

Welcome to Eberron:



The continent of Khorvaire has been reshaped by war, and the fall of an empire. The once-mighty empire of Galifar broke apart into five kingdoms that descended into a century-spanning conflict known, optimistically, as the Last War. It ended less than two years ago, after one of the Five Nations was consumed in a magical cataclysm of unknown origin. Now the political map has been entirely redrawn, and people everywhere seek to recover from the war and find their fortunes in a world permanently changed.

Meanwhile, the countries--both the surviving human kingdoms and newborn nations that took advantage of the chaos of war to declare independence--eye each other uneasily. Conspiracies plot to reshape the world in their image or respark the flames of war, and a new age of adventure and exploration has begun, with ancient secrets and treasures beckoning the brave and foolhardy to distant lands.

Pulp Adventure:



As you may have guessed, this setting has a lot of similarities to “pulp adventure” or ‘tales of mystery’ stories set between the World Wars, and covering everything from *Indiana Jones* or *The Phantom* to *Doc Savage*, Golden Age comics, Lovecraftian horror or noir crime stories. Characters may find themselves fleeing a ruined jungle temple with a priceless fiendish idol under one arm, dodging boulder traps and spears from enraged lizardfolk. Another day, they might find themselves in a blighted frontier village dealing with maddened cultists of the Dragon Below and their monstrous masters, or seeking the truth behind a murder in the skyscraping city of Sharn, or desperately battling hobgoblin assassins atop a lightning-powered locomotive that’s speeding uncontrollably towards a destroyed bridge.

Magic Is Everywhere:



Another feature of the setting is that magic is *wide*, but not *high*. High-level characters are rare (most of them killed each other in the War), leaving the setting open for a new generation of heroes to step up. But magic is common and after the arms races of the Last War, it has become industrialised to some degree. It's quite common for cities to have widespread artificial light and clean water through spells, messages can be sent from one end of the continent to the other via speaking stones, and magical vehicles such as skyships and lightning rails have made rapid travel available to all who can afford them.

Another reason for the proliferation of magic is the *dragonmarks*, mysterious symbols that appear on the bodies of certain people, giving them innate powers on certain themes--there is the Mark of Healing, the Mark of Shadow, the Mark of Making, etc. The owners of dragonmarks are mostly (but not entirely) found in twelve houses each with a different specialty--House Deneith and their Mark of Sentinel provide bodyguard and security services, or House Orien and the Mark of Passage provide widespread transport and courier services. Though they are not *openly* political, the value of their services mean the Houses wield great wealth and influence--maybe more now than the weakened Five Nations. Not everyone employed by a house bears a mark, and many are mundane professionals or support staff plying their trade under the house's umbrella.

Though the majority of people with dragonmarks are employed by a House, there are some independent bearers--those who have parted ways with their house, been cast out, or who are the children of unions between a dragonmarked heir and someone outside the house (these children may have grown up ignorant of their parentage before the mark manifested). And then

there are *aberrant* dragonmarks, one-offs that emerge unpredictably and grant strange powers, often wild and destructive. Though aberrant powers are not inherently evil, those with such a mark should be careful who they reveal it to, as they are said to be cursed to bring destruction and disaster and their bearers are widely feared.

Races of Eberron:



Four new races inhabit the world of Eberron, while many familiar ones are very different here. Most of the setting is more cosmopolitan than other worlds--in a metropolis such as Sharn, it's not the least bit unusual to see humans and dwarves rubbing shoulders with goblins and orcs.

Changelings:

Changelings are subtle shapeshifters capable of disguising their appearance. Naturally, they are obviously inhuman, with slight and androgynous builds, pale skin, large pupil-less grey eyes and hair of white, silver or grey, but they can assume the shape and appearance of any humanoid they wish with a moment's action.

Changelings blend into the societies of others, having little common culture amongst their own kind beyond small clans and oral traditions. Each changeling takes a different approach to the wider world, often collecting "personas" or favoured identities that they often slip back into. At other times, a changeling may revel in their freedom, fluidly changing their race, gender and identity as often as a human might change clothes.

