

DRAGONMARKS IN EBERRON (5.24E)

FEATS, BACKGROUNDS, SPECIES AND SPELLS



TABLE OF CONTENTS

Feats	3
The Mark of Detection.....	3
The Mark of Finding.....	3
The Mark of Handling.....	4
The Mark of Healing.....	4
The Mark of Hospitality.....	5
The Mark of Making.....	5
The Mark of Passage.....	6
The Mark of Scribing.....	6
The Mark of Sentinel.....	7
The Mark of Shadow.....	7
The Mark of Storm.....	8
The Mark of Warding.....	8
Spells	9
Psychometry.....	9
Species	10
Khoravar.....	10
Jhorgun'taal.....	11
Backgrounds	12
House Cannith Scion.....	12
House Deneith Scion.....	12
House Ghallanda Scion.....	13
House Jorasco Scion.....	13
House Kundarak Scion.....	14
House Lyrandar Scion.....	14
House Medani Scion.....	15
House Orien Scion.....	15
House Phiarlan Scion.....	16
House Sivis Scion.....	16
House Tharashk Scion.....	17
House Thuranni Scion.....	17
House Vadalís Scion.....	18

FEATS

THE MARK OF DETECTION

The Mark of Detection is an Inquisitive's dream. It sharpens powers of observation and intuition, allowing the Khoravar bearer to draw connections and interpret clues others might miss. By actively drawing on its powers, the bearer can detect poisons and study the energies of magic.



FEAT: LEAST MARK OF DETECTION

Prerequisites: Khoravar

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Perception**.
- You learn the **True Strike** cantrip.
- You learn the **Detect Poison and Disease** or **Detect Magic** (choose one) spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF DETECTION

Prerequisites: Khoravar, Level 4, Least Mark of Detection.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **See Invisibility** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF DETECTION

Prerequisites: Khoravar, Level 8, Lesser Mark of Detection.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Intelligence, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Arcane Eye** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF FINDING

The Mark of Finding sharpens the senses, guiding the hunter to prey. Alone among the dragonmarks, the Mark of Finding is carried by three species: humans, orcs and Jhorgun'taal. It first appeared in the Shadow Marches, where clan hunters used it to find their prey.



FEAT: LEAST MARK OF FINDING

Prerequisites: Human, Orc or Jhorgun'taal.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Investigation**.
- You learn the **Psychometry*** cantrip.
- You learn the **Identify** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF FINDING

Prerequisites: Human or Jhorgun'taal, Level 4, Least Mark of Finding.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Intelligence** score by 1, to a maximum of 20.
- You learn the **Locate Object** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF FINDING

Prerequisites: Human or Jhorgun'taal, Level 8, Lesser Mark of Finding.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Intelligence, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Locate Creature** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF HANDLING

The Mark of Handling gives its human bearer a primal connection to beasts and the natural world, granting the power to calm and coax. This extends beyond purely natural animals; the mark allows its bearer to guide a hippogriff as easily as a horse.



FEAT: LEAST MARK OF HANDLING

Prerequisites: Human.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Animal Handling**.
- You learn the **Primal Savagery** cantrip.
- You learn the **Animal Friendship** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF HANDLING

Prerequisites: Human, Level 4, Least Mark of Handling.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **Beast Sense** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF HANDLING

Prerequisites: Human

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Dexterity, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Dominate Beast** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF HEALING

A halfling with the Mark of Healing can save a life with a touch, restoring vitality and the will to live. When dealing with mundane medicine, the mark helps its bearer sense the nature of maladies, aiding them in finding a cure. When equipped with dragonshard focus items, the mark can even draw the dead back from the depths of Dolurrrh.



FEAT: LEAST MARK OF HEALING

Prerequisites: Halfling.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Medicine**.
- You learn the **Spare the Dying** cantrip.
- You learn the **Cure Wounds** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF HEALING

Prerequisites: Halfling, Level 4, Least Mark of Healing.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **Lesser Restoration** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF HEALING

Prerequisites: Halfling, Level 8, Lesser Mark of Healing.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Constitution, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Raise Dead** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF HOSPITALITY

They may not always have gold, but a halfling with the Mark of Hospitality is sure to be rich in friends. The Mark was originally used by Halflings to protect their camps and survive in the wilderness. The magic of the mark allows the bearer to keep a place clean, and to heat, chill, and season food. But it also helps the bearer connect with others.



FEAT: LEAST MARK OF HOSPITALITY

Prerequisites: Halfling.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Survival**.
- You learn the **Prestidigitation** cantrip.
- You learn the **Purify Food and Drink** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF HOSPITALITY

Prerequisites: Halfling, Level 4, Least Mark of Hospitality.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **Create Food and Water** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF HOSPITALITY

Prerequisites: Halfling, Level 8, Lesser Mark of Hospitality.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Constitution, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Mordenkainen's Private Sanctum** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF MAKING

The Mark of Making guides its human bearer through any act of creation. The bearer of the mark can mend broken things with a touch, and always has a minor magic item they've been working on. An artificer or a wizard will get the most out of the mark, but anyone can find a use for an enchanted blade.



