwing axe 20/+3), Defense Dodge/Parry +3/+4 (+3 base, +1 buckler, –1 Dex/+0 Str), Initiative –1

**Saving Throws:** Toughness +3 (+3 bracers of armor +2, masterwork battle axe, +1 Con), Fortitude +4 (+1 base, great fortitude, +1 Con), Reflex +3 (+4 base, –1 Dex), Will +3 (+1 base, iron will)

**Languages:** Common, Dwarven, one other

**Possessions:** Studded leather armor, masterwork battle axe, throwing axe, noble’s outfit, copper rings, pouch of gems, magnifying glass, letter of credit, identification papers, traveling papers, Wealth 15 (medium load, armor check penalty –2)

**BLOOD OF VOL PRIEST**

**Type:** 5th level half-elf cleric (adept 5, Blood of Vol)

**Size:** Medium

**Speed:** 20 ft. (base 30 ft.)

**Abilities:** Str +0, Dex +2, Con +1, Int +1, Wis +3, Cha –1

**Skills:** Concentration 8 (+11), Diplomacy 4 (+5), Gather Information 1 (+2), Knowledge (arcana) 6 (+7), Knowledge (history) 6 (+7), Knowledge (religion) 8 (+9), Medicine 5 (+8), Notice 1 (+6), Search 1 (+4)

**Feats:** Armor Training (light, heavy), Dodge Focus, Improved Defense, Night Vision, Power (4), Talented (Diplomacy, Gather Information), Talented (Notice, Search), Weapon Training

**Powers:** Rank 8, Wis, save difficulty 15, Undeath/Vice supernatural philosophy: Command Undead +12, Dominate +12, Harm +12, Imbue Unlife +12

**Combat:** Attack +5 (+3 base, +2 Dex) or +6 (masterwork targath dagger), Damage +3 (+1 scimitar 18–20/+4) or +1 (masterwork targath dagger 19–20/+3) or +2 (shortbow 20/+4), Defense Dodge/Parry +7/+4 (+3 base, small steel shield, dodge focus, +2 Dex/+0 Str), Initiative +2

**Saving Throws:** Toughness +5 (masterwork breastplate, +1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +6 (+4 base, +2 Dex), Will +4 (+1 base, +3 Wis)

**Languages:** Common, Elven, one other

**Possessions:** Masterwork breastplate, small steel shield, +1 scimitar, masterwork targath dagger, shortbow with 12 arrows, potion of cure wounds, scroll of shield of faith, cleric’s vestments, silver holy symbol (Blood of Vol), pouch, Wealth 12 (medium load, armor check penalty –4)

**CHAMBER OBSERVER**

**Type:** 19th level silver dragon (cold, shapechanger)

**Size:** Large

**Speed:** 40 ft., fly 150 ft. (poor)

**Abilities:** Str +6, Dex +0, Con +4, Int +4, Wis +4, Cha +4

**Skills:** Bluff 14 (+18), Concentration 22 (+26), Diplomacy 20 (+24), Disguise 22 (+26), Intimidate 5 (+9), Jump 14 (+20), Knowledge (arcana) 22 (+26), Knowledge (nature) 22 (+26), Medicine 10 (+14), Notice 16 (+20), Perform (acting) 10 (+14), Search 14 (+16), Sense Motive 20 (+24), Stealth 4 (+4)

**Feats:** Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action

**Powers:** Rank 22, Cha, save difficulty 24: Light Shaping +20, Snare +26, Ward +26

**Traits:** Alternate Form, Breath Weapon 10 Cold (Difficulty 23), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 23), Immunity to Acid and Cold, Supernatural Resistance 20, Vulnerable to Fire

**Combat:** Attack +18 (+19 base, –1 size) or +19 (bite/claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +18/– (+19 base, –1 size), Initiative +4

**Saving Throws:** Toughness +15 (+2 size, +9 natural, +4 Con), Fortitude +15 (+11 base, +4 Con), Reflex +11 (+11 base, +0 Dex), Will +15 (+11 base, +4 Wis)

**Languages:** Common, Draconic, Elven, Giant, one other

**DRAGON BELOW CULTIST**

**Type:** 4th level human cleric (expert 2/adept 2, Dragon Below)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +2, Dex +2, Con +0, Int +1, Wis +2, Cha –1

**Skills:** Acrobatics 4 (+6), Bluff 4 (+3), Concentration 0 (+2), Diplomacy 2 (+1), Disable Device 4 (+5), Escape Artist 4 (+6), Gather Information 4 (+3), Intimidate 2 (+1), Jump 4 (+6), Knowledge (arcana) 2 (+3), Knowledge (religion) 2 (+3), Medicine 1 (+3), Notice 4 (+6), Search 5 (+6), Stealth 7 (+9), Survival 4 (+6)

**Feats:** Armor Training (light), Improved Initiative, Weapon Training, Sneak Attack

**Powers:** Rank 5, Wis, save difficulty 13, Aberrant/Madness supernatural philosophy: Cloud Minds +8, Confusion +8, Harm +8, Pain +8

**Combat:** Attack +4 (+2 base, +2 Dex) or +5 (masterwork heavy warpick), Damage +5 (masterwork heavy warpick 20/+5) or +4 (shortsword 19–20/+3) or +5 (shortbow 20/+4, masterwork arrows), Defense Dodge/Parry +5/+5 (+2 base, masterwork light wooden shield, +2 Dex/+2 Str), Initiative +6
**Saving Throws:** Toughness +2 (+2 masterwork studded leather), Fortitude +0, Reflex +5 (+3 base, +2 Dex), Will +3 (+1 base, +2 Wis)

**Languages:** Common, Undercommon

**Possessions:** Masterwork studded leather, masterwork light wooden shield, masterwork heavy pick, short sword, shortbow with 15 masterwork arrows, holy symbol (the Dragon Below), scroll of magic weapon, Wealth 8 (light load, armor check penalty –1)

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**DREAMING DARK SPY**

*Type:* 7th level human inspired (adept 4/expert 3)

*Size:* Medium

*Speed:* 30 ft.

*Abilities:* Str –1, Dex +1, Con +0, Int +3, Wis +1, Cha +2

*Abilities (with quori spirit):* Str –1, Dex +1, Con +0, Int +3, Wis +4, Cha +5

**Skills:** Acrobatics 2 (+3), Bluff 5 (+9*), Concentration 4 (+7), Diplomacy 6 (+10*), Disable Device 2 (+5), Disguise 6 (+8), Gather Information 6 (+8), Intimidate 0 (+2*), Knowledge (cosmology) 4 (+7), Knowledge (psionics) 4 (+7), Notice 2 (+5), Search 0 (+5), Sense Motive 6 (+9), Stealth 6 (+7)

**Skills (with quori spirit):** Acrobatics 6 (+7), Bluff 11 (+16*), Concentration 10 (+17), Diplomacy 10 (+15*), Disable Device 4 (+7), Disguise 6 (+11), Gather Information 10 (+15), Intimidate 6 (+13*), Jump 2 (+1*), Knowledge (engineering) 8 (+11), Knowledge (psionics) 8 (+11), Notice 8 (+9), Search 0 (+5), Sense Motive 12 (+13*), Stealth 12 (+13)

**Feats:** Awareness, Evasion, Improved Initiative, Sneak Attack, Talented (Concentration, Sense Motive), Talented (Notice, Search), Weapon Training

**Powers:** Rank 7, Cha, save difficulty 12: Object Reading +9, Psychic Blast +10, Psychic Shield +9, Sense Mists +9

**Additional Powers (with quori spirit):** Rank 9, Cha, save difficulty 16: Confusion* +14, Cure +14, Deflection* +14, Heart Shaping +15, Mind Touch +15, Move Object +15, Pain +14

**Combat:** Attack +6 (+4 base, +1 dagger, +1 Dex), Damage +1 (+1 dagger 19–20/+3), Defense Dodge/Parry +5/+3 (+4 base, +1 Dex/+1 Str), Initiative +5

**Saving Throws:** Toughness +0, Fortitude +2 (+2 base), Reflex +3 (+2 base, +1 Dex), Will +5 (+4 base, +1 Wis)

**Saving Throws (with quori spirit):** Toughness +0, Fortitude +2 (+2 base), Reflex +3 (+2 base, +1 Dex), Will +8 (+4 base, +4 Wis)

**Languages:** Common, Elven, Quori, Riedran

**Possessions:** +1 short sword, short bow with 25 arrows, talent shard (concentration), traveler’s outfit, disguise kit, identification papers (two sets, one false), traveling papers (two sets, one false), Wealth 20 (light load)

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**EMERALD CLAW SOLDIER**

*Type:* 2nd level human soldier (warrior 2)

*Size:* Medium

*Speed:* 20 ft. (base 30 ft.)

*Abilities:* Str +1, Dex +0, Con +1, Int +0, Wis +0, Cha –1

**Skills:** Drive 4 (+4), Intimidate 4 (+3), Knowledge (religion) 4 (+4), Notice 2 (+2), Ride 4 (+4), Survival 2 (+2)

**Feats:** All-out Attack, Armor Training (light, heavy), Shield Training, Tough, Weapon Training

**Combat:** Attack +2 (+2 base, +0 Dex), Damage +4 (flail 20/+5) or +2 (light crossbow 19–20/+5), Defense Dodge/Parry +5/+6 (+2 base, heavy wooden shield, +0 Dex/+1 Str), Initiative +0

**Languages:** Common

**Possessions:** Chainmail, heavy wooden shield, flail, light crossbow with 20 bolts, sunrod, tabard, identification papers (two sets, one false), Wealth 7 (medium load, armor check penalty –6)

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**GATEKEEPER INITIATE**

*Type:* 4th level orc druid

*Size:* Medium

*Speed:* 20 ft. (base 30 ft.)

*Abilities:* Str +2, Dex –1, Con +2, Int +0, Wis +3, Cha –1

**Skills:** Concentration 4 (+7), Craft (herbalism) 4 (+4), Handle Animal 2 (+1), Knowledge (nature) 4 (+4), Medicine 4 (+7), Ride 4 (+3), Stealth 2 (+1), Survival 4 (+7)

**Feats:** Animal Empathy, Armor Training (light), Companion (crocodile), Endurance, Keen Sense of Smell, Night Vision, Track, Trackless

**Powers:** Rank 7, Wis, save difficulty 15, Druid supernatural philosophy: Cure +11, Beast Messenger +11, Snare +11

**Combat:** Attack +2 (+2 base, +1 spear, –1 Dex), Damage +6 (+1 spear 19–20/+4) or +3 (sling 20/+3), Defense Dodge/Parry +4/+7 (+2 base, heavy wooden shield, –1 Dex/+2 Str), Initiative –1

**Saving Throws:** Toughness +4 (hide armor, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +0 (+1 base, –1 Dex), Will +7 (+4 base, +3 Wis)

**Languages:** Common, Orc

**Possessions:** Hide armor, heavy wooden shield, +1 spear, sling with 20 bullets, 2 tanglefoot bags, pouc containing 5 potions of cure wounds, potion of bear’s endurance, potion of longstrider, traveler’s outfit, fishing net, waterskin, Wealth 8 (light load, armor check penalty –2)

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**HOUSE CANNITH MAGEWRIGHT**

*Type:* 3rd level human magewright (adept 1/ordinary 2)

*Size:* Medium

*Speed:* 30 ft.

*Abilities:* Str –1, Dex +0, Con +1, Int +1, Wis +0, Cha +0

**Skills:** Concentration 6 (+9), Craft (alchemy) 6 (+7), Craft (blacksmithing) 6 (+7), Knowledge (arcana) 6 (+10), Knowledge (engineering) 6 (+7)

**Feats:** Artificer Training (“Enhance Armor”, “Enhance Weapon”, “Light Shaping”), Iron Will, Skill Focus (Knowledge [arcana])

**Powers:** Rank 4, Int, save difficulty 11: Magecraft +5, Repair +5

**Combat:** Attack +0, Damage –1 (unarmed), Defense Dodge/Parry +0/-1 (+0 Dex/+1 Str), Initiative +0

**Saving Throws:** Toughness +1 (+1 Con), Fortitude +1 (+1 Con), Reflex +0, Will +4 (+2 base, iron will)

**Languages:** Common, Gnome

**Possessions:** Artisan’s outfit, artisan’s tools, flask of alchemist’s fire, tinderwigs, identification papers, Wealth 12 (light load)
**HOUSE DENEITH SENTINEL**
**MARSHALL**
Type: 5th level human paladin (adept 2/warrior 3)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +0, Con +1, Int −1, Wis +1, Cha +2
Skills: Climb 4 (+7), Diplomacy 4 (+6), Gather Information 2 (+4), Knowledge (civics) 4 (+3), Medicine 4 (+5), Ride 6 (+6)
Feats: Armor Training [light, heavy], Dedicated [law and order], Favored Opponent [vice aligned], Shield Training, Smite Opponent, Weapon Training

**POWERS:**
Rank 5, Cha, save difficulty 13: Cure +7, Purifying Light +7

**Combat:**
Attack +5 (+1 base, +1 sword), Damage +7 (+1 sword 19–20/+3), Defense Dodge/Parry +7/+10 (+4 base, masterwork heavy steel shield, +0 Dex/+3 Str), Initiative +0

**Saving Throws:**
Toughness +7 (+masterwork full plate, +1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +3 (+2 base, +1 Wis)

**Languages:**
Common

**Possessions:**
Masterwork full plate, masterwork Heavy steel shield, +1 sword, 2 potions of cure wounds, letter of marque, identification papers, traveling paper, heavy warhorse [light load, armor check penalty −7]

**HOUSE GHALANDA INNKEEPER**
Type: 4th level halfling innkeeper (expert 4)
Size: Small
Speed: 20 ft.
Abilities: Str +0, Dex +4, Con +1, Int +2, Wis +0, Cha +1
Skills: Acrobatics 7 (+11), Climb 7 (+9), Diplomacy 6 (+7), Disable Device 6 (+8), Escape Artist 4 (+8), Gather Information 4 (+5), Jump 4 (+6), Knowledge [local] 4 (+6), Notice 4 (+6), Profession [innkeeper] 5 (+6), Search 4 (+5), Sleight of Hand 4 (+6), Stealth 7 (+13)
Feats: Armor Training [light], Awareness, Evasion, Improved Initiative, Lucky, Sneak Attack, Talented [Climb, Jump], Talented [Notice, Stealth], Trap Sense, Weapon Training

**Combat:**
Attack +5 (+1 base, +4 Dex), Damage +3 (+1 short sword 19–20/+3) or +2 (shortbow 20/+4), Defense Dodge/Parry +6/+2 (+1 base, masterwork buckler, +4 Dex/+0 Str), Initiative +8

**Saving Throws:**
Toughness +3 (masterwork studded leather, +1 Con), Fortitude +6 (+4 base, lucky, +1 Con), Reflex +5 (+1 base, lucky, +4 Dex), Will +2 (+1 base, lucky)

**Languages:**
Common, Halfling, two others

**Possessions:**
Masterwork studded leather, masterwork buckler, +1 short sword, shortbow with 20 arrows, potion of cure wounds, potion of invisibility, identification papers, Wealth 12 [medium load, armor check penalty −1]

**HOUSE JORASCO HEALER**
Type: 3rd level halfling healer (adept 3, Ollandra)
Size: Small
Speed: 20 ft.
Abilities: Str −1, Dex +1, Con −1, Int +0, Wis +2, Cha +0
Skills: Climb 0 (+2), Concentration 6 (+8), Jump 0 (+2), Knowledge [arcana] 2 (+2), Knowledge [religion] 4 (+4), Medicine 6 (+11), Notice 4 (+6), Stealth 2 (+5)

**Feats:**
Familiar [owl], Imbue Item, Lucky, Skill Focus [medicine], Talented [Climb, Jump], Talented [Notice, Stealth]

**POWERS:**
Rank 6, Wis, save difficulty 13, Healing/Hearth supernatural philosophy: Cure +10, Cure Disease +10, Imbue Life +10

**Combat:**
Attack +2 (+1 base, +1 Dex), Damage +1 (sickle 20/+5 or +1 [sling 20/+3], Defense Dodge/Parry +2/+0 (+1 base, +1 Dex/−1 Str), Initiative +1

**Saving Throws:**
Toughness −1 (−1 Con), Fortitude +0 (+1 base, −1 Con), Reflex +2 (+1 base, +1 Dex), Will +5 (+3 base, +2 Wis)

**Languages:**
Common, Halfling

**Possessions:**
Sickle, sling, 10 bullets, cleric's vestments, holy symbol [Ollandra], healer's kit, 2 potions of cure wounds, identification papers, Wealth 14 [light load]

**HOUSE KUNDARAK BANKER**
Type: 3rd level dwarf banker (ordinary 3)
Size: Medium
Speed: 20 ft.
Abilities: Str +0, Dex −1, Con +1, Int +1, Wis +0, Cha +0

**Feats:**
Great Fortitude, Night Vision, Talented [Craft, Search]

**Combat:**
Attack +0 [masterwork dagger, −1 Dex], Damage +1 [masterwork dagger 19–20/+3], Defense Dodge/Parry −1/+0 (−1 Dex/+0 Str), Initiative −1

**Saving Throws:**
Toughness +1 (+1 Con), Fortitude +5 (great fortitude, cloak of resistance +2, +1 Con), Reflex +1 (cloak of resistance +2, −1 Dex), Will +2 (cloak of resistance +2)

**Languages:**
Common, Dwarven, one other

**Possessions:**
Masterwork dagger, cloak of resistance +2, amethyst ring, platinum medallion, letter of credit, identification papers, traveling papers, Wealth 15 [light load]

**HOUSE LYRANDAR WINDWRIGHT**
Type: 4th level half-elf sailor (expert 1/ordinary 3)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +1, Int +1, Wis +1, Cha −1
Skills: Acrobatics 7 (+0), Climb 5 (+0), Craft [shipmaking] 7 (+8), Diplomacy 4 (+5), Gather Information 2 (+3), Jump 4 (+4), Notice 5 (+8), Pilot 7 (+0), Profession [sailor] 7 (+11), Search 0 (+3), Survival 4 (+5)

**Feats:**
Armor Training [light], Great Fortitude, Night Vision, Skill Focus [Profession [sailor]], Shield Training, Talented [Diplomacy, Gather Information], Talented [Notice, Search]

**Combat:**
Attack +1 [masterwork club or light crossbow, +0 Dex], Damage +2 [masterwork club 20/+3] or +2 [masterwork light crossbow 19–20/+3], Defense Dodge/Parry +1/+1 [masterwork buckler, +0 Dex/+0 Str], Initiative +0

**Saving Throws:**
Toughness +2 (+1 leather armor, +1 Con), Fortitude +3 [great fortitude, +1 Con], Reflex +2 (+2 base, +1 Wis)

**Languages:**
Common, Elven, one other
**House Medani Sentry**

**Type:** 4th level half-elf sentry (warrior 1/expert 3)

**Size:** Medium

**Speed:** 20 ft.

**Abilities:** Str +3, Dex +1, Con +2, Int –1, Wis +0, Cha +1

**Skills:** Diplomacy 7 (+10), Gather Information 3 (+5), Intimidate 4 (+5), Notice 7 (+9), Search 3 (+4), Sense Motive 3 (+3), Survival 4 (+4)

**Feats:** Armor Training (light, heavy), Iron Will, Night Vision, Shield Training, Improved Initiative, Night Vision, Talented (Diplomacy, Gather Information), Weapon Training, Talented (Notice, Search)

**Combat:** Attack +5 (+3 base, masterwork sword/bow, +1 Dex), Damage +6 (masterwork sword 19–20/+3) or +6 (masterwork bow 20/+4), Defense Dodge/Parry +7/+9 (+3 base, masterwork heavy steel shield, +1 Dex/+3 Str), Initiative +5

**Saving Throws:** Toughness +6 (+1 chainmail, +2 Con), Fortitude +6 (+2 base, cloak of resistance +2, +2 Con), Reflex +5 (+1 base, cloak of resistance +2, +1 Dex), Will +5 (+1 base, cloak of resistance +2, iron will)