The freedom and potential given by their shapeshifting often leads changelings to careers involving duplicity and misdirection, giving the whole race a mostly undeserved reputation as scoundrels and deceivers. Changelings find themselves drawn to adventure to exploit these talents, or defy the reputation of their people.

Kalashtar:

In some ways, the kalashtar are the closest race to humans--but in others, the furthest. Inherently psionic, merged with creatures of dreams, they are involved in an ancient struggle for the minds of every intelligent creature. Hundreds of years ago, following a great schism in the plane of dreams, a number of spirits fled. They sought refuge from their malevolent kin who would later become the Dreaming Dark, the true power behind the nation of Riedra. The renegades were welcomed into the minds of a community of human hosts, merging with them and their descendants and creating the first kalashtar. Kalashtar appear almost human, marked out by sharp features, tall builds, and eyes that often glow when using their powers.

Simply by existing, every kalashtar is a threat to and mortal enemy of the Dreaming Dark and all of their agents on Eberron. The Dreaming Dark and their many pawns wage a secret war against kalashtar communities, that is largely invisible to the outside world. This breeds a justified sense of paranoia amongst the kalashtar, who must always watch the shadows for threats to themselves and their people.

Shifters:

Shifters, also known as the 'Weretouched', are descended from humans and lycanthropes, appearing as humans with a rough-hewn and feral appearance most of the time. Although they cannot fully change to animal or hybrid form, they can take on animalistic features by a process they call shifting, drawing on their inner beast to gain the strength to prevail in times of crisis. Rather than reproducing through infecting others with a curse, they are a unique race that breeds true.

Although they are not enslaved by the lycanthropic curse like their forebears were, shifters still have a feral streak about them. Though some shifters are as comfortable in civilisation as any human, they often tend to have strong instincts and emotions, be blunt and unsophisticated, and to have direct, no-nonsense ways of dealing with problems. Shifters often have sharp perception, a keen affinity with the living world or tend to see the world in terms of impersonal natural laws--the strong and the weak, the hunter and the hunted, the pack or herd and the outsiders.

Most shifters live in clans of their own people in the wilderness, most often in the Eldeen Reaches. But there are always some who embrace the wider world, driven by simple wanderlust, a personal goal, or something forcing them from their home.

Warforged:

Intelligent construct soldiers created through magic, the warforged were produced by House Cannith for service in the Last War, but were given their freedom when peace finally came. Appearing as heavily built humanoids of wood and metal, warforged were created as soldiers and even those who now pursue non-martial careers will have experience in the Last War. But even warforged with long military careers experienced little of the world beyond being used as tireless warriors. Many of them understand the world through that lens even now, feeling comfortable in a hierarchy, keeping their emotions guarded, and often struggling to understand the world outside the battlefield.

The end of the Last War and their mass emancipation left the warforged in control of their own destiny, but also without a clear purpose. New to civilian life and the customs of living races, some seek to assimilate into the societies of others and adopt the behaviours of other humanoids, while some find themselves rejected by a world that wishes to forget the war, pushed to the fringes of society along with other outsiders and misfits. Others--especially those drawn to the demagogue known only as the Lord of Blades--hold themselves as superior to flesh races and wish to take respect and power at swordpoint. Some warforged seek careers as bodyguards, adventurers or mercenaries, doing what they know best. Others have branched further out, exploring their unique natures, developing their personalities and minds, and pursuing their destiny as free-willed individuals rather than toy soldiers.

Humans:

Humans make up the majority populations of the nation of Khorvaire, govern the Five Nations, and are found just about anywhere. Their mastery of the continent was undisputed for centuries, but with the breaking up of the Empire of Galifar and the Last War, their primacy is less certain than it once was. Humans can have several different dragonmarks, their houses including Cannith (Mark of Making), Valadis (Handling), Deneith (Sentinel), Orien (Passage), and Tharask (Finding).