FEAT: LEAST MARK OF MAKING

Prerequisites: Human.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency with **Tinker's Tools**.
- You learn the **Mending** cantrip.
- You learn the **Unseen Servant** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF MAKING

Prerequisites: Human, Level 4, Least Mark of Making.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Intelligence** score by 1, to a maximum of 20.
- You learn the **Magic Weapon** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF MAKING

Prerequisites: Human, Level 8, Lesser Mark of Making.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Dexterity, Intelligence or Wisdom** score by 1, to a maximum of 20.
- You learn the **Fabricate** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF PASSAGE

The Mark of Passage governs motion, allowing its human bearer to move with uncanny speed. The bearer of the mark can even slip through space in the blink of an eye.



FEAT: LEAST MARK OF PASSAGE

Prerequisites: Human.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Acrobatics**.
- You learn the **Gust** cantrip.
- You learn the **Longstrider** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF PASSAGE

Prerequisites: Human, Level 4, Least Mark of Passage.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Dexterity** score by 1, to a maximum of 20.
- You learn the **Misty Step** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF PASSAGE

Prerequisites: Human, Level 8, Lesser Mark of Passage.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Strength, Dexterity or Constitution** score by 1, to a maximum of 20.
- You learn the **Dimension Door** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF SCRIBING

The Mark of Scribing deals with communication—both the written and spoken word. A gnome who bears the mark can feel words as though they are living creatures, struggling to make their meaning known. The mark provides a range of gifts. It translates languages, but it also allows its bearer to communicate with others at a distance.



FEAT: LEAST MARK OF SCRIBING

Prerequisites: Human.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency with **History**.
- You learn the **Message** cantrip.
- You learn the **Illusory Script** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. No material component is required. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF SCRIBING

Prerequisites: Human, Level 4, Least Mark of Scribing.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Intelligence** score by 1, to a maximum of 20.
- You learn the **Sending** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF SCRIBING

Prerequisites: Human, Level 8, Greater Mark of Scribing.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Intelligence, Wisdom or Charisma** score by 1, to a maximum of 20.
- You learn the **Rary's Telepathic Bond** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF SENTINEL

The Mark of Sentinel warns and protects. It heightens senses and reflexes, allowing a human heir to respond to threats with uncanny speed. It can shield its bearer from harm. Whether on the battlefield or the ballroom, someone who carries the Mark of Sentinel is prepared for danger.



FEAT: LEAST MARK OF SENTINEL

Prerequisites: Human.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Insight**.
- You learn the **Blade Ward** cantrip.
- You learn the **Mage Armor** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF SENTINEL

Prerequisites: Human, Level 4, Least Mark of Sentinel.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **Glyph of Warding** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF SENTINEL

Prerequisites: Human, Level 8, Lesser Mark of Sentinel.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Strength, Constitution or Wisdom** score by 1, to a maximum of 20.
- You learn the **Death Ward** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF SHADOW

The Mark of Shadow lets an elf weave illusions, crafting magic to distract or delight. It also allows its bearer to sculpt shadows, making it easy to avoid detection.



FEAT: LEAST MARK OF SHADOW

Prerequisites: Elf.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Performance**.
- You learn the **Minor Illusion** cantrip.
- You learn the **Disguise Self** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF SHADOW

Prerequisites: Elf, Level 4, Least Mark of Shadow.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Charisma** score by 1, to a maximum of 20.
- You learn the **Clairvoyance** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF SHADOW

Prerequisites: Elf, Level 8, Lesser Mark of Shadow.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Dexterity, Intelligence or Charisma** score by 1, to a maximum of 20.
- You learn the **Hallucinatory Terrain** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF STORM

Wind and water welcome the Khoravar who carry the Mark of Storm, and some learn to call on the power of the storm itself.



FEAT: LEAST MARK OF STORM

Prerequisites: Khoravar.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Nature**.
- You learn the **Elementalism** cantrip.
- You learn the **Zephyr Strike** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF STORM

Prerequisites: Khoravar, Level 4, Least Mark of Storm.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Intelligence** score by 1, to a maximum of 20.
- You learn the **Gust of Wind** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF STORM

Prerequisites: Khoravar, Level 8, Lesser Mark of Storm.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Strength, Constitution, or Intelligence** score by 1, to a maximum of 20.
- You learn the **Summon Elemental** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

THE MARK OF WARDING

The Mark of Warding helps its bearers protect things of value. Using the mark, a dwarf can weave wards with mystic force. It also provides its bearer with an intuitive understanding of locks used to protect and seal.



FEAT: LEAST MARK OF WARDING

Prerequisites: Dwarf.

Origin Feat

You manifest a dragonmark on your body. You gain the following benefits:

- You gain proficiency in **Perception**.
- You learn the **Resistance** cantrip.
- You learn the **Alarm** spell and can cast it a number of times equal to your Proficiency Bonus at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: LESSER MARK OF WARDING

Prerequisites: Dwarf, Level 4, Least Mark of Warding.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Least Mark:

- Increase your **Wisdom** score by 1, to a maximum of 20.
- You learn the **Arcane Lock** spell, and can cast it twice at its lowest level. You regain all expended uses when you finish a Long Rest.