**Languages:** Common, Elven

**Possessions:** +1 chainmail, masterwork heavy steel shield, masterwork sword, masterwork bow, 30 arrows, cloak of resistance +2, potion of cure wounds, identification papers, traveling papers, Wealth 10 (light load, armor check penalty –3)

**House Oriens Courier**

**Type:** 6th level human courier (expert 6)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +3, Con +2, Int –1, Wis +1, Cha +0

**Skills:** Acrobatics 8 (+11), Climb 8 (+9), Diplomacy 8 (+8), Handle Animal 6 (+6), Jump 4 (+5), Notice 8 (+9), Ride 7 (+10), Search 4 (+3), Stealth 4 (+7)

**Feats:** Armor Training (light, heavy), Awareness, Dodge Focus, Endurance, Evasion, Shield Training, Sneak Attack, Trap Sense, Weapon Training

**Combat:** Attack +8 (+4 base, +1 short sword, +3 Dex), Damage +3 (+1 short sword 19–20/+3) or +3 (short bow 20/+4), Defense Dodge/Parry +10/+7 (+4 base, +1 buckler, dodge focus, +3 Dex/+1 Str), Initiative +3

**Saving Throws:** Toughness +6 (+1 chain shirt, +2 Con), Fortitude +6 (+2 base, +2 Con), Reflex +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

**Languages:** Common

**Possessions:** +1 chain shirt, +1 buckler, +1 short sword, shortbow, 20 arrows, potion of cat’s grace, potion of cure wounds, 7 days of rations, waterskin, light horse, identification papers, traveling papers, Wealth 21 (medium load, armor check penalty –4)

**House Phiarlan Entertainer/Spy**

**Type:** 4th level elf bard (expert 2/adept 2)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +0, Dex +3, Con +0, Int +1, Wis –1, Cha +3

**Skills:** Acrobatics 4 (+7), Bluff 4 (+7), Climb 3 (+5), Diplomacy 7 (+10), Disguise 7 (+10), Gather Information 4 (+7), Intimidate 3 (+6), Notice 2 (+3), Perform (choose one) 7 (+10), Search 2 (+3), Stealth 7 (+10)

**Feats:** Armor Training (light), Fascinate, Inspire (Competence), Inspire (Courage), Night Vision, Shield Training, Talented (Notice, Search), Weapon Training

**POWERS:** Rank 5, Cha, save difficulty 14: Suggestion +8, Self-Shaping +8

**Combat:** Attack +6 (+2 base, masterwork rapier, +3 Dex), Damage +2 (masterwork rapier 18–20/+3) or +2 (short bow 20/+4), Defense Dodge/Parry +6/+3 (+2 base, masterwork buckler, +3 Dex/+0 Str), Initiative +3

**Saving Throws:** Toughness +3 (+1 studded leather), Fortitude +2 (cloak of resistance +2), Reflex +5 (+3 base, cloak of resistance +2, +3 Dex), Will +2 (+1 base, cloak of resistance +2, –1 Wis)

**Languages:** Common, Elven, one other

**Possessions:** +1 studded leather, masterwork buckler, masterwork rapier, short bow, 30 arrows, cloak of resistance +2, potion of invisibility, climber’s kit, disguise kit, courtier’s outfit, entertainer’s outfit, letter of credit, identification papers (two sets, one false), traveling papers (two sets, one false), Wealth 20 (light load, no armor check penalty)

**House Sivis Scribe**

**Type:** 6th level gnome scribe (expert 1/ordinary 5)

**Size:** Small

**Speed:** 20 ft.

**Abilities:** Str –2, Dex +0, Con +1, Int +1, Wis +2, Cha –1

**Skills:** Craft (calligraphy) B (+9), Gather Information 4 (+3), Knowledge (arcana) 7 (+8), Knowledge (geography) 7 (+10), Knowledge (history) 7 (+10), Knowledge (languages) 7 (+11), Knowledge (local) 7 (+8), Notice 0 (+4), Profession (scribe) 8 (+12), Survival 4 (+6)

**Feats:** Night Vision, Talented (Craft (alchemy) and Notice), Skill Focus (Knowledge (linguistics)), Skill Focus (Profession (scribe)), Talented (Knowledge (geography), Knowledge (history)), Tough

**Combat:** Attack +0, Damage +0 (quarterstaff 20/+3), Defense Dodge/Parry +0/+2 (+0 Dex/–2 Str), Initiative +0

**Saving Throws:** Toughness +2 (tough, +1 Con), Fortitude +3 (cloak of resistance +2, +1 Con), Reflex +2 (cloak of resistance +2), Will +6 (+2 base, cloak of resistance +2, +2 Wis)

**Languages:** Common, Gnome, three others

**Possessions:** Quarterstaff, cloak of resistance +2, parchment, pens and ink, scholar’s outfit, identification papers, traveling papers, Wealth 15 (light load)

**House Tharashk Bounty Hunter**

**Type:** 4th level half-orc ranger (warrior 3/expert 1)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +2, Con +1, Int +0, Wis +2, Cha –2

**Skills:** Climb 2 (+3), Handle Animal 4 (+2), Knowledge (dungeoneering) 3 (+3), Knowledge (geography) 3 (+3), Knowledge (nature) 2 (+2), Medicine 2 (+4), Notice 4 (+6), Ride 4 (+6), Stealth 2 (+4), Survival 4 (+6), Swim 2 (+3)

**Feats:** Armor Training (light), Companion (horse), Endurance, Favored Opponent (giants), Night Vision, Precise Shot, Track, Trackless, Weapon Training
### House Thuranni Assassin

**Type:** 7th level elf assassin (expert 6/adept 1)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +0, Dex +3, Con –1, Int +2, Wis +1, Cha +1

**Skills:** Acrobatics 10 (+13), Bluff 4 (+5), Craft (alchemy) 7 (+9), Craft (calligraphy) 7 (+9), Diplomacy 3 (+4), Disable Device 8 (+10), Disguise 8 (+9), Escape Artist 7 (+10), Intimidate 6 (+7), Jump 7 (+7), Notice 5 (+8), Perform (act) 7 (+7), Search 3 (+7), Sleight of Hand 10 (+13), Stealth 10 (+13)

**Feats:** Awareness, Evasion, Improved Initiative, Night Vision, Nondescript, Precise Shot, Point Blank Shot, Sneak Attack, Talented (Notice, Search), Trap Sense, Uncanny Dodge, Weapon Training

**Powers:** Rank 4, Int, save difficulty 12: Combat Sense +6

**Combat:** Attack +9 (+5 base, masterwork sword/bow, +3 Dex), Damage +3 (masterwork sword 19–20/+3 or +4 (bow 20/+4, +1 arrows), Defense Dodge/Parry +10/+5 (+5 base, bracers of armor, +3 Dex/+0 Str), Initiative +7

**Saving Throws:** Toughness +1 (+1 Con, +2 bracers of armor), Fortitude +1 (+2 base, –1 Con), Reflex +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

**Languages:** Common, Elven, one other

**Possessions:** Bracers of armor +2, masterwork sword, bow, 15 +1 arrows, 5 +1 arrows of seeking, darkweave cloak, courier's outfit, identification papers (two sets, one false), traveling papers (two sets, one false), Wealth 16 (light load)

### House Vadalis Handler

**Type:** 5th level human commoner (ordinary 5)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +0, Dex +1, Con +0, Int +0, Wis +0, Cha +1

**Skills:** Escape Artist 4 (+5), Handle Animal 6 (+7), Ride 6 (+7)

**Feats:** Armor Training (light), Exotic Weapon Training (whip)

**Combat:** Attack +4 (+3 base, +1 Dex), Damage +2 (club 17–20/+3, +1 weapon focus), Defense Dodge/Parry +4/+3 (+3 base, +1 Dex/+0 Str), Initiative +1

**Saving Throws:** Toughness +2 (leather armor, +1 Con), Fortitude +1 (+1 base), Reflex +3 (+4 base, +1 Dex), Will +1 (+1 base)

**Languages:** Common

**Possessions:** Leather armor, whip, club, light crossbow with 10 bolts, 50-foot hemp rope, riding saddle, identification papers, Wealth 10 (light load)

### Korranberg Library Clerk

**Type:** 6th level gnome clerk (ordinary 6)

**Size:** Small

**Speed:** 20 ft.

**Abilities:** Str –2, Dex +1, Con +0, Int +2, Wis +0, Cha +0

**Skills:** Craft (alchemy) 4 (+8), Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (arcana) 4 (+6), Knowledge (architecture) 5 (+7), Knowledge (geography) 5 (+7), Knowledge (heraldry) 6 (+8), Knowledge (history) 6 (+11), Knowledge (local) 6 (+8), Knowledge (linguistics) 6 (+11), Notice 2 (+4), Search 2 (+4), Stealth 2 (+3)

**Feats:** Night Vision, Skill Focus (Knowledge (linguistics)), Skill Focus (Knowledge (history)), Talented (Craft (alchemy), Notice)

**Combat:** Attack +1 (+1 Dex), Damage –1 (dagger 19–20/+3), Defense Dodge/Parry +1/+2 +1 Dex/–2 Str), Initiative +1

**Saving Throws:** Toughness +0, Fortitude +0, Reflex +1 (+1 Dex), Will +0

**Languages:** Common, Dwarven, Gnome, one other

**Possessions:** Dagger, scholar's outfit, keys to several locked library doors, identification papers

### Lords of Dust Member

**Type:** 5th level zakya rakshasa outsider (native, vice)

**Size:** Medium

**Speed:** 40 ft.

**Abilities:** Str +6, Dex +2, Con +5, Int +1, Wis +1, Cha +0

**Skills:** Bluff 8 (+8), Climb 6 (+12), Concentration 8 (+9), Diplomacy 4 (+4), Disguise 8 (+6), Intimidate 8 (+8), Jump 8 (+14), Notice 2 (+3), Sense Motive 4 (+5)

**Feats:** All-out Attack, Armor Training (heavy), Attack Focus (bastard sword), Attack Specialization (bastard sword), Blind-Fight, Cleave, Exotic Weapon Training (bastard sword), Improved Critical (bastard sword), Precise Shot, Weapon Training

**Powers:** Rank 8, Cha, save difficulty 12: Cold Shaping +8, Drain Vitality +8, Mind Reading +8

** Traits:** Change Shape, Damage Reduction 5/virtue and piercing, Darkvision, Supernatural Resistance 22

**Combat:** Attack +9 (+5 base, +1 bastard sword, attack focus +2 Dex) or +8 (masterwork composite bow), Damage +11 (+1 bastard sword 17–20/+3, attack specialization) or +5 (masterwork composite bow 20/+4), Defense Dodge/Parry +10/+14 (+5 base, heavy steel shield, +2 Dex/+6 Str), Initiative +2

**Saving Throws:** Toughness +9 (+1 chainmail, +5 Con), Fortitude +9 (+4 base, +5 Con), Reflex +6 (+4 base, +2 Dex), Will +5 (+4 base, +1 Wis)

**Languages:** Common, Infernal, Uncommon

**Possessions:** +1 chainmail, heavy steel shield, +1 bastard sword, masterwork composite longbow, 20 arrows, false identification papers, Wealth 20 (medium load, armor check penalty –5)

### Morgrave Professor

**Type:** 4th level dwarf professor (ordinary 4)

**Size:** Medium

**Speed:** 20 ft.

**Abilities:** Str +0, Dex –1, Con +1, Int +1, Wis +0, Cha +0

**Skills:** Craft (masonry) 7 (+8), Knowledge (dungeoneering) 4 (+5), Knowledge (history) 6 (+10), Knowledge (local) 6
Warden of the Wood

Type: 6th level human druid (adept 6)
Size: Medium
Speed: 30 ft.

Abilities: Str –1, Dex +0, Con +1, Int +1, Wis +3, Cha +2
Skills: Climb 2 (+3), Concentration 6 (+0), Diplomacy 3 (+5), Handle Animal 7 (+9), Jump 3 (+4), Knowledge (arcana) 2 (+3), Knowledge (nature) 5 (+6), Medicine 4 (+7), Notice 3 (+6), Ride 2 (+2), Survival 4 (+7), Swim 4 (+3)

Feats: Armor Training (light), Familiar (dire badger), Animal Empathy, Warden Initiate*, Weapon Training

Powers: Rank 9, Wis, save difficulty 16, Druid supernatural philosophy: Cure +13, Cure Disease +13, Plant Step* +13, Plant Shaping +13, Self-Shaping +13

Combat: Attack +3 (+3 base), Damage +2 (+1 scimitar 18–20/+3), Defense Dodge/Parry +4/+3 (+3 base, light wooden shield, +0 Dex/–1 Str), Initiative +0

Saving Throws: Toughness +4 (+1 wild hide armor, +1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 base), Will +8 (+3 base, +3 Wis)

Languages: Common, Sylvan

Possessions: +1 wild hide armor, light wooden shield, +1 scimitar, sling, 20 bullets, Wealth 5 (medium load, armor check penalty –1)

Wayfinder Explorer

Type: 8th level changeling explorer (expert 8)
Size: Medium
Speed: 30 ft.

Abilities: Str +0, Dex +4 (gloves of dexterity +1), Con +0, Int +2, Wis –1, Cha +2

Skills: Acrobatics 9 (+13), Bluff 8 (+12), Climb 4 (+4), Diplomacy 3 (+5), Disable Device 9 (+11), Disguise 7 (+9), Escape Artist 7 (+11), Intimidate 4 (+6), Jump 3 (+3), Knowledge (dungeoneering) 9 (+11), Knowledge (linguistics) 7 (+9), Search 7 (+9), Sense Motive 6 (+7), Stealth 8 (+12), Survival 8 (+7), Swim 2 (+2)

Feats: Animal Empathy, Armor Training (light), Awareness, Dodge Focus, Evasion, Improved Initiative, Improved Speed, Talented (Bluff, Sense Motive), Track, Trap Sense, Uncanny Dodge, Weapon Training

Traits: Change Shape

Combat: Attack +11 (+6 base, +1 short sword, +4 Dex) or +10 (hand crossbow), Damage +3 (+1 short sword 19–20/+3) or +1 (hand crossbow 19–20/+3), Defense Dodge/Parry +11/+6 (+6 base, dodge focus, +4 Dex/+0 Str), Initiative +8

Saving Throws: Toughness +2 (+1 leather armor of stealth), Fortitude +6 (+6 base), Reflex +6 (+2 base, +4 Dex), Will +1 (+2 base, –1 Wis)

Languages: Common, Halfling

Possessions: +1 leather armor of stealth, +1 short sword, hand crossbow, 10 bolts, gloves of dexterity +1, handy haversack, traveler’s outfit, 6 tinderwicks, bag of catlrops, map case, crowbar, grappling hook, 50-foot silk rope, bullseye lantern, tent, waterskin, masterwork thieves’ tools, letter of credit, letter of marque, identification papers, traveling papers, Wealth 11 (light load)
ANNEX: MAGIC ITEMS

This annex provides some optional rules and guidelines for making D&D style magic items using the True20 rules. Some clarifications on, and modifications to, existing rules are described; some new rules for different types of item are introduced. Ultimately the goal is to allow the reuse of D&D material with a minimal number of changes.

MAGIC ITEM CREATION

The following types of supernatural items are described in the Core Rulebook and Adept’s Handbook:

- **Single-use items**: Each item has a single effect from a single power with a preset power check (determined at creation). Most potions and scrolls are of this type.
- **Multi-use items**: These contain a single supernatural power and any number of feats that can modify its effects. The user can use the item with a power check of their level + 10, expending one of the item’s charges. Items can be recharged by adepts who know that power. Few items traditionally encountered in D&D work in this manner, although staves in Pathfinder can be recharged.
- **Permanence items**: These contain one or more supernatural powers and feats. The user can use any of the powers with a power check of their level + 5. This effectively puts a minimum level requirement on the item: a cloak of invisibility, for example, would only be usable by level 13 characters (because the invisibility effect of the Light Shaping power requires a power check of 20 or more).

There follows some clarifications on these creation rules.

POWERS & EFFECTS

Many True20 powers have multiple effects, which in D&D would be represented by different spells. For example, the True20 Light Shaping power allows a character to cast the D&D spells Light, Silent Image, Blur, Displacement and Invisibility. An item imbued with such a power—a ring of light shaping, for example—would undoubtedly be a powerful item, but there does not seem to be an equivalent in D&D unless artefacts are considered.

Therefore these rules, and magic item descriptions below, assume that that multi-use and permanent items can only be imbued with a single effect from a power (like single-use items). Imbuing more than one effect from the same power into a permanent item would count as imbuing a separate power, although the Narrator might only require the creator to make a single successful power check that covers all of the effects being imbued, rather than a separate check for each one.

Adepts can still use the item to cast the power using their own capabilities (and risking fatigue), but can only use the imbued effect(s).

This should also apply to powers that have no explicitly defined effects in their description, but that allow thecaster to choose one. Enhance Ability is a prime example of this: a belt of giant strength is imbued with Enhance Ability (Strength) only, and does not allow the wearer to choose the ability that is enhanced, or to split the bonus between Strength and Dexterity. Of course, the amount of the bonus depends on the character’s level, as with any permanent item. Even adepts using their own power check (and risking fatigue) with the item can only do so to increase their Strength. The Cure power is another example: it can be used to cure ability damage and ability drain as well as normal damage. A potion of restoration (charisma) would have a different effect from a potion of cure, because it only repairs damage to the Charisma ability score, even though they are both based on the Cure power.

IMBUING FEATS

The True20 supernatural item creation rules assume that feats are only added to an item to augment the supernatural power imbued into it. However, many D&D items do not provide their user with a specific power (or spell like effect) but with a passive bonus (such as a competence bonus to a skill). These items can best be created in True20 by imbuing a feat into an item, rather than a power.

In these cases the adept must still make a power check of the appropriate difficulty (required power check plus 5 for single-use items, 15 plus number of charges for multi-use items, 25 for permanent items) even though there is no specific ‘power’. Consider this a check against a ‘Supernatural Item’ power, for example, that all adepts with Imbue Item know automatically. This is, of course, not required when enchanting weapons, as the Supernatural Weapon power is imbued instead. (See also ‘Item feat Prerequisites’, below).

IMBUED FEAT PREREQUISITES

An adept needs to know a supernatural power when imbuing it into an item. Therefore they will need to know any prerequisite powers, although these do not also have to be imbued.

However, as described above, any feat can be imbued into an item without an adept having to know it. In some cases, especially with some of the feat chains described in the Expert’s Handbook, this could lead to very powerful items being created comparatively easily. For example, a ‘bleed’ weapon could be created by imbuing an item with just the Bleeding Wound feat and Supernatural Weapon.

In such cases the final Knowledge (arcana) difficulty should be increased by +1 for each prerequisite feat in the chain that leads up to the imbued feat. In the case of Deathstroke this would add +5, because the chain of feats is: Assessment, Skill Focus (Sense Motive), Sneak Attack, Precise Strike, Improved Precise Strike, Bleeding Wound. Note that these feats could be imbued into the item itself, and the final difficulty check would be the same. However, the adept would need an extra 5 Conviction points for the item’s creation.

Optionally, the Narrator may normally require the adept to posses the prerequisite feats, but allow them to ‘skip’ a number equal to their adept level. In the ‘bleed’ example above, the adept would need to be 5th level to skip all of the feat requirements, or 4th level if they had the Assessment feat, 3rd if they also had Skill Focus (Sense Motive), etc.

The adept must, however, meet any other requirements of the feat being imbued, such as minimum ability score, adept level or skill rank (including languages). For example, to imbue the Precise Strike feat an adept would not necessarily need the prerequisite feats, but would need to have 4 skill ranks in Sense Motive. Imbuing ‘Skill Focus’ requires the adept to have training in the relevant skill.