Elves:

Elves are split into four main groups. The elves of Valenar are an elite warrior caste with a demanding code of honour and proud martial traditions. They carved out their own nation from human lands relatively recently, and subscribe to a warrior code that demands they seek glorious battle to earn the favour of their ancestors. The elves of the island of Aerenal are ancestor worshippers with a traditional and changeless society based around veneration of the deathless ancestors who govern them. More cosmopolitan elves live in human cities, including those who make up Houses Phiarlan & Thuranni which both ply the powers of the Mark of Shadow to be either entertainers or spies. And perhaps the strangest of all are the dark elves. They are natives of the distant continent of Xen'Drik, harsh and rugged survivalists who live in the ruins of their former giant overlords and guard the secrets of their jungle home.

Half-Elves:

Half-elf communities are strongly established in human lands (to the point where many consider themselves to be a true race in their own right rather than “half” anything), many half-elves are “second generation” or more, and they are the only race to possess the Marks of Detection & Storm, the latter being highly valued as the best means to pilot skyships.

Dwarves:

Dwarves mostly dwell in their own lands, a mountainous region collectively known as the Mror Holds. Living a relatively primitive existence as feuding clans for much of their history, they have grown in power and influence during the Last War, staying aloof from the war and selling their services to all sides. The vast natural wealth of their homeland, along with rediscovered relics of an ancient dwarf civilisation and the strange symbiotic equipment of the daelkyr, has allowed for rapid growth and modernisation. This has led to a degree of unity among clans in the name of continued prosperity, but old tensions and honour-based feuds continue to simmer among them. Another uniting factor has been House Kundurak, bearers of the Mark of Warding and providers of security services and impregnable banks.

Half-Orcs:

Half-orcs originated from extensive mingling between the orc natives of the Shadow Marches or Demon Wastes and human settlers, and from there, have spread across Khorvaire. Some inherit the spiritual traditions or wilderness skills of the orc homelands, while others take up more cosmopolitan lifestyles. The Mark of Finding appearing among half-orcs and the formation of House Tharashk has given many a ready-made role as prospectors or manhunters.

Gnomes:

Gnomes are a highly cultured and learned people who seldom participate in the power struggles of the outside world—at least openly. Their lands are known for being centres of learning and for making great advancements in the creation of magical items (and weapons). Aware of their physical weakness, the gnomes of Eberron use intrigue and knowledge as weapons. The Mark of Scribing is found amongst gnomes, and House Sivis provides the best scribes, accountants and archivists in Khorvaire, as well as the most widely circulated newspaper.

Halflings:

Halflings are divided between their civilised members found living alongside humans, and the nomadic natives of the Talenta Plains who follow the old ways, notable for taming dinosaurs and specialising in fighting larger foes. Halflings bear the very useful (and profitable) Marks of Hospitality and Healing, and the houses of Ghallandra and Jorasco have been a strong factor in modernising and protecting halfling culture.

Goblin / Hobgoblin / Bugbear:

The Dhakaani Empire of the goblinoids once ruled the entire continent of Khorvaire before the time of humanity, collapsing after repelling an aberrant invasion from Xoriat, the realm of madness. The goblinoid peoples were scattered and leaderless for a long time after its fall, most of them becoming primitive frontier dwellers or second-class citizens in human lands, but now they are a culture on the rise. During the Last War, goblinoid mercenaries united to claim lands formerly belonging to Cyre and Breland, and declared the creation of a goblinoid homeland named Darguun. Seeing themselves as a single people of three races, the goblinoids who have flocked to this cause are collectively a bold, proud and militaristic folk, who take pride in their history and their martial prowess, and are eager to prove their strength to the wider world and reclaim their long-lost heritage.

Orcs:

Orcs are an ancient race, the natives of the swampy Shadow Marches. They mostly hold to a primitive, hunter-gatherer existence, with no greater organisation than small villages. This partially changed as humans moved into the Marches seeking the abundant dragonshards

found there. Though there were conflicts, many human settlers began to mingle and intermarry with the orcs, creating a hybrid culture in many areas. Other orc communities survive in the blighted Demon Wastes, either corrupted by the fiendish influence of that land or taking the front line in fighting against it. Though their current state is humble, orc legends tell of their role in fighting back the aberrant daelkyr (their druidic traditions do much to this day to keep the abominations and their twisted creations locked away), and when orc heroes arise from isolated tribes or the more cosmopolitan frontier communities, they remind the world of their ancient strength.