FEAT: GREATER MARK OF WARDING

Prerequisites: Dwarf, Level 8, Lesser Mark of Warding.

Your dragonmark increases in power. You gain the following benefits in addition to those gained from the Lesser Mark:

- Increase your **Constitution, Intelligence or Wisdom** score by 1, to a maximum of 20.
- You learn the **Leomund's Secret Chest** spell, and can cast it once at its lowest level. You must finish a Long Rest before you can cast it again.

SPELLS

PSYCHOMETRY

Cantrip

Casting Time: 1 minute

Range: Touch

Components: V,S

Duration: Concentration, up to 5 minutes.

Requirement: Must have Least Mark of Finding feat.

By touching an object, you can see glimpses of its recent history. You learn about events that have happened to the object or those who have interacted with it within the past 24 hours. These visions are brief and often fragmentary, providing only snippets of information.

You can see who has held the object, where it has been, and what actions have been performed with it. The more recent the event, the clearer the vision. You can also sense the emotions and intentions of those who have interacted with the object, but no direct thoughts.

However, psychometry is not a perfect tool. The visions can be distorted or misleading, especially if the object has been exposed to powerful magic or has been handled by beings with strong magical abilities.



SPECIES

KHORAVAR

From the earliest mingling of Humans from Sarlona, and Elves from Aerenal, children who comprised the heritage of both great peoples appeared in Khorvaire. Drawing traits from their progenitor species, the Khoravar represent a new and unique species.

I'm not half anything. You humans come from Sarlona. Elves are from Aerenal. Me? I'm a true child of Khorvaire.

— Nandon Tam, Khoravar activist

Khoravar are spread across Khorvaire, from the Towering Woods of the Eldeen Reaches to the slums of Sharn. New Khoravar are born in every generation as a result of pairings between humans, elves, and Khoravar, and these newborns typically cling to the cultures of their parents. However, over the course of centuries Khoravar have developed their own communities and traditions; this sense of identity has been strengthened by the rise of House Lyrandar and House Medani.

When Khoravar conceive, the child is always a Khoravar. Over the course of generations, families and communities of these descendants have developed their own cultural identity. Members of these families generally dislike the term “half-elf;” they call themselves Khoravar, an Elven term meaning “children of Khorvaire.”



Khoravar culture places a strong emphasis on generosity and hospitality toward other Khoravar. You aren't expected to put yourself in danger for a stranger, but when possible, Khoravar do what they can to help other Khoravar and to share information. Khoravar communities have weekly unity dinners where local news and events are shared; if you're playing a Khoravar, a unity dinner is a good opportunity for you to hear about local events and rumors. Of course, this is a double-edged sword; should you gain a reputation as a

capable adventurer, Khoravar in need may approach you and ask for your assistance.

Khoravar generally speak both Common and Elven, and among themselves they often blend these two together. This pidgin makes perfect sense to anyone who speaks both languages, but someone who only speaks one of the two languages will miss some of the words and subtlety of meaning.

While some Khoravar prefer to follow their own paths, many espouse the idea of “the bridge between:” encouraging Khoravar to facilitate communication and cooperation between members of different cultures or species. Such Khoravar often become mediators, diplomats, translators, or bards. Others are fascinated by their distant connection to the Fey, becoming Greensinger druids or warlocks bargaining with Archfey.

KHORAVAR TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Khoravar, you have these special traits:

Darkvision: You have *Darkvision* with a range of 60 feet.

Elven Lineage: You gain either the *Prestidigitation* or *Druidcraft* cantrip (your choice).

At level 3, you gain either *Detect Magic* or *Longstrider* which you can use once without a spell slot, and you regain the ability to cast it in that way when you finish a **Long Rest**,

Fey Ancestry: You have Advantage on saving throws you make to avoid or end the *Charmed* condition, and any magic attempting to put you to sleep..

Skillful You gain proficiency in one skill of your choice.

JHORGUN'TAAL

In the Shadow Marches, children born to a Human and an Orc are called Jhorgun'taal, "the bridge of two bloods." Some exceptional members embrace this role. They travel from community to community, carrying local news and helping to bind those communities together. They are entertainers and mediators, seeking to spread cheer and resolve feuds. They typically know the ways of both Gatekeepers and the Cults, and seek to bring out the best in followers of both paths.

Jhorgun'taal blend the traits of orcs and humans, but each is unique in how much they have received from each forebear. Jhorgun'taal are celebrated in the Shadow Marches, where they are thought to possess the best qualities of both species. However, the people of the Five Nations don't generally share this view... and for that matter, most of the people of the Five Nations assume that orcs are brutish.