The user of an item does not need power or feat prerequisites in order to gain the benefit of an imbued power or feat. However, as with the adept creating the item, they do need any other prerequisites, such as total level (which counts as adept level for items) or skill ranks. For example, a cloak imbued with Cloak Dance requires the wearer to have the appropriate ranks in Stealth and Perform (dance).
STACKING
Many items described in this annex are created by imbuing them with feats. Unless otherwise stated, the effects imbued into these items stack with any feats the character has. However, they do not stack with those imbued into other items the character may be wearing. For example, a ring of resistance might grant +2 to Fortitude, Reflex and Will saving throws because it is imbued with the Great Fortitude, Lightning Reflexes and Iron Will feats. The +2 bonus stacks with that granted by these feats if the character has them, but not when worn with, say, a cloak of resistance.

Characters can only take a feat once, unless the description of the feat says otherwise. The same limitation should be applied to feats imbued into items. For example, a sword might have +2 to damage because it has the Attack Specialization (sword) and Greater Attack Specialization (sword) feats. Additional damage bonuses are not possible unless a different feat is used (Favored Opponent, for example, which could be applied up to three times). However, a suit of armor could have the Tough feat applied up to five times, for a +5 toughness save bonus, because that feat can stack (the same is true for feats such as Power Attack). This bonus would stack with a character’s Tough feat(s), but not with those from another item.

Note that this limitation means that some of the different versions of D&D items will not be available. For example, there will only be a single version of a cloak of resistance, (rather than a +1, +2, +3 version etc) because the Iron Will feat can only be imbued once, and there are no other feats available to provide additional bonuses. The Narrator could introduce feats such as ‘Improved Iron Will’ for this purpose if required.

Also note that the effects of some feats will not stack simply because it makes no sense for them to. For example, All-out Attack, or Move-by Action can clearly only be applied to a character once.

Finally, note that the Supernatural Focus, Supernatural Talent and Empower feats can be imbued into an item to increase the power check of the item’s user. This will also reduce the effective minimum required level. Although Empower does not ‘stack’ it can have a variable effect. Therefore it has been assumed that Empower can be added more than once to get power check bonuses higher than +1, up to a limit of +5. Therefore an item with five ‘stacks’ of Empower, Supernatural Focus and Supernatural Talent could add +10 to the power check, which also lowers the minimum level by 10. This reduction stacks with the Use Magic Device feats described below.

EFFECTIVE ADEPT LEVEL
Many magic items grant their owner the ability to use a supernatural power. If the effects of this power depend on the adept level, assume that this is equal to the character’s level. This means that some items will increase in power as the character levels up, and do not require different versions (e.g. minor and major, or lesser and greater). For example, a ring of fire resistance has Elemental Resistance (fire) imbued into it, which grants a bonus to saves against fire attacks equal to the character’s level. There is therefore no need for items such as a ‘greater ring of fire resistance’.

Single-use items, such as potions and scrolls, have a preset power check. To calculate the effective adept level of powers granted by these types of item assume that the creator “took 10” on their power check (ignoring any key ability adjustments). So a potion with a power check of 15 has an effective adept level of 5 (and therefore a save difficulty of 10 + half the adept level, or 12).

In some cases (such as Cure) this is irrelevant, but for others (a potion of haste, for example) it is necessary to calculate the duration of the effect. When the power check is already fairly low (10, say) assume that the minimum effective adept level is 5.

USE MAGIC DEVICE
The Use Magic Device feat (see Chapter 3) allows characters to increase their effective adept level for the purposes of using magic items. For example, the invisibility effect of the Light Shaping power has a Difficulty of 25. When imbued into a permanent magic item only level 20 characters can use it, as their power check is equal to their level + 5. A character with Use Magic Device gains +5 to his effective adept level for this purpose, so could use the item at level 15. Use Magic Device can also be imbued into items to make them more accessible to all users. In this case the creator must know the feat, and the usual stacking rules apply. Therefore a cloak of invisibility imbued with Use Magic Device could be used at level 10 if the character also had that feat. Use Magic Device requires the character to be trained in Knowledge (arcana)—this applies even if the feat is imbued into the item. Additional feats (e.g. Supernatural Focus) can be used to reduce the level requirement further. However, the increase to the effective adept level only applies where the item has a minimum level because of the inherent difficulty of the effect. It would not, for example, increase the damage caused by a version of fireball (Elemental Blast, which is based on the character’s level) or a ring of protection (Deflection, which grants a Defense bonus based on the power check). However, it would affect a ring of telekinesis (Move Object, which requires a minimum Difficulty of 10) or a robe of stars (Astral Projection, Difficulty 15).

The Improved Use Magic Device feat functions in a similar way, providing an additional +5 to the effective adept level.

NPCS & ITEM CREATION
The creation of supernatural items requires Conviction points. However, most magical items will be made by NPC magewrights and artificers. When determining whether an NPC can create an item, assume that they have the same number of Conviction points that their total level would award (including ordinary levels). However, these conviction points can only be used to create supernatural items, and not for any other use (such as re-rolling failed saves, gaining temporary feats etc).

For example, the typical artificer of The Twelve described in Chapter 8 is an 8th level adept and would therefore have 6 Conviction points available when creating supernatural items. A typical magewright might have 4 ordinary levels, which grants him 4 Conviction points for creating items.

NEW ITEM TYPES
The existing item types described above do not cover some of the more usual D&D item types. For example, most wands have 50 charges after which they are useless. Other items can be used indefinitely, but only for a certain number of times per day, and so on. Therefore the following item types and rules have been introduced:

- Multi-use items: These rules have been extended to allow more than 1 power to be imbued into an item.
- Non-rechargeable items: These are multi-use items that cannot be recharged. However, to compensate they are created with more charges than usual.
- Daily use items: These items have a more limited number of charges, but they recharge automatically.
- Bound elemental items: Many items in Eberron—from weapons and armor to the lightning rail and elemental airships—incorporate bound elementals.
- Special items: Some items do not grant their wielder use of a power, but instead augment it in some way.
Multi-Use Items (Update)

Standard multi-use items are imbued with a single power. The Narrator may allow additional powers to be imbued to duplicate the abilities of some items in the DMG and other sources. Note that staves in the Pathfinder rules, for example, have multiple powers that can be recharged.

To imbue additional powers into a multi-use item the adept must make a power check for each power/effect, with the same difficulty as normal (15 + 1 per charge). Each additional effect requires another Conviction point to be spent, and the final Knowledge (arcana) check is equal to 5 + 3 per power + 1 per feat. The charges are shared between the powers—the adept must know at least one of the powers to be able to recharge the item. The material cost for the item increases by +5 for each additional power.

Non-Rechargeable Items

The process for creating non-rechargeable items follows the usual multi-use item creation rules. However, if the creator specifies that the item is to be non-rechargeable then it gains some multiple of the final number of charges. The suggested multiple is 5, although some items (e.g. a wand of fireball) might be considered too powerful. In these cases a multiplier of 2 or 3 may be more balanced.

For example, creating a regular multi-use wand with 5 charges would take 2 hours (1 hour, plus 1 hour per 5 charges) and would require a power check with a Difficulty of 20 (15 + 1 per charge). If the wand was created as a non-rechargeable item then the time and difficulty would remain the same, but it would have 25 charges when completed. Once used up the item cannot be recharged; even the materials cannot be reused.

Daily Use Items

A daily use item is also created using the normal multi-use item creation rules. However, if the creator specifies that it is a daily use item it gains only a fraction of the final number of charges. The suggested fraction is one-fifth, although the Narrator may wish to use one-eighth, or even one-tenth, to stop items becoming too powerful. Creating a daily use item with one use per day would therefore be equivalent to creating a regular rechargeable item with 5 charges.

The Narrator may wish to introduce a maximum number of daily uses allowed, such as 3 or 4. The Narrator must also decide whether all the charges are recovered at the same time (e.g. in the morning) or their recovery is distributed over a 24 hour period. Finally, note that multi-use items allow their user to make a power check equal to their level + 10. This may be regarded as too powerful, in which case the modifier should be changed to +5, like that for permanent items.

Note: These rules can be used to make the “eternal” wands found in the ECS as well as other daily use items. However, the implication in the ECS is that eternal wands require a dragonshard: the Narrator may wish to stop this from happening by adding a Conviction point to the item. The suggestion is one-fifth, although the Narrator may wish to use one-tenth, or even one-eighth, to prevent wands becoming too powerful at this level. The daily use items allow the user to make a power check equal to their level + 10. This may be regarded as too powerful, in which case the modifier should be changed to +5, like that for permanent items.

Note: These rules can be used to make the “eternal” wands found in the ECS as well as other daily use items. However, the implication in the ECS is that eternal wands were developed during the Last War, and as such represent a new and comparatively rare technique. The Narrator may wish to restrict the availability of these wands, and also limit their creation in some way (e.g. to members of House Cannith only). Unlike normal wands, eternal wands require a dragonshard: the Narrator may wish to make this a requirement for creating all daily use items.

Bound Elemental Items

In Eberron elementals are often bound to dragonshards (using the Bind Elemental power) which are then incorporated into items (such as Khyber Shard Items, Chapter 5). This process offers a number of advantages over regular item creation, although costs are increased as an elemental must first be summoned, bound using costly rituals and imprisoned in a Khyber dragonshard of suitable size.

Items created using bound elementals are either daily use or permanent items, and follow the normal creation rules (including the new rules described above) but with the caveat that only traits, feats and powers that the elemental has may be imbeded into the item. However, the creator himself does not need to know these powers—he merely needs to know the Imbue Item feat and the Bind Elementa power. The Bind Elemental power must be imbued into the item by the adept, although the item will not grant that power to its user. The elemental ‘takes’ 10 on any associated power checks, although the adept must spend the Conviction points (one for each power, feat or trait imbued).

The traits available to imbue into a bound elemental item include any supernatural powers the elemental knows (such as a fire elemental’s Fire Shaping) as well as traits native to itself, such as an air elemental’s Whirlwind ability or fly speed, an earth elemental’s Earth Glide or damage reduction, a water elemental’s Swim speed, and so on. Other suitable effects can be added if the Narrator agrees they are traits of the elemental, e.g. items with a bound water elemental could offer water breathing, and so on. Bonuses to ability scores can also be imbued: for every 4 points of an elemental’s ability score, +1 can be added as a trait to the item. For example, a large earth elemental (Dex +7, Con +4) could add +1 to the item’s user’s Dex or Con.

The maximum number of traits, feats and powers that can be imbued into an item depends on the size of the elemental: 1 for Small elementals, 2 for Medium-sized etc.

The Narrator may rule some powers inapplicable to certain types of item: armor would be able to ‘hold’ a damage reduction trait, for example, but weapons would not.

Unlike regular multi-use items, a daily use bound elemental item can be created with more than one supernatural power imbued into it. The creator (or rather, the elemental) must make a power check of the appropriate level for each power (i.e. 15 + 1 per charge). The adept must also spend a Conviction point for each power imbued. The total number of charges remains the same, but they can be used to access any of the powers: the user is calling on the power of the elemental, not the item itself.

Special Items

A number of items in both the ECS and DMG have effects that cannot easily be duplicated by the True20 powers. For example, an Astral Beacon allows characters with the Teleport power to treat a location near that item as more familiar—but the item itself does not grant the user the ability to use the Teleport power. Adding multiple instances of the Empower feat to the Astral Beacon (to help offset familiarity penalties) would not help because the user is teleporting to the beacon, not from it.

In these cases the creator of the item must have the appropriate power (as well as Imbue Item), but the power itself is not available to those using the item. The construction line in the item’s description will say “creator must have the … power”, rather than “item imbued with …”.

Similarly, items may only allow the user to use the power in a particular way. The Narrator will have to decide if a particular use is valid. For example, the arrowbow warforged component contains the Fabricate’ power that it uses to create magical bolts. The warforged user should not be able to use that power to create anything else.

Finally, items are sometimes described as having both a permanent and a daily-use component (a weapon of icy burst, for example). In these cases each component is created separately, but using the same base item. However, this must be done at the same time—additional enchantments cannot be added to an item later on. The power check and effective adept level varies depending on which effect is used, as for a normal item of that kind.
ITEM DESCRIPTIONS

The description of each item is followed by a list of the crafting requirements. This includes the following:

- The Craft specialization required to make the item. This can be changed depending on the base materials (e.g. use Craft (leather) to make leather armor).
- The powers and feats the creator must imbue into the item. Note that the item's description will show what powers are actually available to the user.
- The number of charges the item has (if not a permanent item). Single-use items list the preset power check. Multi-use items specify the number of charges they have, e.g. “5 daily”, “25 non-rechargeable” and so on. These are the number of charges the item is created with—they may have fewer charges if found as treasure.
- The minimum level that the user must have to fully use the item (if useful and/or relevant). At the Narrator’s discretion a character may be able to use some of the other abilities the item grants if they can be used at a lower level. The Narrator can add the Use Magic Device* and Improved Use Magic Device* feats to the item to reduce this by 5 and 10 respectively (and increase the cost by +2 and +4). Note that characters can use a Conviction point to gain +3 to power checks with permanent items, thereby temporarily lowering the level requirement by 3. Finally, note that some effects (such as familiarity) may make some actions impossible, even if the character is of the minimum level to use the item.
- The cost of the item. The costs of the items described in this section have generally been converted from those in the DMG using the formula described in Chapter 7. Potions and scrolls have a cost of 5 plus the imbued power check. Armor, shields and weapon enchantment costs are added to the cost of the base item (see ‘Magic Item Costs’ below). The Narrator should feel free to adjust these costs as required.
- The item’s weight, if more than 1 lb.

Recall that permanent items have a power check equal to the user’s level + 5, multi-use items have a power check equal to the user’s level + 10. This determines the effectiveness of many items. Many magic items, for example, provide a bonus to some aspect of the character, such as Toughness saves or Defense. The amount will vary with the character’s level: consult the description of the relevant power to determine the result of their power check.

### ARMOR & SHIELDS

The following conventions are used when discussing magic armor and shields:

- Masterwork armor confers no additional Toughness bonus but has its armor check penalty reduced by 1.
- +1 armor is the most basic form of magic armor. It is masterwork armor enchanted with the Tough feat. Its armor check penalty is reduced by 2 points (1 point from the masterwork quality, and 1 point from being enchanted). The cost is increased by +12.
- +2 armor is masterwork armor enchanted with the Tough feat twice. Note that its armor check penalty is still reduced by 2, not 3. The cost is increased by +14.
- More powerful armor follows a similar pattern, but still only reduces the armor check penalty by 2 at most. The maximum additional toughness bonus is +5 (as the Tough feat only stacks that high), adding +20 to the cost.
- Shields provide a bonus to Defense, and are therefore enhanced with the Dodge Focus feat. This feat can stack, but it is recommended that shield enhancement is limited to +3.
- Armor—magical or otherwise—made from special materials (such as mithril) may reduce the armor check penalty further.
- Magic armor may have any number of additional feats and powers imbued into it to provide the wearer with special abilities. These are named in a standard manner, as in +1 chainmail of fortification. A list of special abilities is given below.

### ARMOR & SHIELD SPECIAL ABILITIES

The following list of special abilities describe standard feats and powers that can be imbued into armor and shields. The item must be worn in order to access these abilities. The costs given here do not include any toughness bonuses.

Other armor abilities can be created by the Narrator using these descriptions as a model. For example, ‘Agile Armor’ could give a bonus to the Acrobatics skills, ‘Aquatic Armor’ to the Swim skill and so on.

- **Animated:** A shield that floats in front of the user, protecting them as if they were holding it, but freeing up both hands. It moves with the wielder, who must maintain the effect as a free action. The armor check penalty still applies.
  
  *Craft (armor); Exotic Weapon Training (animated shield); Manipulate Object; Cost: +13.*

- **Arrow Catching:** A shield that automatically deflects one non-magical projectile per round away from the user.
  
  *Craft (armor); Deflect Arrows; Cost: +12.*

- **Arrow Deflection:** A shield that automatically deflects a number of non-magical projectiles per round equal to the user’s Dexterity + 1.
  
  *Craft (armor); Improved Deflect Arrows; Cost: +13.*

- **Bashing:** A shield that is particularly effective when used as a weapon. It provides a +1 bonus to attack rolls and damage when used to attack a foe.
  
  *Craft (armor); Attack Focus (shield); Attack Specialization (shield); Supernatural Weapon; Cost: +14.*

- **Blinding:** A shield that can emit a blinding flash of light up to 5 times per day. Any creature in front of the shield must make a Reflex save (Difficulty 10 plus half the wielder’s level) or be blinded for 1 round, and then dazzled for 2 further rounds.
  
  *Craft (armor); Light Shaping (flash); Charges: 5 daily; Cost: +15.*

- **Energy Resistance:** A suit of armor or a shield that protects against a particular form of energy. The wearer gains

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<tr>
<th>MAGIC ITEM COSTS</th>
<th>COST</th>
<th>PROPERTY</th>
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<tbody>
<tr>
<td>+5</td>
<td>Masterwork quality item</td>
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<tr>
<td>+5</td>
<td>Magical item (includes Supernatural Weapon if applicable)</td>
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<tr>
<td>+5</td>
<td>For every power/effect imbued in a permanent item</td>
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<td>+1</td>
<td>For every charge imbued in a multi-use item (before any non-rechargeable/daily use multipliers)</td>
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<td>+1</td>
<td>For every five charges imbued in a non-rechargeable item</td>
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<td>+2</td>
<td>For every charge of a daily use item</td>
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<tr>
<td>+1</td>
<td>For every feat imbued in an item (include each instance of a ‘stackable’ feat)</td>
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<tr>
<td>+1</td>
<td>For every prerequisite feat (if that feat is not also imbued into the item)</td>
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a bonus on saving throws against harm from that energy type equal to their level, and suffers only non-lethal damage from the element (provided they are conscious).

Craft (armor); Elemental Resistance; Cost: +15.

**Etherealness:** A suit of armor that grants the wearer the use of the Phase power up to five times per day, using their total level as their adept level.

Craft (armor); Phase; Charges: 5 daily; Cost: +15.

**Fortification:** A suit of armor that protects vital areas of the wearer by subtracting critical or sneak attack damage. Normal weapon damage is not reduced. Light fortification subtracts 2 points of critical damage; heavy removes it all.

**Light:** Craft (armor); Fortification; Cost: +12.

**Heavy:** Craft (armor); Fortification; Improved Fortification; Cost: +14.

**Ghost Touch:** An almost translucent suit of armor or a shield that can also be worn by incorporeal creatures. Attacks from such creatures (that might normally bypass armor) are subject to the armor’s full Toughness save bonus.

Craft (armor); Ghost Touch; Cost: +15.

**Glamered:** On command, a suit of glamered armor can change its appearance to that of a normal set of clothes. Its weight and armor check penalty are unchanged.

Craft (armor); Illusion, Use Magic Device; Cost: +15.

**Invulnerability:** A suit of armor that allows the wearer to use the Invulnerability power. Note that if the wearer takes damage and fails their Will save they must recast the power as a standard action.

Craft (armor); Invulnerability; Cost: +15.

**Reflecting:** A suit of armor that grants the wearer the Blast Redirection power. The power check for ‘catching’ the incoming power is equal to the wearer’s level plus 5; they must make their own ranged attack roll.

Craft (armor); Blast Redirection; Cost: +15.

**Shadow:** A suit of armor that grants the wearer the use of the Shadow Shaping power (shrouded effect up to 5 times a day. The radius of the concealment effect depends on the power check result (equal to the wearer’s level plus 10).

Craft (armor); Shadow Shaping; Charges: 5 daily; Cost: +15.

**Stealth:** A suit of armor that grants the wearer a bonus to their Stealth skill. A minor suit provides a +3 bonus; a major suit a +6 bonus. The armor check penalty is unchanged.

Craft (armor); Stealth; Cost: +12.

**Minor:** Craft (armor); Skill Focus (stealth); Cost: +14.

**Major:** Craft (armor); Greater Skill Focus (stealth), Skill Focus (stealth); Cost: +17.

**Slick:** The surface of slick armor feels slippery or greasy, providing a bonus to the wearer’s Escape Artist skill. Minor slick armor grants a +3 bonus; major grants a +6 bonus.

