

WELCOME TO

# EBERRON

A special edition of the *Korranberg Chronicle*

1, Zarantyr, 998YK

## A Brief History



## Progenitor Dragons

In the beginning there were three cosmic dragons: Siberys, Khyber and Eberron. They created 13 planes, including this material plane. Khyber slayed Siberys to take control, shattering Siberys into the ring of golden dragon shards that surround the planet – the source of all magic. Eberron encircled Khyber and imprisoned her inside her scales, thus, Eberron became the life-giving world while Khyber became the dragon below, the Underdark.



## Age of Demons

One-million years ago the Overlords, archfiends from the Underdark, invaded and controlled Eberron. Dragons and celestials aligned to push back the demons, the celestials sacrificing themselves to create the Silver Flame the dragons used to seal the demons in the Underdark. Nine gods aided the dragons, creating the Sovereign Host, while the Dark Six betrayed them.

## Continent of Khorvaire

### The Last War (894YK)

The (original) Five Nations (Aundair, Breland, Cyre, Karrnath, & Thrane), once united as Galifar, erupted into civil war that split them into separate countries.

### The Mourning (994YK)

A cataclysmic event that destroyed the entire nation of Cyre and created the Mournlands, engulfed in a strange mist.

### Treaty of Thronehold

Created a tenuous peace and twelve recognized sovereign states after the Mourning.

### Other Places

**Droaam** – A nation of monsters under the rule of the daughters of Sora Kell. A nation growing in this barren land.

**Demon Wastes** – Lava, black sand, and portals to demi-planes. Home to fiends from the depths of Khyber.

**The Mournland** – Previous Cyre – the home of several arcane workshops. Now a mystery wasteland.

**Thronehold** – Once home to King Galifar, a neutral island in the Scions Sound. It remains as a neutral, yet rough haven to criminals, spies, and others.

**Shadow Marches** – Home to clans, tribes and cults of orcs and man. A fight to keep aberrations at bay.

### Treaty Nations

**Aundair** – Fertile farmland and floating towers. A magic focused nation.

**Breland** – An industrious nation with massive and diverse cities. Be ready to find espionage and crime.

**Darguun** – A new nation of goblins & hobgoblins, along with bugbear clans. A less lawful place.

**Eldeen Reaches** – Fertile farmland and the Towering Wood. Home to the druids and ties to the Fey.

**Karrnath** – A cold nation under militant law. They turned to necromancy to bolster their armies.

**Lhazaar Principalities** – A smattering of islands with pirate lords & merchant princes loosely aligned.

**Mrorr Holds** – Mines and halls deep under the Ironroot Mountains. Go too deep and you'll find the evil Daelkyr.

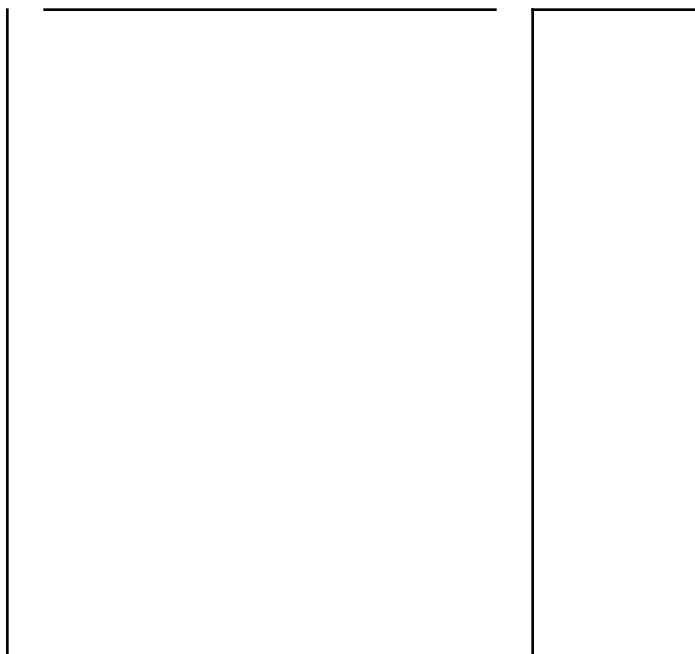
**Q'barra** – The wild-wild-east jungle. Small mining towns in a tense relation with the Cold Sun Federation – a nation of lizardfolk.