With the rise of the dragonmarked House Tharashk, orcs and jhorgun'taal have spread through the Five Nations and beyond. In general, the people of the Five Nations know little about jhorgun'taal. When people imagine a half-orc (the derogatory slang), they usually think of a Tharashk bounty hunter or dogged inquisitive, but a few ignorant sorts might still hold the stereotype of a "simpleton from the swamps."

JHORGUN'TAAL TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Jhorgun'taal, you have these special traits:

Darkvision You have *Darkvision* with a range of 60 feet.

Adrenaline Rush You can take the *Dash* action as a Bonus Action. When you do so, you gain a number of *Temporary Hit Points* equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Resourceful You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful You gain proficiency in one skill of your choice.
Humanoid.

BACKGROUNDS

HOUSE CANNITH SCION

Prerequisite Species: Human

Ability Scores: Dexterity, Intelligence, Wisdom

Feat: Least Mark of Making

Skill Proficiencies: Arcana, Investigation

Tool Proficiency: Choose one kind of Artisan's Tools

Equipment: Choose A or B: (A) Traveller's Clothes, Artisan's Tools (same as above), House Signet Ring, 32gp ; or (B) 50gp.

"It is as though the world dare not draw breath for fear that delicate balance should shift and fall, and a new Day of Mourning be upon us."

—Jarlen d'Cannith, House Cannith Chronicler and Lord Seneschal



From a few bands of roving artisans and tinkers, House Cannith has risen to dominate commerce and industry in Khorvaire. For every advance made in magic, odds are good that Cannith had a hand in it—from everbright lanterns to the lightning rail, from the warforged to the secret experiments now lost deep within the wastes of the Mourmland.

With its power and creative genius, the house commands both respect and fear. Despite its accomplishments, however, Cannith stands in turmoil. Unable to agree on a new ruler in the aftermath of the Day of Mourning, the house splintered into three factions, each with its own agenda. This rift has caused unease among the houses and beyond, giving monarchs and entrepreneurs pause even as they cautiously back one of three would-be leaders.

You are a proud member of the leader of all dragonmarked houses and the creator of the wonders of modern Khorvaire. Your social standing is exceeded only by that of the nobles of the realm—and not always by them. You owe no allegiance to anyone outside the house, and it took all Five Nations together to put a leash on the Gorgon, the symbol of your line. Some might call you arrogant, but arrogance and self-assurance are often confused by the envious.

The wonders of Cannith are known throughout the world, and you feel responsible for continuing that legacy. Whether you have a dragonmark or not, you are expected to contribute to the success of your house through invention, scholarship, business, or diplomacy. Even more is expected of the dragonmarked heirs of Cannith, who serve apprenticeships in the guilds during their training, then move up into house business as their talents are honed.

However, beneath your pride lurks a lingering concern. No matter where your loyalty lies, you know a house divided against itself inevitably falls, and you cannot help but feel bitterness toward those who follow these pretenders to the seat of the Gorgon. When your chosen leader takes command of the house, supporters of the would-be usurpers will be dealt with. Until then, it is up to your side to keep Cannith's glory from degenerating further.

HOUSE DENEITH SCION

Prerequisite Species: Human

Ability Scores: Strength, Constitution, Wisdom

Feat: Least Mark of Sentinel

Skill Proficiencies: Perception, Intimidation

Tool Proficiency: Choose one kind of Gaming Set

Equipment: Choose A or B: (A) Travelers Clothes, Dungeoneer's Pack, Gaming Set (same as above), House Signet Ring, 36gp; or (B) 50gp.

"Galifar lies in ruins, destroyed by its own folly, but our rights and duties cannot be set aside. Our oaths bind us still. Let those who would oppose the law know us, and end their days in fear."

—Endira d'Deneith, Sentinel Marshal of House Deneith



From its beginnings as an order of mercenaries and soldiers to its modern incarnation as the human face of law and battle, House Deneith has maintained its position as the primary force for security and defense in the Five Nations. Though its fortunes rose during the Last War, the services Deneith renders are no less valuable in times of peace. Today, the

house is as prosperous as ever, with its position of neutrality firmly established and a host of eager clients ready to use its services. This prosperity tells only half the story, however, and Deneith's past fortunes might not be enough to guarantee the house's future.

As a member of House Deneith, you understand the importance of duty and honor, and of the laws used to govern and maintain those concepts. Deneith prizes tactical skill and an analytical mind, but also the importance of knowing what your word is worth—and it treats that word as though it was written in blood. Order and strategy govern all. Your house has taught you from a young age which rules can be bent and which cannot.

HOUSE GHALLANDA SCION

Prerequisite Species: Halfling

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Least Mark of Hospitality

Skill Proficiencies: Persuasion, Insight

Tool Proficiency: Brewer's Supplies or Cook's Utensils

Equipment: Choose A or B: (A) Traveller's Clothes, Explorer's Pack, Brewer's Supplies or Cook's Utensils (same as above), House Signet Ring, 30gp; or (B) 50gp.

"You look at me and see a simple innkeeper, harmless and jolly. But I know five places where you can find dreamily in this city. I know two members of the royal family. And I know a man who would kill you for a cut of the silver in your purse. People underestimate my family . . . and that's the way we like it. Now, freshen your tal?"