**Minor:** Craft (armor); Skill Focus (escape artist); Cost: +12.

**Major:** Craft (armor); Greater Skill Focus (escape artist), Skill Focus (escape artist); Cost: +14.

**Spell Resistance:** A suit of armor or a shield that wards the wearer against supernatural powers. Anyone attempting to affect the wearer with a supernatural power must make an opposed power check against the wearer’s level plus 5.

Craft (armor); Ward (supernatural power); Cost: +15.

**Undead Controlling:** A suit of armor or a shield that grants the wearer use of the Command Undead power, using their total level as their adept level. Note that mental contact is still required to control intelligent undead.

Craft (armor); Command Undead; Cost: +15.

**Wild:** A suit of armor that merges with the wearer when they take a form (using the Self-Shaping power) that ordinarily would not allow armor to be worn, such as an animal. The armor still provides a Toughness bonus even though it has merged into the new form’s appearance. The weight and armor check penalty are unchanged.

Craft (armor); Self-Shaping; Cost: +15.

**Specific Armor and Shields**

**Absorbing Shield:** A +1 large metal shield whose outer surface is a flat, black colour. Once a day it can disintegrate an object that it touches. Attacking weapons can be affected if the user readiness an action to do so and successfully parries the attack. Treat this as an attempt to damage the item (p. 108, Core Rulebook), where the shield causes +1 damage per character level (maximum of +10). Supernatural items gain a +5 bonus to their Toughness save.

Craft (armor); Disintegration; Dodge Focus; Charges: 1 daily; Cost: +17.

**Breastplate of Command:** This impressive and distinctive looking armor gives the wearer a bonus to Charisma based skill checks. It also increases their Leadership score (if they have that feat) by the same amount.

Craft (armor); Enhance Ability (charisma); creator must have a Leadership score of 10; Cost: +15.

**Caster’s Shield:** A +1 small wooden shield with a leather strip on the reverse. This strip can be used to inscribe a scroll in the normal way, except that the strip can be reused. The material cost of the inscription is reduced by 2.

Craft (armor); Dodge Focus, Repair (mend); creator must be capable of inscribing scrolls; Cost: +17.

**Celestial Armor:** A suit of +2 chainmail made from silver or gold. It is very light (the armor check penalty is 0) and allows the wearer to fly (as per the Wind Walk power) once per day.

Craft (armor); Tough (2), Wind Walk; creator must be virtue-aligned; Charges: 1 daily; Cost: +24.

**Demon Armor:** A suit of +3 plate armor designed to make the wearer look like a demon. Successfully attacking a foe with a finesse touch attack using the gauntlets of the armor exposes them to the Contagion power (the type of disease is determined by the armor’s creator). The gauntlets and bracers are clawed and spiked, adding +1 lethal damage to unarmed attacks.

Craft (armor); Attack Specialization (demon armor), Contagion, Tough (3); creator must be vice-aligned; Cost: +22.

**Lion’s Shield:** A +2 large steel shield, fashioned in the form of a roaring lion’s head. Five times a day, as a free action, the lion’s head can be commanded to attack an opponent adjacent to its wearer. It uses the same combat bonus and Dexterity modifier as its wielder and does +2 slashing damage. The attack is in addition to any made by the wielder.

Craft (armor); Animate Object, Dodge Focus (2); Charges: 5 daily; Level: 5; Cost: +19.

**Spined Shield:** A +1 large steel shield covered in spines, that can be used as a normal spiked shield. Five times a day, as a free action, one of the spikes can hit an opponent. The range increment is 60 ft., and the attack uses the wielder’s combat bonus and Dexterity modifier, causing +2 piercing damage. The attack is in addition to any made by the wielder. The spines regenerate each day using Fabricate.

Craft (armor); Dodge Focus, Fabricate, Move Object (striking with objects); Charges: 5 daily; Cost: +21.
**Winged Shield:** A +3 large wooden shield, with a pair of bird’s wings deeply engraved into the face. Once per day the shield allows the wearer to fly (as the Wind Walk power).

Cost: +21.

**WEAPONS**

The following conventions are used when discussing magic weapons:

- **Masterwork weapons** add +1 to attack rolls, but are not supernatural.
- **+1 weapons** are masterwork weapons imbued with the Attack Specialization feat and the Supernatural Weapon power. They add +1 to attack rolls and damage and count as supernatural for the purposes of overcoming damage reduction. The cost is increased by +14 (including the cost of the prerequisite Attack Focus feat).
- **+2 weapons** are masterwork weapons imbued with Attack Focus, Attack Specialization, Greater Attack Specialization, and Supernatural Weapon. They add +2 to attack rolls and damage. The cost is increased by +16.
- **Weapons with higher level bonuses** are generally not available. A +3 weapon could be created by adding Greater Attack Focus to a +2 weapon, which would grant the wielder +3 to attack rolls and +2 damage. Unless additional feats (such as Favored Opponent) are added this is generally as powerful as magic weapons get.
- **Magic weapons may have additional powers and feats imbued into them to provide their wielder with special abilities. These are often named in a standard manner, such as **+1 flaming sword**. A list of these special abilities is given below. The costs given there do not include any attack and damage bonuses.
- **Certain materials may grant weapons additional effects** (such as overcoming certain types of damage reduction).
- **With the Narrator’s approval some abilities may be imbued into ammunition. Some will be more suitable than others: haste, keen, and seeking could easily be applied to arrows, but mighty cleaving and speed probably could not. Assume that ammunition is made in bundles of 20 (like a non-rechargeable multi-use item) but individually are single-use items whose abilities are used up whether the attack succeeds or not.**

**WEAPON SPECIAL ABILITIES**

The following list of special abilities describe standard feats and powers that are often imbued into weapons. The weapon must be wielded in order to access these powers, which function as described: they do not grant the user access to a power unless specifically stated.

**Bane:** A bane weapon is more effective against certain foes or types of foes. When wielded the weapon grants a +2 bonus on Bluff, Intimidate, Notice, Sense Motive and Survival checks when dealing with that foe, as well as +1 damage on all attacks against them. More powerful bane weapons may grant higher skill and damage bonuses.

Cost: +12.

**Dancing:** A melee weapon that can be released to attack on its own. It uses the same attack bonus as it’s wielder, but only does base weapon damage. It floats within a few feet of its wielder, who must maintain the effect as a free action each round. Note that a medium sized weapon requires a power check of 10 to animate.

Cost: +17.

**Defending:** A melee weapon (or shield) that gives the wielder a +1 bonus to their parry bonus, and allows them to split their combat bonus between attack and defense.

Cost: +14.

**Disruption:** Up to five times a day this weapon can be commanded to burst into light (as per the Purifying Light4 (light blast) effect) causing damage to undead and vice-aligned targets equal to the wielder’s level.

Cost: +13.

**Distance:** A ranged weapon that grants the user the Sniper Training feat (halving all penalties for shooting at extended range if they take a full-round action to aim) and the Far Shot feat (increase range increments by one half).

Cost: +14.

**Flaming:** A melee weapon that, on command, can sheath itself in fire causing an additional +2 fire damage.

Cost: +15.

**Flaming Burst:** Like a flaming weapon, this weapon can be commanded to sheath itself in fire, causing fire damage on a successful hit. In addition, up to five times per day the wielder can cause it to burst into flame on a successful melee hit, causing fire damage equal to their level.

Cost: +20.

**Frost:** A melee weapon that, on command, can sheath itself in ice causing an additional +2 cold damage.

Cost: +13.

**Ghost Touch:** A ghost touch weapon can attack and damage incorporeal creatures with no chance of missing them.

Cost: +15.

**Holy:** A holy weapon deals additional damage against vice-aligned creatures, and can overcome any damage resistance they may have. The weapon grants a +2 bonus on Bluff, Intimidate, Notice, Sense Motive and Survival checks when dealing with evil creatures, as well as +1 damage on all attacks against them.

Cost: +12.

**Icy Burst:** Like a frost weapon, this weapon can be commanded to sheath itself in ice, causing cold damage on a successful hit. In addition, up to five times per day the wielder can cause it to emit a burst of cold on a successful melee hit, causing cold damage equal to their level.

Cost: +20.

**Keen:** A melee weapon (that does slashing or piercing damage only) that doubles its normal critical threat range. Note that this does not stack with a character’s Improved Critical feat.

Cost: +12.

**Merciful:** This weapon does non-lethal damage unless otherwise instructed (as a free action).

Cost: +12.

**Mighty Cleaving:** This weapon grants the wielder the Great Cleave feat.

Cost: +12.
Returning: A thrown weapon that, once thrown, automatically returns to the thrower before the start of their next turn (whether it hits or not). If it cannot be caught, or the thrower has moved, it falls to the ground at the place where it was thrown from.

Craft (weapon); Move Object, Supernatural Weapon, Use Magic Device; Cost: +17.

Seeking: A ranged weapon that reduces the defensive value of the target’s cover by 2.

Craft (weapon); Sharp Shooting\(^5\), Supernatural Weapon; Cost: +12.

Shock: A melee weapon that, on command, can sheath itself in crackling electricity, causing an additional +2 energy damage.

Craft (weapon); Elemental Weapon (energy), Supernatural Weapon; Cost: +15.

Shocking Burst: Like a shock weapon, this weapon can be commanded to sheath itself in electricity. In addition, up to five times per day the wielder can cause it to explode with electricity on a successful melee hit, causing energy damage equal to their level.

Craft (weapon); Elemental Blast (energy), Elemental Weapon (energy), Supernatural Weapon; Charges: 5 daily; Cost: +20.

Speed: Five times per day this weapon allows the wielder to use the Time Shaping\(^3\) (hasten) power; they gain an extra attack per round, +1 to attack rolls, dodge bonus and Reflex saves, and a 30 ft. increase in speed. The effect lasts for a number of rounds equal to their level.

Craft (weapon); Time Shaping\(^3\) (hasten), Supernatural Weapon; Charges: 5 daily; Level: 5; Cost: +20.

Thundering: Up to five times a day this weapon can be commanded to emit a thunderous burst of sound when it hits a target. This causes non-lethal sonic damage equal to your level.

Craft (weapon); Elemental Blast (wind), Supernatural Weapon; Charges: 5 daily; Cost: +15.

Throwing: This ability can only be applied to a melee weapon. It allows it to be thrown with a range increment of 10 ft. by a proficient wielder.

Craft (weapon); Improvised Weapon Training\(^3\), Supernatural Weapon; Cost: +12.

Unholy: A holy weapon deals additional damage against virtue-aligned creatures, and can overcome any damage resistance they may have. The weapon grants a +2 bonus on Bluff, Intimidate, Notice, Sense Motive and Survival checks when dealing with good creatures, as well as +1 damage on all attacks against them.

Craft (weapon); Favored Opponent (virtue), Supernatural Weapon; Cost: +12.

Vorpal: A potent and much feared weapon that can sometimes instantly kill a target. If the target fails their Toughness save they must also make a Fortitude save, or take additional damage as per the Harm power. [Note: armor and other Toughness bonus have no effect on Fortitude saves].

Craft (weapon); Harm, Supernatural Weapon; Cost: +15.

Wounding: A weapon that can drain the very life out of those it hits. A target hit by a wounding weapon takes 1 point of damage to their Constitution for every full five levels the wielder possesses.

Craft (weapon); Drain Ability (constitution), Supernatural Weapon; Level: 5; Cost: +15.

## Specific Weapons

### Assassin’s Dagger

A wicked looking, curved +1 dagger that grants the wielder the Precise Strike and Sneak Attack feats. When making a sneak attack against a foe the wielder can, as a move action, use the Precise Strike feat to reduce the target's total Toughness bonus by 1, plus 1 additional point for every five points of success.

Craft (weapon); Attack Specialization (assassin’s dagger), Precise Strike\(^2\), Sneak Attack (+2); Cost: +18.

### Dagger of Venom

A black +1 dagger with a serrated edge that allows its user to poison their target (as per the Poison\(^3\) power). The type of poison is determined when the dagger is made. The wielder must make a successful finesse attack to apply the poison, and the target may make a Fortitude save (Difficulty 10 + half the wielder's level) to negate the damage.

Craft (weapon); Attack Specialization (dagger of venom), Poison\(^4\); Charges: 5 daily; Cost: +19.

### Dwarven Thrower

A +1 warhammer that may, if wielded by a dwarf, be thrown with a 30 ft. range increment. It has the returning and bane (giants) special abilities.

Craft (weapon); Attack Specialization (dwarven thrower), Favored Opponent (giant), Move Object, Supernatural Weapon; creator must be a dwarf; Level: 5; Cost: +19.

### Flame Tongue

A +1 flaming burst sword that also allows the wielder to use the Elemental Blast (fire) power as a ranged attack.

Craft (weapon); Attack Specialization (flame tongue), Elemental Blast (fire), Elemental Weapon (fire), Supernatural Weapon; Charges: 5 daily; Level: 10; Cost: +22.

### Frost Brand

A +2 frost greatsword that sheds continual light in freezing conditions. When wielded it also grants the user Elemental Resistance (fire) and Cold Shaping (decrease fire) powers.

Craft (weapon); Attack Focus (frost brand), Attack Specialization (frost brand), Cold Shaping (decrease fire), Elemental Resistance (fire), Elemental Weapon, Greater Attack Specialization (frost brand), Supernatural Weapon; Level: 7; Cost: +26.

### Holy Avenger

A +2 cold iron sword that also grants the wielder (who must be virtue-aligned) the Ward and Dispel (dispel magic) powers.

Craft (weapon); Attack Focus (holy avenger), Attack Specialization (holy avenger), Dispel (dispel magic), Greater Attack Specialization (holy avenger), Supernatural Weapon, Ward; creator must be virtue-aligned; Cost: +26.

### Javelin of Lightning

When thrown this javelin transforms into a bolt of lightning (as per the Elemental Blast (energy) power), causing +5 energy damage. The javelin is consumed whether the attack succeeds or not.

Craft (weapon); Elemental Blast (energy), Supernatural Weapon; Single-use (power check 15); Cost: +15.

### Luck Blade

A +1 short sword that grants the user the Lucky feat: they can add their Charisma to their Fortitude, Reflex and Will saving throws. If their Charisma score is 0 or less they may still add +1.

Craft (weapon); Attack Specialization (luck blade), Lucky, Supernatural Weapon; creator must have Enhance Ability rank 12; Cost: +17.

### Mace of Smiting

A +1 warhammer that may, if wielded by a dwarf, be thrown with a 30 ft. range increment. It has the returning and bane (giants) special abilities.

Craft (weapon); Attack Focus (mace of smiting), Disintegration\(^4\), Favored Opponent (constructs), Supernatural Weapon; Charges: 1 daily; Cost: +19.
**Mace of Terror**: A nasty looking +1 heavy mace that allows its wielder to take on a horrific appearance (as per the Glamour feat) four times a day.

*Craft (weapon); Attack Specialization (mace of terror), Glamour (terrifying countenance) power, use up to four times a day.*

**Nine Lives Stealer**: A +2 sword that drains the life from foes it hits, as per the Drain Ability (constitution) power. The sword has nine charges, after which it loses the Drain Ability power but retains any other bonuses. (Note that the power check for determining the extra damage with this weapon is the wielder’s level + 10.)

*Craft (weapon); Attack Focus (nine lives stealer), Attack Specialization (nine lives stealer), Greater Attack Specialization (nine lives stealer), Drain Ability (constitution), Supernatural Weapon; creator must be vice-aligned; Charges: 9 non-rechargeable; Cost: +21.*

**Oathbow**: A +2 composite bow made by elves from a pure white wood. It grants the user the Favored Opponent and Smite Opponent feats, but only against a specific named foe. The wielder may name a sworn enemy no more than once per day; once identified the sworn enemy cannot be changed until it is dead, or 7 days have passed. The skill check bonuses that Favored Opponent provides are only applied if the bow is actually being held. The wielder may use their total level for determining how often they can use Smite Opponent, and the extra damage granted.

*Craft (weapon); Attack Focus (oathbow), Attack Specialization (oathbow), Greater Attack Specialization (oathbow), Favored Environment (sworn enemy), Supernatural Weapon, creator must be an elf; Cost: +23.*

**Rapier of Puncturing**: A +1 rapier with the wounding special ability.

*Craft (weapon); Attack Specialization (rapier of puncturing), Drain Ability (constitution), Supernatural Weapon, Level: 5; Cost: +17.*

**Screaming Bolt**: A +1 bolt that screams when fired, forcing its target and all creatures along its path to make a Will save (difficulty 12) or flee.

*Craft (weapon); Attack Specialization (screaming bolt), Heart Shaping (fear), Supernatural Weapon, Single-use (power check 15); Cost: +15.*

**Shatterspike**: A +1 sword with a serrated edge with numerous hooks and barbs that grants +4 to sunder attempts and allows the wielder to add +3 to damage against an object.

*Craft (weapon); Attack Specialization (shatterspike), Effortless Sunder⁵, Improved Sunder, Supernatural Weapon; Cost: +20.*

**Shifter’s Sorrow**: A +1 alchemical silver sword that bypasses the damage reduction of shape-shifters and causes an additional +1 damage. The wielder also gains +2 to Bluff, Intimidate, Notice, Sense Motive and Survival skill checks made against shape-shifters.

*Craft (weapon); Favorable Opponent (shapechanger), Supernatural Weapon; Cost: +28.*

**Slaying Arrow**: A +2 arrow keyed to a particular type of creature, against which it does an additional +3 damage.

*Craft (weapon); Attack Focus (slaying arrows), Attack Specialization (slaying arrows), Favorable Opponent (3), Greater Attack Specialization (slaying arrows), Supernatural Weapon; Cost: +22.*

**Sleep Arrow**: A +1 arrow that does non-lethal damage, and on a successful strike causes the target to make a Will saving throw (Difficulty 12) or fall asleep for 8 rounds.

*Craft (weapon); Attack Specialization (sleep arrows), Bring 'Em Back Alive⁶, Sleep, Supernatural Weapon, Single-use (power check 15); Cost: +19.*

**Sword of the Planes**: This sword grants the wielder a variable bonus on attack and damage according to the plane they are currently on. On the Material Plane they gain the Favored Environment (material plane) feat as well as the Favored Opponent (material plane natives) feat, essentially allowing it to function as a +1 sword and +2 to some skill checks. On the Elemental Plane the sword grants a +2 bonus; on the Astral and Ethereal Plane the bonus is +3. On any other plane the bonus is +4. [Note that this weapon stacks the Favored Environment feat.]

*Craft (weapon); Favoring Environment⁶ (4), Favored Opponent (4), Supernatural Weapon; creator must have Knowledge (cosmology) rank 12, Plane Shift rank 12; Cost: +26.*

**Sun Blade**: A +2 sword that does an additional +2 damage against vice-aligned creatures. Once per day the wielder can use the shining sword effect of the Purifying Light⁴ power.

*Craft (weapon); Attack Focus (sun blade), Attack Specialization (sun blade), Greater Attack Specialization (sun blade), Favored Opponent (vice, 2), Purifying Light⁴ (shining sword), Supernatural Weapon; Charges: 1 daily; creator must be virtue-aligned; Cost: +25.*

**Sword of Life-Stealing**: This +2 sword, made from black iron, drains the life force of those it hits while healing its wielder (as per the Life Drain power).

*Craft (weapon); Attack Focus (sword of life stealing), Attack Specialization (sword of life stealing), Greater Attack Specialization (sword of life stealing), Life Drain, Supernatural Weapon; creator must be vice-aligned; Level: 9; Cost: +21.*

**Trident of Fish Command**: This +1 trident allows its wielder to communicate with any creature with the aquatic subtype the Beast Link and Beast Speech powers. They may also try to Dominate such creatures (but only those with the aquatic subtype).

