

Eberron Primer: Wandering Eye Inquisitives

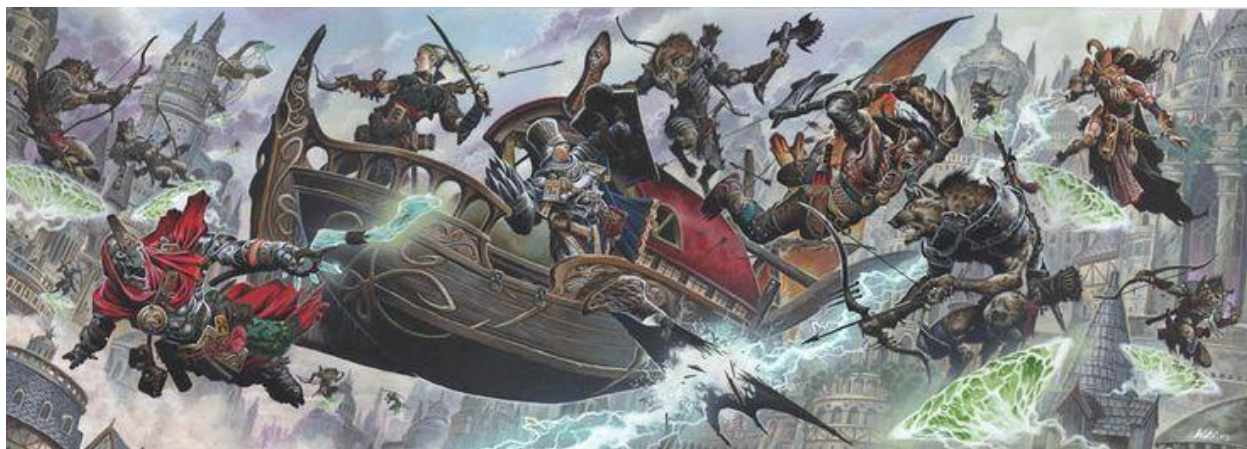
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"They say that genius is an infinite capacity for taking pains,' he remarked with a smile. 'It's a very bad definition, but it does apply to detective work."

Arthur Conan Doyle, A Study in Scarlet



1. Eberron: Mood and Themes



It's been just two years since the ending of the Last War, a continent-wide, century-long fight that reshaped the political, social, and even physical faces of Khorvaire. The breaking of the centuries-long alliance between the 5 Kingdoms of Aundair, Breland, Cyre, Karrnath, and Thrane was merely the most significant of the political shifts; many smaller nations strengthened their political power, while other new ones sprung up from the weakened bodies of the old powers. The creation of an entire race of sentient constructs, built for war but granted freedom in the aftermath, has generated ripples across all the countries on the continent and further destabilized already tense relations between the many races calling the continent home. Physically, the destruction of Cyre, replaced by the Mournland in the Day of Mourning, has left a hole in the heart of Khorvaire, but also contributed directly to the war's end.

It's into this milieu that your character is thrust.

Mood and Themes: Eberron is a fantasy pulp setting that combines Steampunk with magic, treats alignment as malleable and nondeterministic, and gives even the most monstrous races the benefit of the doubt when it comes to actions and motives. Members of even the most holy of churches can be hopelessly corrupt, while the normally-savage orcs are instead often cast as defenders of their traditions and culture. It's a high magic world, where even the most common of person comes into contact with simple magic every day, and it's a technologically advanced one, with trains, airships, and submarines.

For our purposes, Eberron consists mostly of the continent of Khorvaire, the host of a seemingly-endless war for succession. Though Xen'Drik will play a role, it's less important as a political entity than it is as a source for artifacts and legends; even more so Khyber below and Siberys above. Even more so, our world is constrained primarily to the Brelish super-city of Sharn.