—Torish d'Ghallanda, owner of the Lonesome Dog Inn



Fine food, a comfortable chair, a mug of ale, and a roaring fire: These are the treasures of House Ghallanda. The blink dog seal of the house is a beacon for the weary traveler. When stamped on the trade sign of an inn or tavern, it promises reliable service and reasonable rates—but there might be more to this simple inn than meets the eye. House Ghallanda goes to great lengths to form bonds within local communities, and

Ghallanda heirs take pride in being able to acquire special services for valued clients. The Ghallanda innkeeper is not a spy, nor does he solve crimes. He knows the word on the street, though, and if you're looking for tickets to the Sharn Opera, a discreet bordello, or a trustworthy diviner, he can help you.

Though Ghallanda is known for its inns, the house has other holdings. Ghallanda landlords offer long term housing, and the master chefs of the house prepare meals for kings and queens. The heirs of House Ghallanda might not be as impressive as the arcanists of House Cannith or the warriors of Deneith, but it is dangerous to underestimate the power of this house. After all, many an adventurer feels more loyalty to his bartender than to his king.

Your house has little tradition of adventure. You were raised to appreciate comfort, conversation, good drink, and hot food—not to wield a blade or smite enemies with force and fire. Do not make the easy mistake of assuming that all members of your house are good or altruistic, however. Social connections are valuable tools, and the man who is friends with the crime lord, the merchant, and the king has three powerful weapons for dealing with his enemies.

As a member of House Ghallanda, you need to decide what has drawn you to adventure and away from the comforts of home. Perhaps the tales of the Wandering Inn fill you with a desire to escape the cities and test your skills in the wilds. Perhaps you intend to open an inn of your own and are adventuring to raise gold—though by the time you earn it, you might find the life of the innkeeper too dull for your tastes. You could be an enthusiastic young cook on a quest to acquire the culinary secrets of other cultures and ages.

HOUSE JORASCO SCION

Prerequisite Species: Halfling

Ability Scores: Constitution, Wisdom, Charisma

Feat: Least Mark of Healing

Skill Proficiencies: Insight, Survival

Tool Proficiency: Healer's Kit

Equipment: Choose A or B: (A) Fine Clothes, Healer's Kit, Explorer's Pack, House Signet Ring, 24gp; or (B) 50gp.

"Time alone will not heal your friend. I would very much like to help him, but I am bound by my oath. Do you wish to pay now, or shall we wait and see if the wasting curse ravages his form further?"

—Diraz d'Jorasco, healer of Deathsgate in Sharn



The halflings of House Jorasco hold the Mark of Healing, and their good works have saved countless lives. They heal the sick and the dying, and provide comfort and respite for those whom even magic cannot cure. They often work hand in hand with House Ghallanda, giving travelers access to healing and aid even in remote areas. By those who owe their health or life to the Mark of Healing, Jorasco's name is praised.

At the same time, Jorasco is not a charity institution. As a dragonmarked house, it is an economic stronghold of epic proportions, offering its services to all who need them—and are able to pay. This mercenary approach to succor rubs many people the wrong way, however, particularly the poor and indigent who cannot afford a healer's services regardless of need.

As a member of House Jorasco, the duties of your birthright were impressed upon you early on—doubly so if you developed the Mark of Healing. Injury and illness are ghosts stalking the living, robbing them of health and youth. You have been given the ability to combat these scourges, and even to pull someone back from the brink of death. Jorasco trains you to use these skills in the service of others, but it also reminds you that everything has a price. As much as you might like to spread your healing prowess for free, you have a responsibility to keep your house healthy as well.

HOUSE KUNDARAK SCION

Prerequisite Species: Dwarf

Ability Scores: Constitution, Wisdom, Charisma

Feat: Least Mark of Warding

Skill Proficiencies: Investigation, Insight

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) Traveler's Clothes, Dungeoneer's Pack, Thieves Tools, Bullseye Lantern, House Signet Ring, 25gp; or (B) 50gp.

"It takes an anvil to shape an axe' is a proverb our Mror clans folk are fond of repeating. What few remember is how the original proverb ends: 'But it takes gold to first see the anvil forged.'"

—Patriarch Morrikan d'Kundarak



As civilization develops and expands, the need grows for security and standardization in the commerce between peoples. The dwarves of House Kundarak understand this better than anyone else. The power and wealth of this house stem not just from its influence over banking and finance, but from the safeguarding of all valuables.

The rich veins of gold, iron, copper, and other minerals found in their hold in the Ironroot Mountains have made the Kundarak dwarves some of the wealthiest individuals on Khorvaire, and the house has spent centuries parlaying that wealth into a financial empire.

All dwarves take great pride in their work and family, and as a member of House Kundarak, your honor is inextricably bound to both. You know the legends of your house and people as well as you know your own name, but threading through all those legends is the sense of worth that marks what it means to be a Kundarak. You are a role model among your people—a member of a clan that never claimed a crown yet has always managed to quietly lead.