Lizardfolk & Dragonborn:

The natives of the lands claimed as Q'Barra by settlers, lizardfolk are insular and distrusting of outsiders, almost never interacting with the outside world other than to come into conflict with those who intrude on their homes and sacred places. They work together in an unspoken harmony that outsiders find eerie, and can change from neutral to hostile for reasons unclear to others. Another reptilian race shares the jungle with them--the dragonborn act as wardens of the most ancient ruins in that land, ones that they have had to defend more and more as human settlers encroach.

Other Races:

Tieflings are very rare, most often appearing in the lands known as the Demon Wastes from bloodlines twisted in the Age of Demons, although some have formed their own community in an isolated part of Droaam known as the Venomous Demesne. They are generally regarded by the wider world as strange and uncanny but not inherently evil. Kobolds are fairly common in Droaam and Darguun, where they are regarded as second-class citizens (and often slave labour), banding together tightly for mutual support or striking out into the wider world to seek a better fortune. Minotaurs also live in Droaam, popular as enforcers for monstrous warlords and often employed as mercenaries. Centaurs inhabit the forests and rolling moors of the Eldeen Reaches, reclusive but sometimes being introduced to the outside world through their associations with the Wardens of the Woods.

Places To Come From:

The Five Nations:

Aundair: A nation with deep traditions of learning and magical progress, known for achievements such as the floating towers of Arcanix. Aundair is a place of high culture and learning that considers itself the best of the Five Nations, especially now that Cyre is gone. A number of Aundairians believe they would have been the victor of the Last War if the Mourning had not ended it prematurely, and national pride is common in general. Magic is more common in Aundair than anywhere else, offering much to ease the life of its citizens.

Breland: Though still a monarchy, Breland has the most devolved and democratic government, and is the most open-minded and accepting of the Five Nations to outsiders, with a strong focus on innovation and openness to new ideas. The dark side of this open-mindedness comes in a high incidence of crime and corruption. With most of its wealth and power coming from industry, this land has Sharn, the City of Towers, as its crown jewel. This marvellous city is made up of gigantic sky-scraping towers that are entire neighbourhoods in themselves, and is the most culturally and racially diverse city in Khorvaire.

Cyre: Once a rich and sophisticated nation that viewed itself as the pinnacle of civilisation and human culture, Cyre no longer exists, and its mysterious destruction marked the end of the Last War. Only a few inhabitants (those who were outside the borders or able to cross them when the cataclysm began) survived the Mourning, a strange magical disaster of unknown origin that has left the former nation an accursed and near-lifeless ruin known as the Mournland, shrouded in an unyielding mist. Those who have ventured within (and come back out) report mass graves, ruined cities, dangerous magical anomalies and twisted monsters, and a growing number of radical warforged led by a messiah known as the Lord of Blades. Now the largest concentration of Cyran survivors is found in the refugee town of “New Cyre” in Breland, though others have scattered across Khorvaire to try and build a new homeland or forget what has been taken from them.

Karnath: Insular and with a forbidding landscape, Karnath has always had a slightly sinister reputation, not helped by their practice of using undead as labourers and soldiers during the Last War. However, the country has a rugged beauty, a proud, stoic people with a strong sense of honour and community, and great food. Karnath has always had a strong military tradition, and patriotic pride still runs strong. But despite this, King Kaius has been the strongest advocate of peace among the leaders of Khorvaire since the end of the War, seeking to heal his scarred country.

Thrane: Having sidelined their monarchy during the War, Thrane is now a theocracy centered around the Silver Flame, a vigorous religion teaching a creed of purification and struggle against

evil. The current Keeper chosen by the Flame is an eleven-year-old girl, though a council of cardinals do most of the day-to-day ruling of the kingdom. Though not everyone in Thrane is a zealous crusader or even a follower of the Silver Flame, the faith's principles of hard work and vigilance against evil influence every part of their society. During the War, Thrane was probably the most militant of the Five Nations, seeing their victory as a holy mandate. Since the end of the war, the Keeper has preached a more temperate message emphasising the need to rebuild and push back the darkness that crept across Khorvaire during the war.