*Craft (weapon); Attack Specialization (trident of fish command), Beast Link, Beast Speech⁴, Dominate, Supernatural Weapon; creator must have the aquatic subtype; Level: 5; Cost: +27.*

**Trident of Warning**: A +2 trident that allows the wielder to detect the presence of creatures with the aquatic subtype (only) using the Sense Minds power. The range of this ability depends on the power check (i.e. the level of the user).

*Craft (weapon); Attack Focus (trident of warning), Attack Specialization (trident of warning), Greater Attack Specialization (trident of warning), Sense Minds, Supernatural Weapon; creator must be virtue-aligned; Level: 10; Cost: +21.*

**Potions, Wands & Scrolls**

Many potions, wands and scrolls can be considered together because they are very similar in their use and effects. Some points to note include:

- **Potions/Oils** Potions and oils are made using the Craft (alchemy) skill specialization, although they are not alchemical items (like sunrods and tanglefoot bags). Potions must be ingested; oils must be spread over an item or creature.

- **Wands** Wands are usually created with Craft (carpentry), although they may be made of any suitable material. Wands must be wielded; the target must be touched by the wand if the power requires it. Wands typically have 25 non-rechargeable charges: increase the cost by +1 for each additional 5 charges.
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<td>Haste</td>
<td>Time Shaping (hasten)</td>
<td>15</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Heroism</td>
<td>Heart Shaping (hope)</td>
<td>10</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Hide from Animals</td>
<td>Ward (creature ward (animals))</td>
<td>10+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Hide from Undead</td>
<td>Ward (creature ward (undead))</td>
<td>10+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Invisibility</td>
<td>Light Shaping (invisibility)</td>
<td>25</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Jump</td>
<td>Skill Focus (jump)</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Keen Edge</td>
<td>Metal Shaping (keen edge)</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Lesser Restoration</td>
<td>see notes</td>
<td>15+</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Levitate</td>
<td>Levitate</td>
<td>10+</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Longstrider</td>
<td>Improved Speed</td>
<td>10+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Mage Armor</td>
<td>Mana Shield</td>
<td>15</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Magic Fang</td>
<td>Attack Specialization (unarmed)</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Magic Weapon</td>
<td>Supernatural Weapon</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Neutralise Poison</td>
<td>Cure Poison</td>
<td>10+</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Non-Detection</td>
<td>Privacy</td>
<td>15+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Owl’s Wisdom</td>
<td>Enhance Ability (wisdom)</td>
<td>15</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Pass without Trace</td>
<td>Trackless</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Protection From Arrows</td>
<td>Deflect Arrows</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Protection From Energy (type)</td>
<td>Elemental Resistance (type)</td>
<td>20+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Protection from Vice/Virtue</td>
<td>Ward (vice/virtue)</td>
<td>10+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Rage</td>
<td>Heart Shaping (rage)</td>
<td>15+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Reduce Person</td>
<td>Reduce Size</td>
<td>15+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Remove Blindness/Deafness</td>
<td>Cure Blindness/Deafness</td>
<td>15</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Remove Disease</td>
<td>Cure Disease</td>
<td>10+</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Remove Fear</td>
<td>Heart Shaping (rage)</td>
<td>10</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Remove Paralysis</td>
<td>Cure Disease</td>
<td>15+</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Repair</td>
<td>Repair</td>
<td>10</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
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<tr>
<td>Resist Energy (type)</td>
<td>Elemental Resistance</td>
<td>15</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Sanctuary</td>
<td>Ward</td>
<td>10+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Shield of Faith</td>
<td>Deflection</td>
<td>15+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Spider Climb</td>
<td>Supernatural Climbing</td>
<td>15+</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Tongues</td>
<td>Linguistics</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Water Breathing</td>
<td>Water Breathing</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Water Walk</td>
<td>Water Walk</td>
<td>10</td>
<td>Y</td>
<td></td>
<td>Y</td>
<td></td>
</tr>
</tbody>
</table>
• Scrolls Scrolls are created using a Craft (calligraphy) check, and must be read to be activated. This requires a Difficulty 20 Knowledge (arcana) check.

• Power Checks Potions and scrolls have a preset power check; wands have a power check equal to the user's level + 10 (as they are multi-use items). Some potions and scrolls may be made with higher power checks for increased effects, shown as (for example) ‘10+’ in the table. A potion of fly might have a power check of 13, say, increasing the fly speed granted because the effective adept level is higher. A potion of neutralise poison might have a higher power check to combat more deadly poisons, and so on.

• Stacking The effects of potions, wands and scrolls do not stack with each other (or with other items) if they are based on the same underlying power or feat. That is, a potion of bull's strength will not stack with a scroll of bull's strength, or with gloves of ogre strength (which all use Enhance Ability).

• Duration The duration of an effect depends on the power imbued into the item. This may be fixed by the power (for example, Enhance Ability lasts for 10 rounds) or dependent on the effective adept level. As described above, this can be calculated by assuming that the adept 'took 10' when creating the item. For example, a potion of haste has a power check of 15, implying that the creator was 5th level. This means that the 'Time Shaping' (hasten) effect will last for 5 rounds. If the effect is usually supposed to be maintained (e.g. Mana Shield) or is continuous (e.g. Elemental Resistance) then assume it lasts for a number of rounds equal to the effective adept level, with a minimum of 5 rounds.

When a feat has been imbued into an item (e.g. a potion of pass without trace) assume that the effect lasts for 1 hour, unless the description says otherwise.

• Cost The cost of a potion, oil or scroll equals its power check + 5. Wands with the standard 25 non-rechargeable charges have a base cost of 25. Note that this is the market price, not the purchase cost of the materials. Of course, the Narrator may adjust this up or down depending on the nature of his campaign.

Effects common to potions, scrolls and wands are listed in the 'Common Spell Effects' table. This shows which effects are found in which items, and for potions and scrolls the minimum power check required for the item to work. This also dictates the minimum level of a character using a wand with that effect. For example, a wand of cat's grace requires the character to have a minimum level of 5.

The 'Additional Spell Effects' table lists other supernatural powers and feats that are often found imbued into more powerful wands and scrolls, although almost any supernatural power could be used. This table includes typical (often minimum) power checks for scrolls.

Specific descriptions are unnecessary for most of these effects. However, some do require more explanation:

Barkskin: This provide a bonus to the target's Toughness save. The weakest version provides a +1 bonus: assume that this increases by +1 for every 5 points that the power check exceeds 15.

Longstrider: This increases the target’s speed by 10 ft. for every 3 points that the power check exceeds 5 (maximum 30 ft.). The effect lasts for 1 round per effective adept level.

Remove Fear: This uses the Heart Shaping (rage) effect to counteract fear effects. However, it does not enrage characters who are not afraid.

Remove Paralysis: As there is no power with this effect in True20, the Cure Disease power has been extended to cure paralysis as well. The Difficulty is 15 for 'natural' paralysis; for supernaturally induced paralysis it is equal to the power check that caused the condition.

Resist Energy/Protection from Energy: These effects are now identical. They provide a bonus of saving throws against harm from the energy type equal to the effective adept level (i.e. the power check – 10). Items with Protection from Energy tend to be made with higher power checks, increasing their effectiveness and duration.

Restoration: This effect cures ability damage, according to the power check. There are six types of restoration, one for each ability: lesser restoration (strength), lesser restoration (dexterity) etc. These effects are based on variants of the Cure, Cure Disease and Cure Blindness/Deafness powers but cannot be used for any other purpose (e.g. to heal wounds). There are two degrees of restoration: lesser restoration cures 1 point of temporary ability damage for every 5 points the power check exceeds 10; greater restoration cures 1 point of permanent ability damage for every 5 points the power check exceeds 15.

RINGS

Generally rings that provide an enhancement (such as a skill bonus) are permanent magic items, whilst rings that provide the character with the effect of a power (such as invisibility) are daily use items. This is mainly to balance the availability of some powerful effects, but the Narrator could easily introduce permanent versions if required.

Costs have been converted from the DMG. Alternatively use the ‘Magic Item Cost’ table, assuming that a suitable ring has a base Cost of 15 (about 50 g.p.).

Ring of Animal Friendship: This ring, often engraved with pictures of animals, grants the wearer +3 to Animal Handling checks when used with the Animal Empathy feat. It also allows the user to converse with animals.

Craft (jewellery); Animal Empathy, Beast Speech*, Skill Focus (animal handling); Cost: 34.

Ring of Blinking: This ring grants the wearer the Blink power for 10 rounds, five times per day.

Craft (jewellery); Blink; Charges: 5 daily; Cost: 37.

Ring of Chameleon Power: A ring that grants the wearer a +6 bonus to Stealth checks, and allows them to use the Self-Shaping power at will.

Craft (jewellery); Greater Skill Focus (stealth), Skill Focus (stealth); Cost: 34.

Ring of Climbing: A ring that grants the wearer a +3 bonus to Climb checks.

Craft (jewellery); Skill Focus (climb); Cost: 29.

Ring of Climbing, Improved: A ring that grants the wearer a +6 bonus to Climb checks.

Craft (jewellery); Greater Skill Focus (climb), Skill Focus (climb); Cost: 34.

Ring of Counterspells: This ring grants the wearer the ability to counter spells using the counter effect of Dispel*.

Craft (jewellery); Dispel* (counter); Cost: 30.

Ring of Djinni Calling: This ring allows the wearer to summon a specific, named djinni from the Plane of Air (or other suitable plane). It will serve the wearer for a number of days equal to their level. If the djinni is killed then the ring becomes worthless. [Note: It is assumed that creator discovers the djinni’s true name during the ring’s construction, which makes the summoning automatically successful].

Craft (jewellery); Summon Outsider* (named djinni); creator must have Aether Shaping* rank 15; Cost: 42.
<table>
<thead>
<tr>
<th>Item</th>
<th>FEAT/POWER (EFFECT)</th>
<th>POWER CHECK</th>
</tr>
</thead>
<tbody>
<tr>
<td>Align Weapon</td>
<td>Enhance Weapon* (align weapon)</td>
<td>10</td>
</tr>
<tr>
<td>Alter Self</td>
<td>Self-Shaping</td>
<td>–</td>
</tr>
<tr>
<td>Armor Enhancement</td>
<td>Enhance Armor* (increase toughness)</td>
<td>15+</td>
</tr>
<tr>
<td>Burning Hands</td>
<td>Fire Shaping (ignite fire)</td>
<td>15</td>
</tr>
<tr>
<td>Cause Fear</td>
<td>Heart Shaping (fear)</td>
<td>10</td>
</tr>
<tr>
<td>Charm Person</td>
<td>Heart Shaping (friendship)</td>
<td>10</td>
</tr>
<tr>
<td>Cloudkill</td>
<td>Poison Cloud*</td>
<td>15</td>
</tr>
<tr>
<td>Comprehend Languages</td>
<td>Linguistics*</td>
<td>10</td>
</tr>
<tr>
<td>Confusion</td>
<td>Confusion*</td>
<td>15+</td>
</tr>
<tr>
<td>Control Undead</td>
<td>Command Undead*</td>
<td>15+</td>
</tr>
<tr>
<td>Disguise Self</td>
<td>Glamour* (disguise self*)</td>
<td>10</td>
</tr>
<tr>
<td>Earthquake</td>
<td>Earth Shaping (earthquake)</td>
<td>30</td>
</tr>
<tr>
<td>Expeditious Retreat</td>
<td>Supernatural Speed</td>
<td>10</td>
</tr>
<tr>
<td>Feather Fall</td>
<td>Gravity Shaping* (slow gravity)</td>
<td>10</td>
</tr>
<tr>
<td>Flesh to Stone</td>
<td>Petrification*</td>
<td>15+</td>
</tr>
<tr>
<td>Fireball</td>
<td>Elemental Blast (fire)</td>
<td>15+</td>
</tr>
<tr>
<td>Hold Portal</td>
<td>Binding* (bind portal) or Security* (lock)</td>
<td>10</td>
</tr>
<tr>
<td>Incendiary Cloud</td>
<td>Incendiary Cloud*</td>
<td>15+</td>
</tr>
<tr>
<td>Lightning Bolt</td>
<td>Elemental Blast (energy)</td>
<td>15+</td>
</tr>
<tr>
<td>Magic Jar</td>
<td>Binding* (minimum containment)</td>
<td>30</td>
</tr>
<tr>
<td>Make Whole</td>
<td>Repair* (repair damage)</td>
<td>15+</td>
</tr>
<tr>
<td>Meteor Storm</td>
<td>Call Meteorites*</td>
<td>15+</td>
</tr>
<tr>
<td>Raise Dead</td>
<td>Resurrection*</td>
<td>30+</td>
</tr>
<tr>
<td>Scrying</td>
<td>Scrying</td>
<td>15+</td>
</tr>
<tr>
<td>Shocking Grasp</td>
<td>Energy Shaping (spark)</td>
<td>15</td>
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<tr>
<td>Slow</td>
<td>Time Shaping* (slow)</td>
<td>10</td>
</tr>
<tr>
<td>Stinking Cloud</td>
<td>Nauseating Cloud*</td>
<td>15+</td>
</tr>
<tr>
<td>Suggestion</td>
<td>Suggestion*</td>
<td>15+</td>
</tr>
<tr>
<td>Summon Monster</td>
<td>Summon Beasts* Summon Elemental* Summon Outsider*</td>
<td>15+ /20+/20+</td>
</tr>
<tr>
<td>Wall of Fire</td>
<td>Fire Shaping (wall of fire)</td>
<td>20</td>
</tr>
<tr>
<td>Wall of Ice</td>
<td>Cold Shaping (wall of ice)</td>
<td>20</td>
</tr>
<tr>
<td>Wall of Stone</td>
<td>Earth Shaping (wall of earth)</td>
<td>20</td>
</tr>
<tr>
<td>Wall of Thorns</td>
<td>Plant Shaping (wall of thorns)</td>
<td>20</td>
</tr>
</tbody>
</table>

**Ring of Elemental Command:** There are four types of this kind of ring, each corresponding to the principle elemental types (air, earth, fire and water). Each grants the wearer +3 to Diplomacy checks when dealing with that type of elemental (which in this case stacks with any other Diplomacy bonuses) as well as the appropriate Elemental Resistance and Elemental Shaping powers. Higher level characters may also summon elementals of that type.

*Craft (jewellery); Elemental Resistance (elemental type), Earth/Fire/Water/Wind Shaping, Skill Focus (diplomacy), Summon Elemental*; Cost: 44.

**Ring of Energy Resistance:** This ring provides protection against a particular form of energy. The wearer gains a bonus on saving throws against harm from that energy type equal to their level, and suffers only non-lethal damage from the element as long as they are conscious.

*Craft (jewellery); Elemental Resistance (elemental type); Cost: 37.

Ring of Evasion: A ring that grants the wearer the Evasion feat.

*Craft (jewellery); Evasion; Cost: 37.

Ring of Evasion, Improved: A ring that grants the wearer the Improved Evasion feat.

*Craft (jewellery); Evasion, Improved Evasion; Cost: 39.

Ring of Feather Falling: This ring allows the wearer to reduce their rate of falling. They may activate it as instantly as a free action.

*Craft (jewellery); Gravity Shaping* (slow gravity), Use Magic Device*; Cost: 28.

Ring of Force Shield: When activated (as a full action) this ring grants a bonus to Toughness saves equal to half the wielder’s level, as long as they maintain the effect.

*Craft (jewellery); Mana Shield*; Level: 10; Cost: 33.
Ring of Freedom of Movement: A ring that grants the wearer +6 to Escape Artist checks to free themselves from bonds and magical snares.
Craft (jewellery); Greater Skill Focus (escape artist), Skill Focus (escape artist); Cost: 38.

Ring of Friend Shield: These rings are created in pairs and do not function if one is destroyed. As a standard action the wearer of one of the rings can cause its mate to cast the Deflection\(^1\) power on the wearer of the other ring, using their level to calculate the defense bonus.
Craft (jewellery); Deflection\(^1\), Sympathetic Magic; Level: 10; Cost: 39.

Ring of Invisibility: A ring that grants the wearer the Light Shaping (invisibility) power up to five times per day.
Craft (jewellery); Light Shaping (invisibility), Use Magic Device\(^6\); Charges: 5 daily; Level: 10; Cost: 36.

Ring of Jumping: A ring that grants the wearer a +3 bonus to Jump checks.
Craft (jewellery); Skill Focus (jump); Cost: 29.

Ring of Jumping, Improved: A ring that grants the wearer a +6 bonus to Jump checks.
Craft (jewellery); Greater Skill Focus (jump), Skill Focus (jump); Cost: 34.

Ring of Mind Shielding: This ring grants the wearer the Psychic Shield power. Adepts may use this power (with the risk of fatigue) to strengthen and extend their shields.
Craft (jewellery); Psychic Shield; Cost: 33.

Ring of Protection: A ring that grants a bonus to the wearer’s Defense score, based on their level. The minimum bonus is +2, which increases by +2 for each additional 5 levels of the wearer.
Craft (jewellery); Deflection\(^1\); Level: 10; Cost: 33.

Ring of the Ram: This ring uses the Move Object power to strike a target with great force, causing +1 damage per 5 levels above level 5 if they make a successful ranged attack.
Craft (jewellery); Move Object (strike object); Level: 5; Cost: 33.

Ring of Regeneration: A ring that allows the wearer to make a recovery checks at twice the normal rate.
Craft (jewellery); Rapid Healing\(^2\); Cost: 41.

Ring of Spell Storing: This ring allows an adept to cast any supernatural power they know into the ring as a temporary enchantment. They can then use the ring as if it was a multi-use item with a single charge (using the original power check). The adept does not gain access to the Imbue Item feat for any other purpose.
Craft (jewellery); Imbue Item; Cost: 39.

Ring of Spell Turning: A ring that allows the wearer to redirect offensive powers back to their opponents, as per the Supernatural Redirection feat.
Craft (jewellery); Improved Use Magic Device\(^6\), Supernatural Redirection\(^8\), Use Magic Device\(^6\); Level: 15; Cost: 42.

Ring of Sustenance: This rings grants the Fasting\(^3\) power to the wearer, alleviating their need for food and drink.
Craft (jewellery); Fasting\(^3\); Cost: 29.

Ring of Swimming: A ring that grants the wearer a +3 bonus to Swim checks.
Craft (jewellery); Skill Focus (Swim); Cost: 29.

Ring of Swimming, Improved: A ring that grants the wearer a +6 bonus to Swim checks.
Craft (jewellery); Greater Skill Focus\(^*\) (Swim), Skill Focus (Swim); Cost: 34.

Ring of Telekinesis: A ring that grants the wearer the power of telekinesis. The mass they can move depends on their level, as per the Move Object power description.
Craft (jewellery); Move Object; Level: 5; Cost: 41.

Ring of Water Walking: This ring grants the wearer the ability to walk on water at their normal speed.
Craft (jewellery); Water Walk\(^2\); Cost: 55.

Ring of Wizardry: This ring grants the wearer the Empower feat, allowing them to increase the effectiveness of their supernatural powers. Other rings of wizardry may grant other adept feats, or more than one.
Craft (jewellery); Empower; Cost: 36.

RODS
Rods are typically daily use items with a single power containing 5 charges, although some can be more powerful, almost approaching the level of artefacts. Rods can be made from almost any material, which dictates the relevant Craft skill (blacksmithing is used here). DMG costs have been converted; alternatively a base cost of 13 can be assumed for all rods when using the ‘Magic Item Cost’ table.

Immovable Rod: A flat iron bar that, when activated (as a move action) will not move from its position in space, defy ing even gravity. The bar will support 2,000 lbs before falling, and a creature must make a Difficulty 40 Strength check to move it when active.
Craft (blacksmithing); Move Object; creator must have Move Object rank 20; Cost: 31.

Metamagic Rods: These rods grant the user the ability to use one of the following adept feats up to five times per day: Empower, Extend Power\(^*\), Quicken Power, Widen Power, Subtle Power, Precise Power.
Craft (blacksmithing); Empower, Extend Power\(^*\), Quicken Power, Widen Power, Subtle Power, Precise Power; Charges: 5 daily; Cost: 33.