Within the clans, some mistake your confidence for bravado, but you accept their jealousy for what it is. Outside the clans, you are typically shown the respect—or outright awe—that the position of your house demands. Though some speak in dark whispers of Kundarak as profiteers and hoarders of wealth, you dismiss them easily enough. For in the end, only those who have earned the respect of the Kundarak are worth your worry.

HOUSE LYRANDAR SCION

Prerequisite Species: Khoravar

Ability Scores: Dexterity, Intelligence, Wisdom

Feat: Least Mark of Storm

Skill Proficiencies: Acrobatics, Athletics

Tool Proficiency: Navigator's Tools

Equipment: Choose A or B: (A) Traveler's Clothes, Explorer's Pack, Navigator's Tools, House Signet Ring, 34gp; or (B) 50gp.

"Sovereigns and firstborn, grant me the four blessings promised to our people: dominion over the air, dominion over the water, fortune for my family, and fortune for my future."

—From the Oath of Lyrandar



House Lyrandar bears the Mark of Storm, using its power to dominate the shipping trade and shape the weather for economic gain. Members of the house see themselves as the heart of the Khoravar species, divinely chosen to guide their people into the future. The Lyrandar viceroys are proud and ruthless: lords of wind and

water, with powers any king would envy. The development of the airship has served to increase Lyrandar's already considerable power, and the house is poised to become one of the most influential organizations in Khorvaire.

You take pride in your house, and with good reason. The wind is your ally, the sea your dominion. The Last War shattered Orien trade routes and devastated House Cannith, but your people are stronger than ever. With the development of the airship, you have risen from the seas to claim the sky.

Racial identity is an important part of House Lyrandar. In a world where nationality and faith often take precedence over species, your family has woven all three together. You have been taught that the Khoravar are a blessed people with a grand future, and that House Lyrandar lies at the center of this destiny. Humans came from Sarlona, elves from Aerenal. Your kind are the true children of Khorvaire, and the world is yours. For those in the Windwrights Guild, the connection to the sea is always strong.

HOUSE MEDANI SCION

Prerequisite Species: Khoravar

Ability Scores: Strength, Dexterity, Wisdom

Feat: Least Mark of Detection

Skill Proficiencies: Investigation, Insight

Tool Proficiency: Poisoner's Kit

Equipment: Choose A or B: (A) Fine Clothes, Poisoner's Kit, Dungeoneer's Pack, House Signet Ring 25gp; or (B) 50gp.

"Let the other houses bluster and call us 'upstart.' When they realize we hold the keys that can release the secrets of the Five Nations, they will learn respect."

—Baron Trelib d'Medani, patriarch of House Medani



Of the twelve dragonmarked houses, House Medani has the lowest profile—and that's how the house's heirs prefer it. The half-elves of Medani bear the Mark of Detection. Through the Warning Guild, they offer their services as bodyguards, inquisitives, and sentries to clients across Khorvaire.

Medani is the youngest of the dragonmarked houses to originate within the Five Nations, with the Mark of Detection appearing only shortly before the War of the Mark. The Medani families banded together in pre-Galifar Breland prior to that conflict, but had few aspirations beyond being left alone. Only in the aftermath of the War of the Mark did Medani's elders bow to the pressure of the other houses and take their place among the dragonmarked.

Despite often strained relations with the other houses, Medani's collective voice carries weight. The house's warnings are ignored at the listener's peril, but Medani's iconoclastic nature makes it sometimes difficult to work with.

As a member of House Medani, your life revolves around subterfuge—not engaging in it, but preventing others from doing so. You see the world around you as an intricate web of schemes, plots, and counterplots. Assessing the range of possibilities, you use instinct to predict and defend against those that threaten your clients, and do so well before threats can turn to danger. Defending against an assassin's blade is a job that any Deneith sellsword or Tharashk enforcer can do well enough. Making sure that blade is never drawn is the Medani way.

HOUSE ORIEN SCION

Prerequisite Species: Human

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Least Mark of Passage

Skill Proficiencies: Land Vehicles, Survival

Tool Proficiency: Cartographer's Tools

Equipment: Choose A or B: (A) ; or (B) 50gp.

"I specialize in fast, efficient delivery. I don't want or need to be told what I'm carrying—the fact that you've paid is all I need to know."

—Rikard d'Orien, Couriers Guild



The house of transport and transit, Orien is a name known across Khorvaire. No other house directly touches as many lives, whether through the lightning rail that once connected the great cities of the Five Nations, the caravans that traverse rural lands, or the couriers who deliver letters and packages virtually anywhere.

House Orien's businesses have been pervasive (and profitable) since before the first appearance of the Mark of Passage. However, the Last War took a heavy toll on this house—one from which it has yet to recover. After decades of effort, House Orien had spanned the Five Nations with its lightning rail, but the war and the Day of Mourning shattered the house's intercontinental links. Today, the organization is bent on recovery, but fresh competition from House Lyrandar and the instability of Khorvaire's new age are challenges the house has yet to overcome.