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2. Sharn, City of Towers



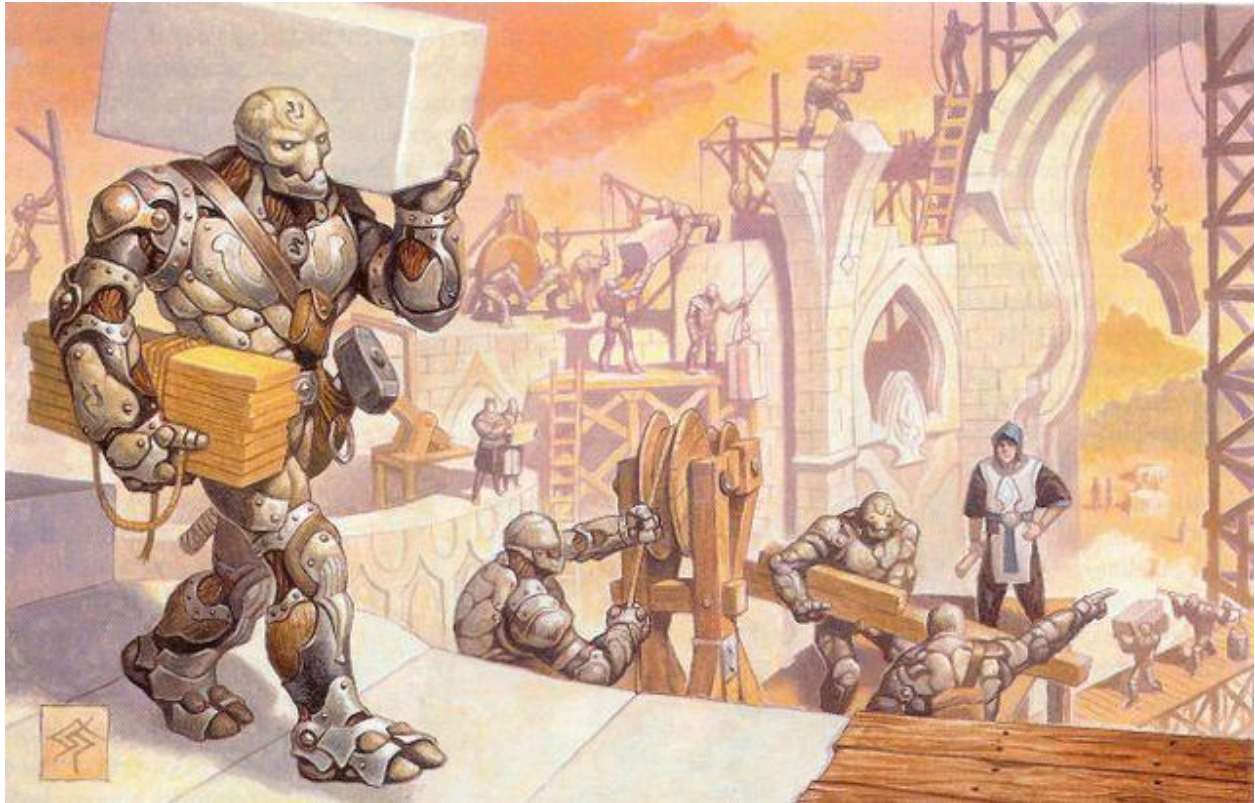
Sharn, the City of Towers, is a true megapolis and a city of intrigue, contradictions, and epic vistas. From its perch on the cliffs overlooking the Dagger and Hilt Rivers, the tips of its hundreds of towers thrust skyward up to a mile above the waters below, propped up by a divine manifest zone and housing the wealthiest and most powerful citizens. The bases of the towers border on ancient cities razed in wars forgotten to all but the most dedicated historians and now overrun with sewers, industry, and the subcultures and minorities the wealthy would just as soon forget.

The city is neither the most politically significant one in Breland nor the cultural center of the nation, and yet its myriad shops, taverns, bordellos, and other businesses offer something for everyone. Whether it's drow from the jungles of Xen'Drik or monstrous goblins and hags from Droaam, the city draws in an incredible number of foreign visitors, and the markets never truly close, even in the wee hours of the morning.

Of course, with over 200,000 people living in the city, there are bound to be tensions. Some of these, like the economic differences between upper and lower wards, are age-long problems that haven't changed since the city was first built, even if the names and prosperity of the wards has. Others, like the impending gang war between the monstrous Daask and halfling-and-gnome dominated Boromar Clan or the constant economic warfare between competitors, are always mutating and simmering, waiting for the chance to boil over.

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3. Changelings, Kalashtar, Shifters, and Warforged



[Changelings](#)

Changelings are subtle shapeshifters capable of disguising their appearance. They evolved through the union of doppelgangers and humans, becoming a separate race distinct from either ancestral tree.

[Kalashtar](#)

The Kalashtar are children of two worlds, born of a spiritual symbiosis between humanity and renegade spirits from Dal Quor, the Region of Dreams. The touch of the quori subtly altered the physiology of the human host, and thus the kalashtar are a separate species, distinct from both human and quori ancestry.

[Shifters](#)

Shifters, sometimes called the weretouched, trace their lineage to distant human and lycanthropic ancestors. Unlike their Lycanthropic ancestors, shifters cannot fully change form. Instead, they take on animalistic features, an ability they call shifting.

[Warforged](#)

Born from the strife of the last war, warforged remain as a constant reminder of that terrible time. Despite the purposes for which House Cannith built them, however, warforged can be peaceful. The warforged, however, live uneasily among the other races of the world, seeking to create a place for themselves in unwelcoming lands.

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4. Artificer and Prestige Classes



[Artificer Conversion](#)

Artificers are the practical technicians of the magical world. Unlike wizards or sorcerers who pursue more theoretical research, or clerics and druids who are tied to the mandates of their deities or churches, artificers take the practice of magic and tailor it to the needs of the situation. From maintaining complex enchantments along lightning rail lines or on board an elemental airship, to customizing the combat enchantments from a strike team deep behind enemy lines, artificers take the magic that is already at hand and apply it in a more efficient manner, essentially getting more spell for the silver.

In addition to the artificer, many of the prestige classes from Eberron are open for play. See the link below for more details.