Other Khorvaire Destinations:

Darguun: A new nation founded by an alliance of goblinoid mercenaries, Darguun proclaims itself the rebirth of the pre-human goblinoid empire of Dhakaan. However, this dream is fragile--most of the land is still uncivilised and dangerous, host to squabbling clans who are barely united. The next few years will tell if this nation gains a sense of unity, or if it tears itself apart in internal fighting.

Demon Wastes: Blocked from the rest of the continent by a mountain range, the Wastes are blighted badlands that nobody particularly wants to claim as their own. The region is populated mainly by barbaric orcs, humans and half-orcs who battle each other and unnatural creatures that emerge from the underworld of Khyber. Strange ruins dot the land, and there are cursed places marking sites where fiends were banished into the earth in primeval times.

Droaam: A rude and savage nation that is only ten years old, Droaam seized independence under the guidance of three ancient hags, who proclaimed it a haven for monstrous races of all kinds. Unrecognised by the other nations, Droaam is barely civilised at all, a collection of individual monsters and small clans organised through force, threats and a crude system of tribute. Their main export is the services of their monstrous citizens, who work as powerful mercenaries or mighty labourers.

Eldeen Reaches: Originally part of Aundair, this lightly populated region of farmlands and dense forests was deemed expendable and neglected by their king during the Last War in favour of more defensible borders. Ravaged by war and banditry, the Reaches were saved from chaos when an alliance of druids emerged from the forests and drove back the attackers, declaring the land to be independent. Most citizens were happy to accept the new order over the monarch that had abandoned them, and the Reaches are now their own nation, governed from a distance by the druidic orders, primarily the Wardens of the Wood. This region is also host to the largest shifter communities in Khorvaire.

Lhazaar Principalities: A loose alliance of pirates, privateers and merchant princes, these islanders have existed on the edge of legitimacy for centuries. Now a seafaring nation recognised as its own entity, they are an often-anarchic place where adventure can always be found--though not always survived.

Q'Barra: A small frontier nation living uneasily with the jungles that surround them, Q'Barra was founded recently by those who saw the Last War as disastrous folly and wished to start over, building a utopia free from the ideologies of the Five Nations. Though recognised as a nation, their existence is still tenuous--apart from the hazards of the jungle and raiding neighbours, the lizardfolk natives of this land have often clashed with the settlers. Cyran refugees looking to start over have provided a recent wave of immigrants to this place.

Shadow Marches: A swampy and forbidding land, this region was home to battles against the lords of madness known as the daelkyr and their hordes of abominations. Now the orc natives of the lands live a rustic existence alongside human settlers, with only occasional ruins or clusters of Dragon Below cultists hinting at its past. Of late, the abundance of dragonshards has led to an influx of prospectors, some of whom disturb things that should have been left sleeping.

Talenta Plains: A long-untouched region with few permanent settlements, the Plains are notable for the herds of dinosaurs that roam it, and the tribes of nomadic halfling natives who live alongside them. Their interaction and trade with the outside world is limited, most of them content to live as their ancestors did.

Valenar: A young and aggressive nation of warriors, Valenar was carved out from old Cyre by elven mercenaries, who seek to re-assert what they see as the ancient elven claim to rule Khorvaire. Supported by human vassals, the elves disdain peace, constantly seeking glorious battle and testing the defences of their neighbours in preparation for a grand reclamation. Distrusted by most, Valenar elves are still valued for their services as sellswords (fighting against daunting odds or terrifying monsters simply makes a contract more attractive to these daredevils), and the incomparable quality of their horses.