For you, the claim that the time of Galifar was a golden age for Khorvaire is more than a matter of opinion. Before the Last War, Orien's influence blanketed the continent, and its trade roads and lightning rails were the lifeblood of a kingdom. The war cut those arteries, however, leaving Galifar dead and House Orien bloodied but unbowed. The loss of Cyre was as devastating for Orien as it was for Cannith, but you know that someday your house will regain its losses. It's just a question of when.

HOUSE PHIARLAN SCION

Prerequisite Species: Elf

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Least Mark of Shadow

Skill Proficiencies: Stealth, Persuasion

Tool Proficiency: One musical instrument

Equipment: Choose A or B: (A) ; or (B) 50gp.

"We are the shadow—the border between light and darkness. We are not simply spies or assassins. We are agents of balance, and through our dance, we shape the future."

—Kaleth Shol d'Phiarlan, ghost of the Serpentine Table



The world at large knows the elves of House Phiarlan as entertainers of the highest order. This role is not simply a cover for the secret work of the house, but a tradition that dates back tens of thousands of years. For many members of the house, it is the only trade they follow.

Though stories abound that attest the elves of Phiarlan are spies and assassins, the people of Khorvaire

treat these as children's tales. Phiarlan's virtuous performers are known across the continent for their talents—who would believe that they sneak offstage and kill people during intermission? In a world that includes changelings, doppelgangers, and rakshasas, people have enough real spies to worry about.

In truth, House Phiarlan controls one of the finest intelligence networks in Khorvaire, but these services are available only to guildmasters, nobles, and others the house recognizes as players in the great game of politics and power. How do the twin paths of entertainment and espionage converge? To understand the present, one must look to the past.

As a scion of the house, you might choose to be a socialite, taking pride in your house's works and enjoying the fame that goes with them. As an adventurer, you likely seek inspiration for some epic work you have in mind. Performance is in your blood, though, and between adventures you are never far from the theater, the tavern, or any other place where you can regale friends and strangers with a story or song.

If you choose the path of the agent, you serve the will of the Serpentine Table. Though some who know of Phiarlan's intelligence services might call you thief or spy, you know better. The Serpentine Table chooses each assignment with care, and through your work in the shadows, you shape the future.

A third path is that of the nomad. You respect the traditions and methods of your house and wish to hold influence within it, but you have no intention of working your way up through standard service. Instead, you create your own power base, starting with the members of your adventuring party. You will weave your own web of influence, and the Serpentine Table will accept you as an equal in the end.

HOUSE SIVIS SCION

Prerequisite Species: Gnome

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Least Mark of Scribing

Skill Proficiencies: Arcana, Insight

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) ; or (B) 50gp.

"Communication is the lifeblood of civilization."

—Matriarch Lysse Lyrriman d'Sivis



People often underestimate the value of a carefully chosen word, but not the gnomes of House Sivis. Language drives the wealth and power of this house, and Sivis has changed the shape of communication in the modern age. It is the arcane mark of a Sivis scribe that proves the worth of a Kundarak letter of credit, and the speaking stones of House Sivis that allow an Aundairian

sage to contact his brother in Q'barra. Whether serving as translators, mediators, or conduits for long-distance communication, the heirs of House Sivis build bridges between people, nations, and cultures. House Sivis has long served as a stabilizing force among the dragonmarked houses, and has maintained its reputation for absolute neutrality for nearly three thousand years.

For nearly thirty centuries, your family has worked to maintain order. Communication is the cord that binds civilization together, and your ancestors have settled the disputes of kings and helped the dragonmarked houses find a place in the world. Few people realize the influence House Sivis has had on the shape of the modern age, just as few know how often a royal advisor holds more power than the king himself. Let Cannith and the others fight for fame and recognition. You know that the greatest work is done in silence.

Your upbringing has taught you to see life as an extended game. As an adventurer, you might be playing a long game, building influence only usable in years to come. On the other hand, you might simply enjoy the challenge of the moment, and the thrill of pitting your wits against the world as you unravel the most difficult puzzles. Your family has always found a way to cut through chaos and produce order, and you endeavor to do the same. Never reveal your full strength or your true goals. Always watch for ways to gain an advantage over your enemies.

Of course, not every member of your house follows these traditions. A number of exorciates in the annals of Sivis have taken joy in causing chaos and confusion, and this dark path might call to you more than you care to admit.

HOUSE THARASHK SCION

Prerequisite Species: Human, Orc or Jhorgun'taal

Ability Scores: Constitution, Wisdom, Charisma

Feat: Least Mark of Finding

Skill Proficiencies: Insight, Survival

Tool Proficiency: Gaming set of your choice.

Equipment: Choose A or B: (A) ; or (B) 50gp.

"We are hunters in a world of tribes."

—Kalaash'arrna, Tharashk inquisitive



House Tharashk carries the Mark of Finding, and its powers allow Tharashk heirs to track lost relics and living creatures alike. The ancestors of the house were savage hunters who drew on the power of their marks to track prey through the murky depths of the Shadow Marches. The spirit of the hunter lives on in the house today. Though one of the youngest houses, Tharashk possesses a vibrant

competitive spirit that drives its efforts to increase its influence.