Rod of Alertness: This rod normally functions as a +1 mace but also grants the wielder the True Vision\(^3\) power, allowing them to detect illusions and hidden enemies at will. Furthermore, by planting one end into the ground the wielder can use the Security\(^*\) (alert) power once per day.
Craft (blacksmithing); Attack Specialization (rod of alertness), Security\(^*\) (alert), True Vision\(^3\); Charges: 1 daily; Cost: 41.

Rod of Cancellation: The touch of this rod can drain an item of all supernatural properties. The wielder must make a Ward check (Difficulty 30) as a full-round action; the item gets a save against the effect, and can add the effective adept level of its creator to the check. If the item is being used by a character then they can try to make a Will save instead. Once an item has been successfully drained of power the rod is useless.
Craft (blacksmithing); Senseance, Use Magic Device\(^6\), Ward; Charges: 1 non-rechargeable; Level: 15; Cost: 34.

Rod of Enemy Detection: This rod allows the user to sense the presence of those around him. It grants a +3 bonus on checks to determine their attitude towards the wielder.
Craft (blacksmithing); Sense Minds, Skill Focus (sense motive); Charges: 5 daily; Cost: 37.

Rod of Flailing: On command (as a move action) this rod transforms into a +2 dire flail, and grants the user proficiency in its use.
Craft (blacksmithing); Attack Focus (dire flail), Attack Specialization (dire flail), Exotic Weapon Training (dire flail), Greater Attack Specialization (dire flail), Transmutation\(^3\); Cost: 39.
Rod of Flame Extinguishing: This rod uses the Cold Shaping power to reduce the intensity of fires.
Craft (blacksmithing); Cold Shaping (reduce fire); Level: 2; Charges: 10 daily; Cost: 35.

Rod of Lordly Might: This rod can perform many functions, allowing its wielder to use the Paralyse*, Heart Shaping (fear) and Wayfinding* powers. It can transform (as a move action) into a +2 light mace, +2 sword, +2 battle axe or +2 spear which all have the flaming property. Finally, it can transform into a 50 ft. climbing pole or ladder.
Craft (blacksmithing); Attack Focus (rod of lordly might), Attack Specialization (rod of lordly might), Greater Attack Specialization (rod of lordly might), Elemental Weapon (fire), Heart Shaping (fear), Paralyse*, Transmutation* (transmute solid), Wayfinding*, creator must have Transmutation* rank 12; Charges: 10 daily; Level: 10; Cost: 40.

Rod of Negation: Up to five times a day the wielder of this rod can use it to dispel the effects of a magical item. The Difficulty is equal to 20 plus the effective adept level of the item, but the wielder gets +3 to their power check.
Craft (blacksmithing); Dispel* (dispel magic), Supernatural Focus (dispel); Charges: 3 daily; Cost: 39.

Rod of the Python: Although one end curls back on itself like a crook, this rod functions as a +1 quarterstaff. When activated (as a standard action) it transforms into a large constrictor snake until commanded to return to rod form, it moves beyond 100 ft. from the wielder, or is killed. The rod will only function if wielded by a virtue-aligned character.
Craft (carpentry); Attack Specialization (rod of the viper), Other-Shaping* (constrictor snake); Charges: 5 daily; Cost: 35.

Rod of Rulership: This royal sceptre allows the wielder to command the obedience of other creatures using the widened version of the Awe*. Dominate, Suggestion, and Unseen Servant* powers. It also grants them +6 to Diplomacy skill checks.
Craft (blacksmithing); Awe*, Dominate, Greater Skill Focus* (diplomacy), Skill Focus (diplomacy), Suggestion, Widen Power; Charges: 10 daily; Cost: 40.

Rod of Security: This item transports the wielder, and anyone in direct or indirect contact with them or the rod, to a demi-plane on command. Those transported are safe from harm, heal at twice the normal rate and do not age. The demi-plane remains at a comfortable temperature, and is supplied with enough air, fresh water and fruit for 200 man-days. When the effect ends all inside are transported back to location and plane that they left from. The wielder of the rod can end the effect prematurely, but the demi-plane requires seven days to refresh itself.
Craft (blacksmithing); Plane Shift; creator must have Scrying rank 15; Charges: 1 daily; Cost: 40.

Rod of Splendour: A magnificent jewelled sceptre, this rod enhances the Charisma of the wielder. Once per day the wielder can command the rod to clothe them in expensive robes and accessories that last for 12 hours. They can also command it to create a heroes’ feast.
Craft (blacksmithing); Attune Equipment*, Enhance Ability (charisma), Revelry* (heroes’ feast); Charges: 2 daily; Level: 10; Cost: 37.

Rod of Thunder and Lightning: This rod has all the abilities of a +2 light mace. However, once per day it also allows the wielder to throw sparks of electricity (as the Energy Shaping (spark*) effect), bolts of lightning (as Elemental Blast (energy*) and claps of thunder (as the Sound Shaping* (deafening burst) or Elemental Blast (sound)).
Craft (blacksmithing); Attack Focus (rod of thunder and lightning), Attack Specialization (rod of thunder and lightning), Greater Attack Specialization (rod of thunder and lightning), Elemental Blast (energy), Elemental Blast (sound), Energy Shaping (spark*), Sound Shaping* (deafening burst); Charges: 1 daily; Level: 10; Cost: 38.

Rod of the Viper: This rod functions as a +2 heavy mace. However, on command the head transforms into the head of a viper, poisoning any target that takes damage. The poison requires a Difficulty 10 Fortitude saving throw to avoid, and the venom deals initial and secondary damage of 2 Constitution. The rod will only function if wielded by a character that is virtue-aligned.
Craft (blacksmithing); Attack Focus (rod of the viper), Attack Specialization (rod of the viper), Greater Attack Specialization (rod of the viper), Poison*; Charges: 10 daily; Cost: 36.

Rod of Withering: This rod is a +1 light mace that does non-lethal damage. However, the wielder can also cause their choice of Strength or Constitution damage using the Drain Ability power, although they must cause damage to the target to do so.
Craft (blacksmithing); Attack Specialization (rod of withering), Bring ‘Em Back Alive*, Drain Ability (constitution), Drain Ability (strength); Charges: 10 daily; Level: 5; Cost: 37.

Staves

Staves are generally multi-use items that can be recharged. Unlike many other items staves grant the wielder direct access to a supernatural power or effect, typically with a maximum capacity of 10 charges. As they are masterwork items they also grant +1 to attack rolls when used in combat. The base cost of a suitable staff is assumed to be 15 when using the ‘Magic Item Costs’ table.

Magic staves are prized by all kinds of adepts, especially wizards, as they allow them to increase the number of powers at their disposal. Note that to recharge a stave the adept only needs to know one of the powers imbued into it.

Staff of Abjuration: This stave grants the wielder of the Banishment* (dismiss extraplanar creature), Dispel*, Invisibility* and Ward powers and effects.
Craft (carpentry); Banishment* (dismiss extraplanar creature), Dispel*, Invisibility*, Ward; Charges: 10; Cost: 41.

Staff of Charming: This stave grants the use the Heart Shaping (friendship) and Suggestion powers and effects.
Craft (carpentry); Heart Shaping (friendship), Suggestion; Charges: 10; Cost: 36.

Staff of Conjuration: This stave grants the wielder use of the Nauseating Cloud* Poison Cloud*, Summon Vermin* and Unseen Servant* powers.
Craft (carpentry); Nauseating Cloud*, Poison Cloud*, Summon Vermin*, Unseen Servant*; Charges: 10; Cost: 41.

Staff of Defense: This stave grants the wielder use of the Deflection*, Mana Shield* and Ward powers.
Craft (carpentry); Deflection*, Mana Shield*, Ward; Charges: 10; Cost: 40.

Staff of Earth and Stone: This stave grants the wielder use of the Earth Shaping (move earth, soften earth, stonecrafting) effects.
Craft (carpentry); Earth Shaping (move earth, soften earth, stonecrafting); Charges: 10; Cost: 41.

Staff of Divination: This stave grants the wielder use of the Linguistics*, Scrying, Second Sight (sense powers) and True Vision* powers and effects.
Craft (carpentry); Linguistics*, Scrying, Second Sight (sense powers), True Vision*; Charges: 10; Cost: 41.

Staff of Enchantment: This stave grants the wielder use of the Cloud Minds*, Revelry* (uncontrollable laughter), Sleep and Suggestion powers and effects.
Craft (carpentry); Cloud Minds*, Revelry* (uncontrollable laughter), Sleep, Suggestion; Charges: 10; Cost: 41.
Staff of Evocation: This staff grants the wielder use of the Elemental Blast (cold), Elemental Blast (energy), Elemental Blast (fire), Mana Blast, Mana Wall and Sound Shaping (shatter) powers and effects.

Craft (carpentry); Elemental Blast (cold), Elemental Blast (energy), Elemental Blast (fire), Mana Blast, Mana Wall, Sound Shaping (shatter); Charges: 10; Cost: 41.

Staff of Fire: This staff grants the wielder use of the Elemental Blast (fire) and Fire Shaping (ignite fire, wall of fire) powers and effects.

Craft (carpentry); Elemental Blast (fire), Fire Shaping (ignite fire, wall of fire); Charges: 10; Cost: 36.

Staff of Frost: This staff grants the wielder use of the Cold Shaping (wall of ice) and Elemental Blast (cold) powers and effects.

Craft (carpentry); Cold Shaping (wall of ice), Elemental Blast (cold); Charges: 10; Cost: 39.

Staff of Healing: This staff grants the wielder use of the Cure, Cure Blindness/Deafness and Cure Disease powers.

Craft (carpentry); Cure, Cure Blindness/Deafness, Cure Disease; Charges: 10; Cost: 37.

Staff of Illumination: This staff grants the wielder use of the Light Shaping (flash), (illuminate) effect.

Craft (carpentry); Light Shaping (flash), Light Shaping (illuminate); Charges: 10; Cost: 39.

Staff of Illusion: This staff grants the wielder use of the Cloud Minds, Glamour (conceal, disguise self), unearthly beauty, terrifying countenance) and Illusion powers and effects.

Craft (carpentry); Cloud Minds, Glamour (conceal, disguise self), unearthly beauty, terrifying countenance), Illusion; Charges: 10; Cost: 41.

Staff of Life: This staff grants the wielder use of the Cure, Imbue Life and Resurrection powers. The latter requires a character level of at least 15 to use.

Craft (carpentry); Cure, Imbue Life; Charges: 10; Cost: 42.

Staff of Necromancy: This staff grants the wielder use of the Command Undead, Drain Vitality, Heart Shaping (fear) and Paralyse powers and effects.

Craft (carpentry); Command Undead, Drain Vitality, Heart Shaping (fear), Paralyse; Charges: 10; Cost: 41.

Staff of Passage: This staff grants the wielder use of the Astral Projection, Blink, Phase and Teleport powers and effects.

Craft (carpentry); Astral Projection, Blink, Phase, Teleport; Charges: 10; Cost: 44.

Staff of Power: This staff grants the wielder use of the Elemental Blast (cold), Elemental Blast (energy), Elemental Blast (fire), Fire Shaping (ignite fire), Levitate, Mana Blast, Mana Wall, Paralyse and Invulnerability powers and effects.

Craft (carpentry); Elemental Blast (cold), Elemental Blast (energy), Elemental Blast (fire), Fire Shaping (ignite fire), Levitate, Mana Blast, Mana Wall, Paralyse, Invulnerability; Charges: 10; Cost: 45.

Staff of Size Alteration: This staff grants the wielder use of the Increase Size and Reduce Size powers.

Craft (carpentry); Increase Size, Reduce Size; Charges: 10; Cost: 37.

Staff of Swarming Insects: This staff grants the wielder use of the Summon Vermin (insects only) power, with a +3 bonus to their power check.

Craft (carpentry); Summon Vermin (insects), Supernatural Focus (summon vermin); Charges: 10; Cost: 37.

Staff of Transmutation: This staff grants the wielder use of the Disintegration, Other Shaping, Self-Shaping and Supernatural Speed powers.

Craft (carpentry); Disintegration, Other Shaping, Self-Shaping, Supernatural Speed; Charges: 10; Cost: 41.

Staff of the Woodlands: This staff grants the wielder use of the Beast Link, Beast Speech, Plant Shaping (plant growth, wall of thorns) and Summon Beasts powers and effects.

Craft (carpentry); Beast Link, Beast Speech, Plant Shaping (plant growth, wall of thorns), Summon Beasts; Charges: 10; Cost: 42.

Wondrous Items

This section describes the many types of magical items that do not fit into any previous category. Note that the effectiveness of many items will depend on the user’s level, as described in the Adept’s Handbook. Therefore in descriptions of monsters and NPCs an item might be listed as say, bracers of armor +3, because that is the bonus that that particular creature gets from it.

As far as possible the normal and expanded magic item creation rules have been followed when describing these items. However, there are occasions when these rules have had to be ‘bent’ somewhat to fit the item’s description in the DMG as they do not necessarily grant a feat or a power to their user directly. Generally speaking, assume that the Imbue Item feat allows an item’s creator to dictate how the item can be used, regardless of the powers imbued.

• Duration If the effect is supposed to be maintained (e.g. Mana Shield) or is continuous (e.g. Elemental Resistance) then assume each charge of a multi-use item lasts for a number of rounds equal to the effective adept level, with a minimum of 5 rounds.

• Variable Bonus Many permanent magic items provide a bonus to some aspect of the character, such as Toughness saves or Defense. Note that the amount will vary with the character’s level, as their power check is equal to their level + 5. Consult the description of the relevant power to see how much the bonus is.

• Permanent Ability Increases Manuals and Tomes grant a permanent increase to an ability score. They can be thought of as items with a single charge (non-rechargeable) that effectively “imbues” the effect directly into the reader. This effect would obey the stacking rules described above. Therefore reading a manual of bodily health might apply a permanent increase of +1 to the reader’s Constitution. However, if this effect was subsequently cast upon them (using Enhance Ability (Constitution), say) it would need to grant +2 bonus or higher, as a +1 bonus would not stack with that granted by the manual. Similarly an item would need to grant a +2 bonus for it to be useful to that character. Creation of these kind of items should be difficult. The Narrator might require the creator to take 20 on the craft check, with a related increase in time and resources.

• Extra-dimensional Spaces A number of wondrous items involve the creation and use of extra-dimensional spaces or small, personalised planes of existence. These include bags of holding, portable holes and so on. Generally speaking any permanent item created using the Plane Shift (create extra-dimensional space) effect should not be placed inside another created with the same power. Doing so tears a rip in reality, destroying both items in an explosion that causes +10 damage to all within 50 ft. These items can be taken into a temporary extra-dimensional space but they do not function while inside. Minimum level requirements do not apply to these kinds of items—they are not equipped by a character, and require no power check to function.
**Annex**

- **Alchemical Items** A number of items are crafted using the Craft (alchemy) skill specialization, but are imbued with supernatural items, like a potion. These items are single-use but generally have longer durations than potions, typically 1 hour.

- **Non-wielded Items** Some items, e.g. Bag of Holding, are not designed to be worn or wielded, they are just used. There is no minimum level requirement for these items as the “user” does not have to make a power check.

**Amulet of Mighty Fists:** This amulet grants a +1 bonus to attack rolls and damage with unarmed attacks. Some amulets have higher bonuses, and may incorporate weapon qualities.

Craft (jewellery); Attack Focus (unarmed), Attack Specialisation (unarmed); Cost: 36.

**Amulet of Natural Armor:** This amulet grants the user a bonus to their Toughness saves, as if they were wearing armor. The bonus can vary from +1 to +3.

Craft (jewellery); Tough (1–5); Cost: 28 (+1), 33 (+2), 36 (+3), 38 (+4), 39 (+5).

**Amulet of the Planes:** At first glance this amulet appears to plain black, but closer inspection reveals brief swirls of colour. It allows the user to use the Plane Shift power, with +3 to their power check. The Narrator may wish to allow failed checks to also transport the user, but not to where they intended. The actual location should get more random the more they fail the check by.

Craft (jewellery); Plane Shift, Supernatural Focus (plane shift); Level: 5; Cost: 42.

**Amulet of Proof Against Detection and Location:** A silver amulet that protects the wearer from magical detection, as per the Privacy* power.

Craft (jewellery); Privacy*; Cost: 38.

**Apparatus of the Crab:** This appears to be a large metal barrel, with space for two Medium creatures inside. However, when activated the apparatus looks like a giant, mechanical lobster. It contains two seats and a number of levers which can be used to control it. A pilot can extend and retract the legs, pincers and tails; open and close the forward and side portholes and hatch; open and close the “eyes” (which are imbued with continual light that illuminates to 50 ft.); move the apparatus, including controlling its buoyancy; or attack with the pincers. Each lever takes a full-round action to operate, so two pilots can perform two actions per round (e.g. to move and attack). The apparatus can reach a depth of 1000 ft. and holds enough air for 3 hours for two pilots.

The apparatus has the statistics of a Large vehicle (p. 89, Core Rulebook) but with a move and swim speed of 20 ft. The pincers (treat as a martial weapon) attack using the pilot's combat modifiers, and deal +5 slashing and bludgeoning damage.

The apparatus must be created using an advanced Craft (engineering) check, adding +5 to the Difficulty and Cost for making it masterwork quality.

Craft (engineering); Animate Object*, Light Shaping (illuminate); creator must have Craft (engineering) rank 10; Cost: 41.

**Bag of Holding:** A common cloth sack that opens into a pocket dimension that can be used to store objects. The bag always weighs the regardless of how much is stored within it but if it is overloaded or damaged in any way it ruptures and collapses in on itself, destroying itself and its contents. The bag itself has a weight in pounds equal to half its volume in cubic feet, and has a maximum capacity in pounds equal to 20 times its weight. A typical bag of holding has a weight of 25 lbs., a maximum capacity of 500 lbs. and a maximum volume of 50 cubic ft.

Craft (tailoring); Plane Shift (create extra-dimensional space*); creator must have Plane Shift rank 10; Cost: 31.

**Bag of Tricks:** A small sack, seemingly empty, but anyone reaching into the bag feels a small, furry ball. When removed it transforms into a random animal, chosen by the Narrator (possibly for comic effect). The size of the animal depends on the type of bag: grey bags produce Small, Tiny or Diminutive animals; rust coloured bags produce Medium animals; and tan bags produce Large animals. Only one animal can be drawn from the bag per day. The animal will be generally well disposed to the owner of the bag, who may then try and control it as normal.

Craft (tailoring); Summon Beasts*; Cost: 30 (grey), 33 (rust), 35 (tan)

**Belt of Dwarvenkind:** This belt gives the wearer a +3 bonus to Bluff, Diplomacy, Gather Information and Sense Motive checks when dealing with dwarves (only), and +3 to Craft (masonry) checks. It also grants +2 to Fortitude saves as well as Night Vision and the ability to speak Dwarven.

Craft (leather); Great Fortitude, Linguistics* (dwarven), Night Vision, Skill Focus (bluff, craft (masonry), diplomacy, gather information, sense motives); creator must be a dwarf, and speak Dwarven; Cost: 35.

**Belt of Giant Strength:** This thick leather belt, with huge metal buckles, increases the wearer’s Strength.

Craft (leather); Enhance Ability (strength); Level: 10; Cost: 35.

**Belt of Incredible Dexterity:** This finely worked leather belt, with silver buckles, increases the wearer’s Dexterity.

Craft (leather); Enhance Ability (dexterity); Level: 10; Cost: 35.

**Belt of Mighty Constitution:** A leather belt, with a gold buckle in the shape of a bear, that increases the wearer's Constitution.

Craft (leather); Enhance Ability (constitution); Level: 10; Cost: 35.

**Belt of Physical Might:** This leather belt, usually with a steel buckle in the shape of a giant, increases two of the wearer's physical abilities (Strength, Dexterity or Constitution), determined when the belt is created.

Craft (leather); Enhance Ability (strength), Enhance Ability (dexterity) and/or Enhance Ability (constitution); Level: 10; Cost: 30.