Zilargo: The homeland of the gnomes, Zilargo is a peaceful and aloof nation, standing aside from the conflicts of outsiders. Their polite and orderly society makes it a good place to live, at least to those ignorant of the politics and intrigues bubbling below the surface. Zilargo has grown wealthy by exporting the services of gnome experts and diplomats, and selling fantastic weapons, armour and vehicles that exploit the power of elemental binding. Many of the most horrific weapons of the Last War were developed and sold by friendly, smiling gnomes.

Beyond Khorvaire:

Aerenal: The homeland of the elves, Aerenal is a disturbing place for many, governed by revered ancestors preserved in a state beyond death. Aerenal is a strangely timeless place, where conflict and drama unfold over centuries and the living seek to earn immortality through service & glory. Though the place is not unwelcoming to visitors, few feel comfortable in a land where life and death are so intertwined.

Argonessen: Legends say that after defeating the demons in an ancient war, the ten races of dragons withdrew to the continent of Argonessen and dedicated themselves to the study of the Draconic Prophecy. This is a near-incomprehensible script of fate that they believe guides the course of history, and which must be interpreted and protected to avoid the return of the demons or another great disaster. Any who doubt how far the dragons will go in pursuit of this goal need only look at the ruin they wrought upon the giant empire of Xen'Drik. Little is known about this land, as the dragons are intolerant of outsiders other than the tribes of primitive humanoids who live on the coast and worship them as gods. Rarely, dragons will look outside their homeland to actively guide the Prophecy, and will walk in disguise in other lands.

Sarlona: Recorded as the continent where humans originated, those who visit Sarlona report a peaceful and orderly society, remarkably free of strife, crime or conflict. Under the guidance of the ruling caste of the Inspired, the people of the dominant empire of Riedra live in quiet harmony, labouring without complaint towards the common good. Those who have scratched the surface come to realise the disturbing truth, that the tranquility of Riedra is the result of brainwashing and indoctrination broadcast by great monoliths that relay the psychic signals of the Inspired. Almost nobody aside from the kalashtar realise the Inspired are themselves puppets, empty vessels that host quori spirits from the realm of dreams. Given a window into the waking world, these immortal entities are working subtly and tirelessly to bring other lands under their dominion and trap all intelligent beings in a psychic prison that they will not even dream of escaping from.

Xen'Drik: Home of the giant empire of old, Xen'Drik is now a trackless wilderness where the ruins of once-mighty cities lie decaying and where tribes of primitive giants roam the wreckage of a civilisation that once dominated and reshaped the world. Rumours of legendary relics lure treasure hunters from Khorvaire, and tales of the arcane might of the giants draw scholars and wizards seeking to emulate their power. Many have probed the shrouded continent, but for every adventurer who returns with a priceless treasure, three will meet grisly ends due to traps in a ruin, dark elf ambushes, enraged giants, or the more mundane perils of the jungle. Such failures have not lessened the current mania for exploration in the slightest.

Faiths:

The Sovereign Host and **The Dark Six**: These two opposed but complimentary pantheons make up the largest demographic of worshippers in Khorvaire. Compared to the gods of other worlds, they are remote and non-interventionist, with even their clerics having a lot of leeway to interpret the wishes of their patrons.

The Host are seen as the deities of civilisation, order and good, while the Six embody a darker, more perilous side of life which is often (but not always) associated with evil and chaos. Most people pay at least lip service to both pantheons, invoking Kol Korran's name to seal a business deal and later praying to the Devourer to survive a storm at sea. A cleric may devote themselves to one or the other pantheon, or a specific god.

Sovereign Host:

Arawi, Goddess of Agriculture
Aureon, God of Law & Knowledge
Balinor, God of Beasts & The Hunt
Boldrei, Goddess of Community & Hearth
Dol Arrah, Goddess of Honour & Sacrifice
Dol Dorn, God of Strength At Arms
Kol Korran, God of Trade & Wealth
Olladra, Goddess of Feast & Good Fortune
Onatar, God of Artifice & The Forge

Dark Six:

The Devourer, God of Nature's Wrath
The Fury, Goddess of Passion & Madness
The Keeper, God of Death & Decay
The Mockery, God of Treachery & Dishonour
The Shadow, God of Power & Corruption
The Traveler, God of Trickery & Change