**Talenta Plains** – Ruled by roving halfling barbarian tribes that have domesticated dinosaurs.

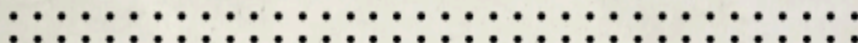
**Thrane** – A theocracy ruled by the Church of the Silver Flame with beautiful fortresses and cathedrals.

**Valenar** – Shielded by the Blade Desert, these fertile lands are home to the Tairnadal warrior elves.

**Zilargo** – Gnomish utopias of knowledge, art, and magic. Kept so perfect thanks to the Trust...







## Currency

1000 Copper Crown =

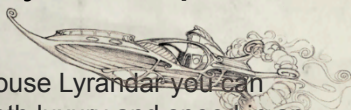
100 Silver Sovereign =

10 Gold Galifar =

1 Platinum Dragon



## Travel by Airship



Thanks to House Lyrandar you can travel with both luxury and speed in an elemental powered airship!

## Calendar

### Months:

- Zarantyr
- Olarune
- Therendor
- Eyre
- Dravago
- Nymm
- Lharvion
- Barrakas
- Rhaan
- Sypheros
- Aryth
- Vult

Named after the 12 moons of Eberron.

### Days:

- Sul
- Mol
- Zol
- Wir
- Zor
- Far
- Sar

4 Weeks in a month.

336 Days in a year.

YK is Year of the King

## Common Languages

**Common** – Spoken by most, official language of the Five Nations & trade.

**Draconic** – Spoken by the Lizardfolk of Q'barra

**Dwarvish** – Spoken in the Mror Holds

**Elvish** – Spoken in Valenar

**Gnomish** – Spoken in Zilargo

**Goblin** – Spoken in Darguun, Droaam & the Shadow Marches.

**Halfling** – Spoken in the Talenta Plains

**Orcish** – Spoken by Orc Tribes of the Shadow Marches.

## The Dragonmarked Houses



**House Cannith** – The Mark of Making. Builds tools, weapons, and Warforged (before the treaty).

**House Deneith** – The Mark of the Sentinel. Brokers mercenary work and provides law-bringing Marshals.

**House Ghallanda** – The Mark of Hospitality and the Hosteler's Guild. Run or license inns, food.

**House Jorasco** – The Mark of Healing & the Healer's guild.

**House Kundarak** – The Mark of Warding. The Defender's Guild creates locks and magical wards.

**House Lyrandar** – The Mark of Storm. Magical galleons and air ships.

**House Medani** – The Mark of Detection & the Warning guild. Works in risk assessment and protection.

**House Orient** – The Mark of Passage. Manages land travel and the Courier's guild.

**House of Phiarlan** – The Mark of Shadow. Entertainment and espionage in the west.

**House Sivis** – The Mark of Scribing. Provides long distance communication along with maps, libraries, etc.

**House Tharashk** – The Mark of Finding & the Finder's Guild. Works in dragonshard prospecting and bounty hunting.

**House of Thuranni** – The Mark of Shadow. Entertainment and assassins in the east.

**House Vadalis** – The Mark of Handling. Works in breeding and training of beasts.

## Take The

## Lightning Rail

Safe, swift, affordable! House Orient helps you travel across Khorvaire in style and with ease.

See your nearest rail station for pricing.

## Explore Sharn

The bustling metropolis of Sharn welcomes all! There's

A birthmark that brings magical powers and guidance to it's bearer. Each mark is tied to bloodlines within specific races.



These marks appear randomly, regardless of race and lineage. Each one is unique and can be dangerous to the individual and those around them.

plenty to experience from the tunnels of the Cogs below the rough and poor lower-wards of the city, to the mile-high towers that reach up towards the Skyway district – the most affluent of areas in Khorvaire!