**Belt of Physical Perfection:** A large leather belt, with a platinum buckle often carved into the shape of a titan, increases all of the wearer’s physical abilities (Strength, Dexterity and Constitution).

Craft (leather); Enhance Ability (strength), Enhance Ability (dexterity), Enhance Ability (constitution); Level: 10; Cost: 40.

**Blessed Book:** A small, well made, durable, waterproof and lockable book. Wizards can inscribe up to 160 powers or rituals into this book without having to pay the material cost, although they must still succeed in the Craft (calligraphy) checks and pay the Conviction points.

Craft (leather); Repair* (mend); creator must follow the Wizard supernatural philosophy; Cost: 34.

**Boat, Folding:** A small wooden box about 1 ft. long and wide, and 6 inches deep. Upon command it will (if there is enough space) unfold into a fully equipped rowboat (p. 88, Core Rulebook). A second command transforms it into a galley. If unoccupied, a third command folds it back into a box.

Craft (carpentry); Fabricate*, Transmutation*; creator must have Craft (shipbuilding) rank 8; Cost: 33.

**Boots of Elvenkind:** These boots grant the wearer the legendary nimbleness of the elves: +6 to Acrobatics checks.

Craft (leather); Greater Skill Focus* (acrobatics), Skill Focus (acrobatics); Cost: 29.
Boots of Levitation: A pair of soft, light leather boots that grant their wearer the Levitate 4 power.
Craft (leather); Levitate 4; Cost: 33.

Boots of Speed: When the heels of these boots are clicked together (a free action) the wearer benefits from the Time Shaping 3 (hasten) power.
Craft (leather); Time Shaping 3 (hasten); Charges: 5 daily; Level: 5; Cost: 34.

Boots of Striding and Springing: These boots increase the wearer’s speed by 10 ft. They also grant a +6 bonus to Jump checks.
Craft (leather); Greater Skill Focus (jump), Improved Speed, Skill Focus (jump); Cost: 32.

Boots of Teleportation: The wearer of these boots may use Teleport up to 5 times a day. Although there is no minimum level for these boots the familiarity of some destinations may make them unattainable for some characters.
Craft (leather); Teleport; Charges: 5 daily; Cost: 39.

Boots of the Winterlands: These boots allow the wearer to leave no trace when travelling over snow, move more quickly across ice and other slippery surfaces, and protect them from the elements. [Note: the Trackless and Trailblazer feats only apply in cold conditions.]
Craft (leather); Endurance, Trackless, Trailblazer; Cost: 29.

Boots, Winged: On command these ordinary looking boots sprout tiny wings on their heels, granting the wearer the ability to fly using the Wind Walk power.
Craft (leather); Wind Walk; Charges: 5 daily; Cost: 35.

Bottle of Air: A simple glass bottle with a cork stopper that always contains air. It can be used by one character per round to take a breath of air, who can then hold their breath as usual.
Craft (jewellery); Wind Shaping (create air); Cost: 33.

Bracelet of Friends: A silver charm bracelet with four charms. Each charm can be assigned (as a standard action) to a person known to the owner. On command that person (if willing) will be transported directly to the bracelet’s owner, upon which that charm disappears. Persons assigned to a charm count as very familiar for the purposes of the Teleport power, and the power check determines how much additional equipment is transported with them. The sympathetic connection also grants +4 to the power check.
Craft (jewellery); Teleport, Sympathetic Magic 2; Cost: 36.

Bracers of Archery, Greater: These bracers allow even those unfamiliar with bows to be dangerous archers. They grant proficiency in bows, as well as +1 to attack rolls and damage.
Craft (armor); Attack Focus (bows), Attack Specialization (bows), Weapon Training (bows); Cost: +16.

Bracers of Archery, Lesser: These bracers grant +1 to attack rolls and damage with bows.
Craft (armor); Attack Focus (bows), Attack Specialization (bows); Cost: +14.

Bracers of Armor: When both are worn these wrist/arm guards grant the user a bonus to their Toughness saves.
Craft (armor); Tough (1–5); Cost: 25 + 2 per bonus point.

Bracers of Defense: These wrist/arm guards grant the user a bonus to their Defense score, provided both are worn. The amount of the bonus depends on the user’s level.
Craft (armor); Defense 2; Charges: 5 daily; Level: 5; Cost: 30.

Brooch of Shielding: This piece of silver or gold jewellery can be used up to 5 times a day to provide the wearer with a Toughness save bonus equal to half their level. Once activated it requires maintenance as a free action.
Craft (jewellery); Mana Shield 5, Use Magic Device 5; Charges: 5 daily; Cost: 27.

Broom of Flying: A broom that allows its rider to fly at a speed of 15 ft. plus 5 ft. per level. The broom’s owner can command the broom to fly itself to any location they desire with a Difficulty 10 check, modified by familiarity. [This distance will therefore increase with character level.] It can also fly to the owner on command, using a similar check.
Craft (carpentry); Sympathetic Magic 2, Wind Walk; Cost: 35.

Candle of Invocation: A special taper dedicated to a specific deity or religion (or even, more broadly, to vice or virtue). When lit, any suitably aligned creature within 30 ft. gains +2 to their supernatural power checks. The candle burns for 4 hours unless the owner uses it to summon a suitably aligned 10th level outsider, in which case it expires immediately. If blown out it cannot be lit again, so these candles are often placed in a lantern for protection.
Craft (alchemy); Empower (2), Summon Outsider 4; Single-use (power check 30); Cost: 33.

Candle of Truth: Once lit this candle will burn for 1 hour, granting the Truth Reading power to all nearby creatures. Those affected by the candle can risk fatigue to detect falsehoods an additional time.
Craft (alchemy); Truth Reading; Cost: 29.

Cape of the Mountebank: On command the wearer of this extravagant cape can use the Teleport power, once per day. The use of the power is sometimes accompanied with a cloud of smoke.
Craft (tailoring); Teleport; Charges: 1 daily; Cost: 34.

Carpet of Flying: This beautifully made carpet or rug will, on command, rise into the air and fly at the rider’s direction. A standard 5’ × 10’ carpet can carry two Medium sized creatures with a fly speed of 15 ft. plus 5 times the pilot’s level. Increasing the load will decrease the speed proportionally.
Craft (weaving); Wind Walk (2); Cost: 38.

Chime of Interruption: This chime can be struck ten times a day, creating a resonant tone with a range of 50 ft. Anyone within range must make a Concentration check (with a Difficulty equal to the chime’s power check) in order to use any supernatural power (or skill) that would take a standard action. Reactions, and free actions, are not affected.
Craft (jewellery); Sound Shaping 4 (deafening burst); Charges: 10 daily; Level: 10; Cost: 35.

Chime of Opening: A hollow mithril tube about 1 ft. long that, when struck, will open a lock or binding that is pointed at (as per the Security 7 (unlock) effect). The Difficulty of the power check is equal to the Difficulty of opening the lock normally. The Sound Shaping (silence) effect will prevent the chime from working, although it will not use up one of its charges.
Craft (jewellery); Security 7 (unlock); Charges: 10 non-rechargeable; Cost: 29.

Circle of Persuasion: This silver headband enhances the wearer’s Charmisma.
Craft (jewellery); Enhance Ability (charmisma); Level: 10; Cost: 31.

Cloak of Arachnida: A black cloak with web-like embroidery that can be used to enhance the wearers climbing ability. They can also use the Snare power, throwing a spider’s web at their foes.
Craft (tailoring); Snare 3, Supernatural Climbing 3; Cost: 35.
Cloak of the Bat: A simple dark brown or black cloak, it grants a +3 bonus to Stealth checks. The wearer can also use the cloak to fly, or even transform into a bat.
Craft (tailoring); Self-Shaping (bat), Skill Focus (stealth), Wind Walk; Charges: 5 daily; Cost: 37.

Cloak of Charisma: A lightweight, fashionable cloak that increases the wearer’s Charisma.
Craft (jewellery); Enhance Ability (charisma); Level: 10; Cost: 30.

Cloak of Displacement, Major: On command this otherwise normal looking cloak distorts the appearance of the wearer, giving all opponents a 50% chance to miss them.
Craft (tailoring); Light Shaping (blur 50%), Use Magic Device*; Charges: 5 daily; Level: 5; Cost: 39.

Cloak of Displacement, Minor: On command this otherwise normal looking cloak distorts the appearance of the wearer, giving all opponents a 20% miss chance.
Craft (tailoring); Light Shaping (blur 20%), Use Magic Device*; Charges: 5 daily; Cost: 37.

Cloak of Elvenkind: A plain grey cloak that grants a +6 bonus to Stealth checks.
Craft (tailoring); Greater Skill Focus* (stealth), Skill Focus (stealth); Cost: 29.

Cloak of Etherealness: This silvery grey cloak allows the wearer to shift themselves out of the material plane using the Phase power. The effect lasts for 1 round per level, and can be used five times per day.
Craft (tailoring); Phase; Charges: 5 daily; Cost: 40.

Cloak of the Manta Ray: A leathery cloak that allows the wearer to transform themselves into a manta ray. Their clothes and equipment are also transformed but unavailable in that form. The transformation should take place in salt water or the wearer will suffocate.
Craft (leather); Self-Shaping (manta ray), Transmutation*; Level: 10; Cost: 33.

Cloak of Resistance: This cloak provides a +2 bonus to the wearer’s Fortitude, Reflex and Will saving throws.
Craft (tailoring); Great Fortitude, Lightning Reflexes, Iron Will; Cost: 30.

Crown of Blasting: Once per day the wearer of this golden crown can use either the Purifying Light (light blast) or Elemental Blast (fire) power.
Craft (jewellery); Elemental Blast (fire), Purifying Light* (light blast); Charges: 1 daily; Cost: 37.

Crystal Ball: A 6-inch diameter crystal sphere that bestows the Scrying power upon the user. More powerful versions might include additional powers, such as Mind Touch or True Vision.
Craft (jewellery); Scrying; Level: 5; Cost: 39.

Cube of Frost Resistance: When activated, this small cube shields all within a 10 cu. ft. volume (centred on the owner) from cold, as per the Elemental Resistance (cold) power. The saving throw bonus depends on the level of the owner, not the individuals that are protected.
Craft (jewellery); Elemental Resistance (cold), Widen Power; Cost: 37.

Cubic Gate: Each of the sides of this small cube is keyed to a different plane of existence or dimension (determined at creation). Pressing a side of the cube opens up a portal to that plane. The number of people that can travel depends on your effective adept level. Pressing the same side closes the portal. Pressing a side twice in quick succession instantly transports the user to a random location on that plane.
Craft (jewellery); Plane Shift (6), Widen Power; Level: 5; Cost: 43.

Decanter of Endless Water: On ordinary looking flask that, on command, produces an endless stream of water. The rate of water production is equal to 1 cu. ft. per level of the user per round.
Craft (jewellery); Water Shaping (create water); Cost: 33.

Dimensional Shackles: Gold runes are inscribed on these cold iron bindings. Any creature bound with them is unable to move between planes or dimensions (e.g. via Plane Shift or Teleport).
Craft (blacksmithing); Binding* (dimensional anchor)*; Cost: 37.

Drums of Panic: A pair of unremarkable looking kettle drums. When both are sounded (a Difficulty 10 Perform (percussion instruments) check), all who hear them must save or become afraid (as per the Inspire (Fear) feat). The player, and those in his immediate vicinity, are unaffected.
Craft (musical instruments); Inspire (fear); Cost: 37.

Dust of Appearance: A very fine metallic dust that, when thrown in the air, makes all objects in a 5 ft. radius visible. This includes illusions, invisible items and objects affected by the blur effect of Light Shaping. The dust does not dispel these effects and can be washed or blown off given sufficient amounts of water or air. It will naturally dissipate after 5 minutes.
Craft (alchemy); True Vision*, Widen Power; Single-use (power check 20); Cost: 28.

Dust of Disappearance: This dust will, when thrown over a creature, make it invisible for 10 rounds. It can be washed or blown off given sufficient amounts of water or air.
Craft (alchemy); Light Shaping (invisibility); Single-use (power check 20); Cost: 30.

Dust of Dryness: When thrown into water this dust absorbs up to 100 gallons, becoming a small, marble sized pellet. If this pellet is broken it instantly releases that same volume of water. If used against a creature with the water subtype it causes +15 damage.
Craft (alchemy); Water Shaping; Single-use (power check 30); Cost: 25.

Dust of Illusion: An unremarkable, chalky powder that—when thrown over a creature—makes them assume the appearance of another, as chosen by the user of the dust. This is a complex illusion that affects the vision of those who can see the creature. It can be washed or blown off given sufficient amounts of water or air, but otherwise persists for 2 hours.
Craft (alchemy); Glamour* (disguise self*); Single-use (power check 20); Cost: 26.

Dust of Tracelessness: When this powder is cast over a Medium sized creature it will leave no tracks (physical or magical) for 1 hour.
Craft (alchemy); Privacy*, Trackless; Single-use (power check 20); Cost: 21.

Efficient Quiver: A seemingly normal quiver that actually has three compartments. The first can hold up to 60 arrow sized objects; the second can hold up to 20 javelins; and the last up to 5 spears. The quiver always weighs the same no matter how much it contains.
Craft (leather); Plane Shift (create extra-dimensional space*); Cost: 28; Weight: 2 lbs.

Efreeti Bottle: A brass or bronze bottle with a lead stopper. The bottle can be opened once per day, releasing an effect (p. 100, Bestiary). Every time it is opened there is a 10% chance (1–2 on a d20) that the efreeti will go mad and attack the opener. There is also a 10% chance (3–4 on a d20) that the efreeti will award its saviour with three wishes.
Craft (jewellery); Glamour

The effect of Fog Shaping

Creating a Spell (Power Check 22); Cost: 21.

Craft (Alchemy); Greater Skill Focus

Clarity of Vision: A +6 bonus to Notice checks for 1 hour.

Elixir of Vision:

This elixir grants the user the ability to see fine detail much more clearly, granting a +6 bonus to Climb and Swim checks.

Craft (Alchemy); Snatch Arrows

Charges: 5 daily; Cost: 30.

Craft (Alchemy); Enhance Ability (Dexterity)

Level: 10; Cost: 30.

Craft (Alchemy); True Vision

Charges: 10 daily; Cost: 41.

Gloves of Arrows Nailing: A pair of finely made, close-fitting gloves that grant the user the Snatch Arrows feat, up to five times a day.

Craft (Leather); Snatch Arrows: Charges: 5 daily; Cost: 30.

Gloves of Dexterity: A fine pair of leather gloves that increases the wearer's Dexterity.

Craft (Leather); Enhance Ability (Dexterity): Level: 10; Cost: 30.

Glove of Storing: A single glove that, on command, can cause an item held in the hand to disappear. The item, which can weigh no more than 20 lbs., is held in an extradimensional space, reappearing with a click of the fingers (a free action). Only a single item can be stored at a time.

Craft (Leather); Plane Shift (Create Extra-Dimensional Space), Use Magic Device: Level: 10; Cost: 34.

Gloves of Swimming and Climbing: These lightweight gloves grant a +3 bonus to Climb and Swim checks.

Craft (Leather); Skill Focus (Climb), Skill Focus (Swim): Cost: 32.

Goggles of Minute Seeing: These crystal lenses enable the wearer's gaze to strike fear into the hearts of their opponents. Unless they take specific precautions to avoid the gaze (e.g., a blindfold) they must make a Reflex save (Difficulty 10) to avoid being subjected to the Heart Shaping (Fear) effect.

Craft (Jewellery); Heart Shaping (Fear); Cost: 37.

Eyes of Doom: These crystal lenses fit over the wearer's eyes, and grant a +6 bonus to Notice checks.

Craft (Jewellery); Greater Skill Focus (notice), Skill Focus (notice): Cost: 29.

Gauntlet of Rust: A single pitted and rusty gauntlet that grants the corrosion and mending effects of the Metal Shaping power. This allows the wearer to damage his opponents' weapons whilst keeping his own in good repair.

Craft (Armor); Metal Shaping (Corrode), Metal Shaping (Mending): Level: 10; Cost: 34; Weight: 2 lbs.

Gem of Brightness: On command this long, rough prism will glow brightly, illuminating the area to a 20 ft. radius. A different command causes the gem to emit a brilliant flash of light. Any creature caught in the radius of the flash must make a Reflex save or be blinded for 1 round, and then dazzled for 2 further rounds. This uses up 1 charge; when all charges are expended the gem becomes useless.

Craft (Jewellery); Light Shaping (Illuminate), Light Shaping (Flash): Charges: 25 non-rechargeable; Cost: 35.

Gem of Seeing: When this seemingly ordinary jewel is looked through the viewer gains the True Vision power.

Craft (Jewellery); True Vision: Charges: 10 daily; Cost: 41.

Eyes of the Eagle: These crystal lenses fit over the wearer's eyes, and grant a +6 bonus to Notice checks.

Craft (Jewellery); Greater Skill Focus (Notice), Skill Focus (Notice): Cost: 29.
Harp of Charming: When played, this beautiful harp allows the musician to use the Suggestion power. The player can substitute a Perform (string instruments) check for the power check if they so desire.
Craft (carpentry); Bardic Knowledge*, Suggestion; Charges: 5 daily; Cost: 33; Weight: 5 lbs.

Hat of Disguise: This hat allows the wearer to change their appearance using the Glamour* (disguise self) power. As part of the disguise the hat’s appearance can also be changed. The hat can be used as often as needed, but each disguise will only last for a number of hours equal to the wearer’s level before it has to be renewed.
Craft (tailoring); Glamour* (disguise self); Level: 5; Cost: 28.

Headband of Alluring Charisma: An attractive silver headband decorated with small gems, this item increases the wearer’s Charisma.
Craft (jewelry); Enhance Ability (charisma); Level: 10; Cost: 35.

Headband of Inspired Wisdom: A simple bronze headband studded with green gems, this item increases the wearer’s Wisdom.
Craft (jewelry); Enhance Ability (wisdom); Level: 10; Cost: 35.

Headband of Mental Prowess: A simple copper headband set with a yellow gem, this item increases two of the wearer’s physical abilities (Intelligence, Wisdom and Charisma). These are determined when the headband is created, and cannot be changed.
Craft (jewelry); Enhance Ability (intelligence), Enhance Ability (wisdom) and/or Enhance Ability (charisma); Level: 10; Cost: 38.

Headband of Mental Superiority: This ornate headband is decorated with small white gems. It increases all of the wearer’s mental abilities (Intelligence, Wisdom and Charisma). These items sometimes include additional enchantments that grant bonuses to certain Knowledge skill checks.
Craft (jewelry); Enhance Ability (intelligence), Enhance Ability (wisdom), Enhance Ability (charisma); Level: 10; Cost: 40.

Headband of Vast Intellect: This is an intricate gold headband that increases the wearer’s Intelligence score. These items sometimes include additional enchantments that grant bonuses to certain Knowledge skill checks.
Craft (jewelry); Enhance Ability (intelligence); Level: 10; Cost: 35.

Helm of Brilliance: A magnificent helm made of silver and polished steel embedded with 10 diamonds, 2 rubies, 30 fire opals and 40 opals. The helm itself confers the wearer with Elemental Resistance (fire), and allows them to use Elemental Weapon (fire) at will. The gems can each be used for a single time to use the following powers/effects: Light Shaping (flash)* (diamond), Fire Shaping (wall of fire) (ruby), Elemental Blast (fire) (fire opal), Light Shaping (illuminate) (opal). Once used they are removed from the helm. The gems can be freed by releasing the brass stopper and uttering a phonetic formula or incantation.
Craft (alchemy); Empower, Skill Focus (concentration); Cost: 31; Weight: 4 lbs.

Helm of Comprehend Languages: This is an otherwise unremarkable helmet that allows its wearer to speak and understand other languages.
Craft (armor); Linguistics*; Cost: 31; Weight: 1 lb.

Helm of Telepathy: A helm made of pale metal or ivory that covers most of the head. It grants the wearer the Mind Touch power.
Craft (armor); Mind Touch; Level: 5; Cost: 37; Weight: 3 lbs.