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5. Campaign Briefing and Traits



In a shabby three-room apartment above the tavern that shares its name, the Wandering Eye Investigatives Agency used to make ends meet. Not anymore. The door creaks open as Jesaeli, the prissy-looking half-elf showing you the place, turns the key and unlocks it, revealing a foul-smelling waiting room plastered with yellowed newsprint articles detailing the company's past successes and discoveries. A few hideously-colored armchairs, their upholstery fraying and the stuffing coming out, offer potential clients a place to sit, but it's obvious no one's been by in a while. At least there's a view, or would be if someone had bothered to clean the dust and grease off the wall-length window.

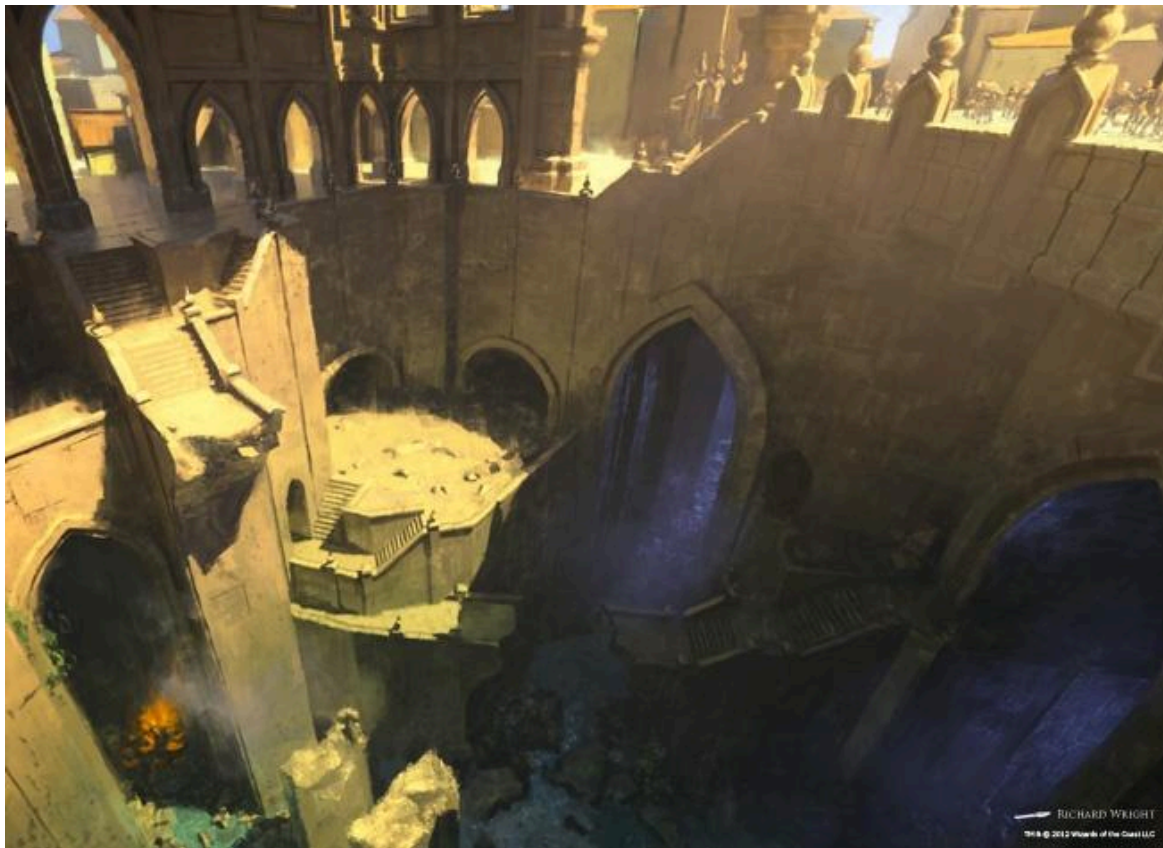
Even worse is the small living space; enough bunks for five (or perhaps six, if they're small), but no bedding, and on casual inspection it seems a family of rats has moved into the far corner by the fireplace. A little office abuts the waiting room, but the reception desk is empty save a few old documents and a dried-up jar of ink and the owner's chair is covered in dust.

In all, not the most auspicious start to your business.

In a city like Sharn, there are always people looking to hide and secrets that want to remain so. Thus, it's only natural that there's also a class of professionals (or semi-professionals, as the case may be sometimes) whose job it is to root out those secrets. These are the investigatives. Many of these people work for House Tharashk and the Finder's Guild, but others operate independently and without aid from either the Sharn Watch or the Finder's Guild. Some are meticulous masterminds, looking over every scrap of evidence before revealing their conclusions, and others are kick-in-the-door action heroes, preferring to fight first and ask questions later. Which one will you be?

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6. Additional References



If the information here intrigues you, I strongly encourage you to find PDFs of the 3.5 book Eberron Campaign Setting. If that's not an option, or if you'd like to know more before making a purchase, the following links have good information.

The [Eberron Wiki](#) is a useful resource for understanding the different kingdoms, deities, and factions that inhabit the world of Eberron. It's frankly impossible for me to cover them all, so if you're curious, I recommend you take a look.

I got my conversions from [Eberron Pathfinder](#). It's got solid mechanical conversions for the races and classes, as well as some fluff, though if that's what you want, the wiki is better.