The Silver Flame: The state religion of Thrane, the Silver Flame is founded around the site of an ancient battle between a coatl and a demon. The story says that a paladin named Tira Miron intervened to prevent the victory of the demon, imprisoning all three combatants in a column of silver fire that would speak and provide divine guidance to the worthy. The Silver Flame is a noble but zealous religion that preaches that evil must be sought out and purged, and this creed has led to both inspiring deeds of faith and tragic excesses in the past. Though concentrated in Thrane, adherents of the Flame exist all over Khorvaire, including an unlikely following in the Demon Wastes among those who seek to keep the evil of the fiends from spilling into the wider world.

The Blood of Vol: A fringe cult that is found scattered everywhere but is especially common in Karrnath, the agnostic teachings of the Blood of Vol state that the potential for the divinity lies within everyone, and this can be awoken through self-belief and the power inherent in blood, with no need for callous and fickle gods. And indeed, some adherents do wield 'divine' magic born from this philosophy. Most worshippers are peaceful and community-minded folk who hold to humanistic values of mutual support and compassion in the face of a harsh universe, but the most infamous adherents are an outlawed order of Karrnathi knights known as the Emerald Claw, who persist as a terrorist organisation whose goals are unknown.

The Dragon Below: The flesh-sculpting lords of madness known as the daelkyr lurk in the underworld of Khyber, whiling away their time with insane art and whimsical experiments until their home plane draws near to Eberron again and the time is right to resculpt the world. Also, the raksasha rajahs and other demon lords are imprisoned in the underworld, dreaming uneasily or constantly testing the cages the dragons put them in. Some ambitious or unhinged individuals feel an affinity with these beings or crave their power. Cults of the Dragon Below vary wildly in their goals, methods and the objects of their worship, but are often corrupting and dangerous to themselves and anyone who stumbles upon them.

The Path of Light: Almost unknown outside the kalashtar, the Path of Light is a meditative and introspective philosophy, focused upon self-mastery and the need to be a positive force in the world. Most followers believe they can tip the balance of the universe against the Dreaming Dark through meditation and virtuous acts, though some kalashtar disagree that this must be done in a pacifist way, and seek to directly work against the Dark in the physical world.

The Undying Court: The deathless ancestors of Aerenal are worshipped as gods by many of the living elves of that land, and given their immortality, personal power and deep wisdom, this is entirely understandable. Rarely, a living elf may demonstrate divine magic from their fervent worship of their ancestors--or they may be personally chosen by a specific ancestor, gaining the powers of a warlock.

Druidic Sects:

Ashbound: A fundamentalist group who seek to purge arcane magic, the Ashbound are a radical sect, tolerated for their skill in fighting arcane threats. The damage wrought by magical weapons during the Last War and the creation of the Mournland has brought more sympathisers to their cause.

Children of Winter: The Children embrace death and decay as integral parts of nature, holding that plague, sacrifice, winter and natural disasters are just as important as growth and birth in the great cycle. Unpopular and hostile to outsiders, they are nevertheless recognised as a necessary reminder of the harsher side of nature.

Gatekeepers: The oldest surviving druidic tradition, the Gatekeepers keep the world safe from the unnatural threats of aberrations, undead, demonic forces, and extraplanar invasions. Said to have begun amongst the orcs and to have been founded by a green dragon, the sect was pivotal to repelling the daelkyr invasions. Gatekeepers are most often found guarding sites and manifest zones that are in danger of releasing alien invaders, or walking the world rooting out threats and cults.

Greensingers: The Greensingers work closely with the fey creatures of the deep woods, both gleaning wisdom from these strange creatures, and acting as a buffer between them and the mortal world.

Wardens of the Wood: The largest and most influential sect, the Wardens seek to find a balance between civilisation and nature, so that both can live in harmony. The public face and most politically active of the druids, they were the power behind the creation of the Eldeen Reaches as an independent nation, a triumph which swelled their ranks with new recruits. Their leader is Oalian, an awakened pine tree who is over four thousand years old and the most powerful druid in Eberron.