Whatever your chosen profession, you are a hunter. Heirs of other houses lead lives of luxury, but not so the heirs of House Tharashk. As a child, you might have been stranded in the wilds or left to fend for yourself on the city streets. You would play games of hunter and prey, sometimes using real weapons. It is a harsh life, and not all heirs of the house survive it. You did, and it made you strong.

Your house is young, but what you lack in resources, you make up for in spirit. Tharashk has a destiny to fulfill, and you have a destiny in the house. Your pride is not the cultured arrogance of a Cannith dandy or the blind ambition of a toothless Deneith lord. It is calm assurance, based on skill and the will to succeed.

You are loyal to the house as a whole, but you also have a bond to one of the three great clans within the house. The Torrns and their allies have the strongest druidic tradition and the greatest number of full-blooded orcs. The Aashtas and the lesser clans bound to them produce the sorcerers of the house, and have ties to the Cults of the Dragon Below. The Velderan clan is largely human, and is known for its altruism. Torrns and Tharashks are typically neutral, while the Aashtas often take opportunism to dark extremes.

HOUSE THURANNI SCION

Prerequisite Species: Elf

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Least Mark of Shadow

Skill Proficiencies: Stealth, Insight

Tool Proficiency: Disguise Kit

Equipment: Choose A or B: (A) ; or (B) 50gp.

"Only from the shadows can one see clearly. Illumination waits for those who dare to step out of the light."

—Taen d'Thuranni, bright phantasm of the Shadow Network



Though the Mark of Shadow was the first of the dragonmarks to appear, the elves of Thuranni are the youngest of the dragonmarked houses. Like their cousins in House Phiarlan, the Thuranni lead double lives. Known among the general populace as fine artists and courtiers,

they are equally well known among the knowledgeable elite as purveyors of secrets and dark deeds. In a short time (especially by elven reckoning), the Thuranni Shadow Network has grown to rival and even eclipse its parent sect, the Serpentine Table of House Phiarlan. In espionage and undercover work, agents of the new house have as good a reputation as their Phiarlan brethren. In assassination, House Thuranni has a distinct and dangerous edge—one that makes many within the dragonmarked houses uneasy.

The edicts of Korth demand that the dragonmarked houses maintain strict neutrality with regard to the political concerns of the land. However, the work of espionage is, by its nature, inextricably linked with the affairs of nations and their partisan concerns. For that reason above all others, existing conflicts within House Phiarlan grew out of control, ultimately leading to House Thuranni's break from the rest of the house in 972 YK—an event now known as the Shadow Schism.

Given House Thuranni's short history and specific focus, you are expected to further the interests of the house at every opportunity. These are the house's formative years as an independent entity, and every move you make is watched closely. This is not to say that every heir of Thuranni must actively spy at the behest of house elders, but even the house's most insular artists and artisans are expected to keep up with current political events, and to pass on or collect information when asked.

By choosing the path of espionage, you are joining a secret society that monitors its agents closely. The Shadow Network differs from the Serpentine Table in both its agenda and its methods, and prospective members are encouraged to remember this. Because of its aggressive techniques the network relies heavily on the loyalty of its members. As such, serving efficiently and consistently is the surest way to earn the respect of one's peers within the house.

HOUSE VADALIS SCION

Prerequisite Species: Human

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Least Mark of Handling

Skill Proficiencies: Nature, Survival

Tool Proficiency: Leatherworker's Tools

Equipment: Choose A or B: (A) ; or (B) 50gp.

"Through the marriage of magic and nature, we have discovered the path to perfection. Every new generation better than the old. Every form stronger, tougher, more perfect. How can they gaze upon this animal's grace and power and call it wrong?"

—Regine d'Vadalis, Varna breedmaster



House Vadalis is arguably the most innocuous of the dragonmarked houses. Its gifts do not win battles or drive the commerce of nations; the house was not instrumental in the Last War or in establishing the traditions of the houses. Its mark allows it to better care for and control animals; while useful, this ability is hardly the

stuff of legend.

Yet somehow, this inconspicuous house carries more than its share of controversy. During the War of the Mark, it was rumored that House Vadalis bred arcane beasts so horrifying that they were later banned and destroyed. Valenar refuses to allow Vadalis heirs to even enter the country, and the house's bonding of magic with nature alternately inspires wonder or hostility among the people of Khorvaire.

You have grown up with respect for both family and nature. You understand the culture of the Five Nations (as least as well as you want to), but are not drawn into the games of ambition and status others play. You know the beauty and power inherent in life, the mysteries of birth and death, and the miracles that happen in between. Those divorced from the land might offer scorn and ridicule at your lack of supposed sophistication, but your world holds far more truth than those who inhabit the cities will ever know.

The modern age is a tangled web of plots and plans, but the forces of nature are stronger than the machinations of people. Your insights into the natural world allow you to easily see through the lies and deception of the cities and their folk—and never let on how much of their subterfuge you see.