Helm of Teleportation: The helm allows the wearer to teleport up to five times per day.
Craft (armor); Teleport; Charges: 5 daily; Cost: 41; Weight: 3 lbs.

Helm of Underwater Action: This helm allows the wearer to function underwater. It permanently grants the ability to breathe underwater and +3 to Swim checks. Also, 10 times a day the helm allows the wearer to use the Supernatural Swimming* power to gain an additional +8 to Swim checks and an increase in speed of 10 ft. per level for 1 round.
Craft (armor); Water Breathing*, Skill Focus (swim), Supernatural Swimming*; Charges: 10 daily; Cost: 37; Weight: 3 lbs.

Horn of Blasting: This device appears to be a normal trumpet, and can be used as such. However, five times a day it can also be used to create a deafening burst of sound, or to shatter objects (as per the Sound Shaping* power).
Craft (blacksmithing); Sound Shaping* (deafening burst), Sound Shaping* (shatter); Charges: 5 daily; Level: 10; Cost: 36; Weight: 1 lb.

Horn of Fog: This small bugle allows the user to create a cloud of fog (as per the Raise Fog effect of the Fog Shaping power).
Craft (blacksmithing); Fog Shaping (raise fog); Level: 5; Cost: 26; Weight: 1 lb.

Horseshoes of Speed: A set of four iron horseshoes that, when worn by the same animal, grant it a 30 ft. increase in speed.
Craft (blacksmithing); Improved Speed (3); Cost: 29; Weight: 12 lbs.

Horseshoes of a Zephyr: A set of four iron horseshoes that, when worn by the same animal, allow it to hover approximately 4 inches off the ground. This allows it to travel without leaving tracks, and to cross liquid or unstable surfaces without hinderance. The surface must be roughly horizontal—the horseshoes do not allow the animal to climb or fly.
Craft (blacksmithing); Levitate*; Cost: 32; Weight: 4 lbs.

Incense of Meditation: A sweet-smelling incense that, when burned, grants all who inhale it +3 to Concentration checks for as long as it burns (1 hour). Adepts also gain the use of the Empower feat for all supernatural powers cast under its influence.
Craft (alchemy); Empower, Skill Focus (concentration); Cost: 31; Weight: 1 lb.

Jouning Stones: Crystalline stones that, when released by their owner, orbit around their head providing all manner of benefits. Each colour of stone provides a different benefit, as shown in the table. The owner can catch and release an ionus stone at will, but the benefits only apply if it is released. Note that the pale lavender and lavender and green stones become inert once their charges are used up. The vibrant purple stone can be used to store a supernatural power (like the Ring of Spell Storing).
Craft (jewelry); power/feat varies with colour; Cost: 30 to 38.

Iron Bands of Binding: When inactive this item appears to be a 3-inch sphere made up of interlocking bands of rusty iron. When thrown at a target (i.e. upon a successful ranged attack) the bands expand around a Large or smaller creature and then contract, holding it in place. The creature may save each round to escape.
Craft (blacksmithing); Binding* (hold creature); Level: 5; Cost: 37; Weight: 1 lb.

Iron Flask: Inlaid with silver runes and inscribed with sigils, an iron flask can trap a single creature (with the outsider type or extraplanar subtype) within it, if it fails its save. Only one creature can be contained at a time. The creature can be freed by releasing the brass stopper and uttering a
command word, which will cause it to serve the flask’s owner for 1 hour. Releasing the creature without the command word will induce no such compulsion. There is a 50% chance of a randomly found iron flask containing some sort of creature, chosen by the Narrator.

Craft (blacksmiting); Binding\(^b\) (minimus containment), Improved Use Magic Device\(^b\), Use Magic Device\(^b\); Level: 15; Cost: 43; Weight: 1 lb.

Lantern of Revealing: A normal hooded lantern that, when lit, reveals that which is hidden. The user of the lantern gains the True Vision power against anything illuminated by the lantern.

Craft (blacksmiting); True Vision\(^b\); Cost: 37; Weight: 2 lbs.

Lenses of Detection: A large magnifying glass that grants a +3 bonus to Notice and Search checks when used to examine minute details. This bonus may also be applied to Survival checks used to follow tracks.

Craft (jewellery); Skill Focus (notice), Skill Focus (search); Cost: 30; Weight: 1 lb.

Mantle of Spell Resistance: A cloak that Wards the wearer against supernatural powers. Anyone attempting to affect the wearer with a supernatural power must make an opposed power check against the wearer’s level plus 5.

Craft (tailoring); Ward (supernatural power); Cost: 41.

Manual of Bodily Health: A large book containing tips on health and fitness, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Dexterity. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (dexterity); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Manual of Gainful Exercise: A large book containing tips on diet and exercise, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Strength. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (strength); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Manual of Quickness of Action: A large book containing balance and coordination exercises, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Dexterity. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (dexterity); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Mattock of the Titans: This Huge digging tool can be used to move large quantities of earth—the wielder gains the Earth Shaping (move earth) power with a power check equal to their level + 5. If used as a weapon the wielder must be Large or bigger, in which case the mattock acts as a masterwork warhammer.

Craft (weapon); Earth Shaping (move earth); Level: 5; Cost: 37; Weight: 120 lbs.

Maul of the Titans: A Huge +2 maul that allows the user to inflict twice their Strength bonus in additional damage against inanimate objects.

Craft (weapon); Attack Focus (maul of the titans), Attack Specialization (maul of the titans), Greater Attack Specialization (maul of the titans), Materials Expert\(^b\); Cost: 37; Weight: 160 lbs.

Medallion of Thoughts: A silver or gold pendant hung from a chain, this medallion grants the user the Mind Touch power.

Craft (jewellery); Mind Touch; Level: 5; Cost: 34.

Mirror of Life Trapping: A large, ornate mirror that can trap within it any living creature that looks upon it. This automatically occurs if the creature is unaware of the mirror’s nature; otherwise they must make a Difficulty 15 Will save to avoid looking at their own reflection. A trapped creature can be summoned to appear in the mirror (with their specific command word), where it can converse as normal, although it cannot use any supernatural powers. It can be freed with another command word, specific to the creature. A total of 15 creatures can be trapped in the mirror—if this capacity is exceeded then a randomly chosen prisoner is freed. If the mirror is smashed then all prisoners are released. The life trapping properties can be activated and deactivated with another, separate command word.

Craft (jewellery); Binding\(^b\) (metamorphosis), Improved Use Magic Device\(^b\), Use Magic Device\(^b\); Level: 15; Cost: 44; Weight: 50 lbs.

Necklace of Adaptation: A heavy chain that wraps the wearer in a shell of fresh air, making them immune to harmful vapors (including Poison Cloud\(^b\) and similar poisons) and allowing them to breathe underwater and in any other airless environment.

Craft (jewellery); Water Breathing\(^b\), Wind Shaping (create air\(^b\)); Cost: 33.

Necklace of Fireballs: A string of simple but finely crafted beads strung together on a cord so they can be worn as a necklace. However, the wearer sees them as tiny gold orbs. Each orb can be detached and thrown (as a standard action) causing fire damage to all within a 5 ft. radius. Each orb can cause between +1 and +10 points of damage depending on its size; each necklace will have a combination of different size orbs, as determined by its creator.

Craft (jewellery); Infuse Projectile\(^b\); Cost: 25 + 1 point of damage.

Orb of Storms: This glass sphere allows its possessor to control the weather once per day using the Weather Shaping power. If the possessor knows Elemental Blast they can call lightning bolts when using this power. The possessor can also use the Wind Shaping power at will, and is protected from the elements as if they had the Endurance feat.

Craft (jewellery); Endurance, Weather Shaping, Wind Shaping; Charges: 1 daily; Level: 5; Cost: 39.
Pearl of the Sirines: This pearl allows its possessor to breathe underwater and, in short bursts, swim at great speed.
Craft (jewellery); Supernatural Swimming\(^9\); Water Breathing\(^9\); Cost: 35.

Periapt of Health: A small blue gem on a silver chain that renders the wearer immune to most diseases, i.e. any disease with a save difficulty less than the periapt's power check.
Craft (jewellery); Cure Disease; Cost: 33.

Periapt of Proof Against Poison: A black gem on a silver chain that renders the wearer immune to poison, i.e. any poison with a save difficulty less than the periapt's power check.
Craft (jewellery); Cure Poison; Cost: 37.

Periapt of Wound Closure: A bright red gem on a gold chain that allows the wearer to use the Cure power five times a day.
Craft (jewellery); Cure; Charges: 5 daily; Level: 5; Cost: 35.

Pipes of Haunting: A set of pan pipes that play a fearsome tune. All who hear it must save or be frightened as per the fear effect of Heart Shaping. The player can substitute a Perform (wind instruments) check for the power check if they so desire.
Craft (carpentry); Bardic Knowledge\(^2\); Heart Shaping (fear); Charges: 5 daily; Cost: 26; Weight: 3 lbs.

Pipes of the Sewers: These pipes are used to summon swarms of rats. The player can substitute a Perform (wind instruments) check for the power check if they so desire. Once the rats arrive the player can, by continuing to play, communicate with them telepathically and try to control them. If he stops playing the rats depart immediately.
Craft (carpentry); Bardic Knowledge\(^2\), Beast Link, Summon Vermin\(^*\) (rats); Charges: 5 daily; Level: 5; Cost: 26; Weight: 3 lbs.

Pipes of Sounding: These pipes can create a variety of sounds when played. The player can substitute a Perform (wind instruments) check for the power check if they so desire—higher checks will produce higher quality sounds.
Craft (carpentry); Bardic Knowledge\(^2\), Heart Shaping; Charges: 5 daily; Cost: 32; Weight: 3 lbs.

Portable Hole: A circle of fine black cloth that, when opened fully becomes a 6 ft. wide hole into a 10 ft. deep extra-dimensional space. The cloth can be picked up by its edges and folded up to be as small as a handkerchief, which closes the entrance. Anything inside the hole remains, travelling with it, but adding no additional weight.
Craft (tailoring); Plane Shaft (create extra-dimensional space\(^*\)); Cost: 36; Weight: 2 lbs.

Restorative Ointment: This ointment will cure wounds (as Cure power), poisons (as Cure Poison) or diseases (Cure Disease), depending on whether it is applied to a wound, swallowed or applied to a diseased area. One jar of this unguent contains 5 doses: each dose is a single-use item.
Craft (alchemy); Cure, Cure Disease, Cure Poison; Single-use (power check 15); Cost: 30.

Ring Gates: A pair of iron rings, about 18 inches in diameter. Provided they are on the same plane, an object passed through one ring will come out of the other, allowing for instantaneous transfer. A character could attack through a ring, or put their head through it to look around. The rings must be on the same plane and count as ‘present’ to each other for the purposes of familiarity. The power check determines how much mass can be moved through the rings on a single charge.
Craft (blacksmithing); Teleport; Charges: 10 daily; Level: 5; Cost: 38; Weight: 1 lb each.

Robe of the Archmagi: A simple robe that grants +2 to all saving throws (including Toughness saves) and allows the wearer to ward themselves from harm.
Craft (tailoring); Great Fortitude, Lightning Reflexes. Iron Will, Tough (2); Ward; Cost: 41; Weight: 1 lb.

Robe of Blending: This simple woollen robe allows the wearer to assume the form of another creature (of similar type and size). They can also speak any basic racial languages of that form.
Craft (tailoring); Self Shaping, Linguistics\(^3\); Cost: 33; Weight: 1 lb.

Robe of Bones: A boon to necromancers, this black robe is heavily embroidered with figures representing undead creatures. It allows the wearer the ability to create mindless undead, and then command them to do his bidding.
Craft (tailoring); Command Undead\(^*\); Imbue Unlife (mindless only); Charges: 10 non-rechargeable; Cost: 29; Weight: 1 lb.

Robe of Eyes: This robe grants the wearer a bonus to their Notice, Search and Sense Motive checks. It also grants them the True Vision supernatural power, the darkvision trait, and the Night Vision feat. The wearer has, to all intents and purposes, all round vision but cannot shield themselves from gaze attacks or blinding light.
Craft (tailoring); Enhance Senses, Enhance Senses (darkvision\(^*\)), Night Vision, True Vision\(^*\); Level: 5; Cost: 42; Weight: 1 lb.

Robe, Monk’s: This simple brown robe confers several advantages when worn in unarmed combat. The wearer gains +1 to their Defense, +1 to unarmed damage and the Flurry of Blows feat.
Craft (tailoring); Attack Specialization (unarmed), Dodge Focus, Flurry of Blows; Cost: 35; Weight: 1 lb.

Robe of Scintillating Colours: This robe glows with continual light. On command (but only five times per day) the wearer can cause it to emit a brilliant flash of light (blinding nearby creatures who fail their saves) or display a shifting pattern of colours that provides them with total concealment.
Craft (tailoring); Light Shaping (flash\(^*\)), Light Shaping (illuminate), Glamour\(^*\) (conceal); Level: 5; Cost: 37.

Robe of Stars: A deep black or blue robe, typically embroidered with silver stars, that allows the wearer to travel to the Astral Plane. It also grants a +2 bonus to Fortitude, Reflex and Will saving throws.
Craft (tailoring); Astral Projection\(^*\), Great Fortitude, Lightning Reflexes. Iron Will; Level: 10; Cost: 40.

Rope of Climbing: By holding one end, this 60 ft. length of rope can be commanded to move at 10 ft. per round in any direction, and secure itself on command. It can untie itself and return in a similar manner. The rope can support 3,000 lbs. in weight, and can be commanded to knot itself at 1 ft. intervals, reducing the length to 50 ft. but granting a +10 bonus to Climb checks.
Craft (tailoring); Animatle Object\(^*\); creator must have training in Climbing; Level: 5; Cost: 29; Weight: 3 lbs.

Rope of Entanglement: On command this 30 ft. length of hempen rope can lash forward entangling a Medium sized or smaller creature, as per the Snare power. Repeated uses increase the strength of the binding. The rope has a Toughness of 3 and, unless completely severed, repairs itself within a day if damaged.
Craft (tailoring); Animatle Object\(^*\); creator must have training in Escape Artist; Level: 5; Cost: 36; Weight: 5 lbs.
Salve of Slipperiness: This substance, when applied to a creature’s body, grants a +6 bonus to Escape Artist checks to avoid and escape from grapples. The salve wears off after 8 hours.

Craft (alchemy); Greater Skill Focus\(^*\) (escape artist), Skill Focus (escape artist); Single-use; Cost: 26.

Scabbard of Keen Edges: This scabbard adapts itself to fit any small, medium or large bladed weapon, from daggers to greatswords. Five times a day a weapon drawn from the scabbard will have the keen edge effect cast on it, doubling its critical threat range. The effect lasts for a single combat.

Craft (leather); Metal Shaping\(^*\) (keen edge); Charges: 5 daily; Level: 5; Cost: 35; Weight: 1 lb.

Scab of Protection: A brooch shaped like a scarab beetle that Wards the wearer against supernatural powers. Anyone attempting to affect the wearer with a supernatural power must make an opposed power check against the wearer’s level plus 10. The scab of protection functions automatically as a reaction. However, after the 10\(^{th}\) use it crumbles to dust.

Craft (jewellery); Ward (supernatural power); Charges: 10 non-rechargeable; Cost: 30.

Slippers of Spider Climbing: The wearer of these slippers can climb up sheer surfaces, gains a +8 bonus to Climb checks and a climb speed of 10 ft. per level.

Craft (tailoring); Supernatural Climbing; Level: 5; Cost: 31.

Stone of Alarm: A small cube that can be attached to another object, securing it as per the Security\(^*\) (alarm) effect. The user can specify a password, and whether the alarm is generally audible, or directed to them alone.

Craft (jewellery); Security\(^*\) (alarm); Level: 3; Cost: 29; Weight: 2 lbs.

Stone of Good Luck: A small semi-precious stone that grants the user the Lucky feat; they can add their Charisma to their Fortitude, Reflex and Will saving throws. If their Charisma score is 0 or less they may still add +1.

Craft (jewellery); Lucky; creator must have Enhance Ability rank 12; Cost: 36.

Stone Salve: When this salve is applied to a petrified creature it returns them to their normal, fleshy state. The power check imbued into the salve must be greater than the power check that petrified the subject, who must still make a Fortitude saving throw to survive the process.

Craft (alchemy); Petrifaction\(^*\); Single-use (power check 15); Cost: 30.

Strand of Prayer Beads: A simple string of prayer beads, each one imbued with a supernatural power. These powers can only be used by an adept following a supernatural philosophy on a divine aspect. A strand will contain two or more beads imbued with one of the following powers or feats: Bless, Corrupting Shadow\(^*\) (dark bolt), Cure, Cure Blindness/Deafness, Cure Disease, Empower, Purifying Light\(^*\) (light blast), Summon Outsider\(^*\), Wind Walk. Each of these powers can be used once a day, except for the following: an Empower bead can be used 5 times a day, whilst Summon Outsider\(^*\) can only be used once, with a pre-set power check of 30.

Craft (jewellery); various; creator must follow a divine supernatural philosophy; Charges: various; Cost: 25 (per bead).

Sustaining Spoon: A simple utensil that when placed in a bowl or similar container produces a plain but nourishing gruel. The spoon can be used 5 times a day, each use providing enough food for a Medium size creature for a day.

Craft (blacksmith); Feed the Hungry\(^*\); Charges: 5 daily; Cost: 32.

Tome of Clear Thought: A thick tome containing instructions on improving memory and logic, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Intelligence. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (intelligence); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Tome of Leadership and Influence: A thick tome containing suggestions on how to persuade and inspire others, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Charisma. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (charisma); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Tome of Understanding: A thick tome containing philosophical instruction and insights, but also containing a permanent magical effect. Any character who carefully studies the book (for 48 hours over at least 6 days) gains a permanent +1 increase to their Wisdom. The book then becomes non-magical.

Craft (calligraphy); Enhance Ability (wisdom); creator must take 20 on the Craft check; Level: 5; Cost: 40; Weight: 5 lbs.

Unguent of Timelessness: When applied to something that used to be alive (wood, food or a corpse) this salve will slow the passage of time almost indefinitely, preventing decay. One flask contains enough unguent to coat a Medium sized creature.

Craft (alchemy); Time Shaping\(^*\) (preservation); Single-use (power check 20); Cost: 19.

Vest of Escape: A simple silk vest with hidden pockets containing special lock picks that grant +3 to Disable Device checks. The vest also gives the wearer +6 to Escape Artist checks.

Craft (tailoring); Greater Skill Focus\(^*\) (escape artist), Skill Focus (escape artist), Skill Focus (disable device); Cost: 31.

Vestment, Druid’s: A light garment worn over armor or clothes. When worn by a character who follows the Druid supernatural philosophy it allows them to use the Self-Shaping power. Many Druids will already have this power; the vestment allows them to use it up to five times per day without fatigue. It also allows the druid's gear to transform with them, although it may not be available for use in their shifted form.

Craft (tailoring); Self-Shaping, Transmutation\(^*\) (transmute solids); creator must follow the Druid supernatural philosophy; Charges: 5 daily; Cost: 30.

Wells of Many Worlds: A strange, intra-dimensional device that appears very similar to a portable hole. However, when this device is unfolded it opens a gate to a random plane or dimension. The gate is bi-directional, and remains in place until the well is closed. When opened again it opens onto a new, random dimension.

Craft (tailoring); Plane Shift; creator must have Plane Shift rank 15; Level: 5; Cost: 41.

Wind Fan: A simple fan made of paper and wood that can be used, once a day, to create a gust of wind or otherwise manipulate the air, as per the Wind Shaping power.

Craft (carpentry); Wind Shaping; Charges: 1 daily; Cost: 32.

Wings of Flying: These wings might variously appear to be anything from a tattered black cloak to a cape sewn with iridescent feathers. On command the user can grasp the edges of the cape and fly (as per the Wind Walk power).

Craft (tailoring); Wind Walking; Cost: 39; Weight: 2 lbs.