EBERRON

MARK OF HEROES

Campaign Standards

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Contents

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DUNGEONS & DRAGONS
CAMPAIGNS

INTRODUCTION

Welcome to MARK OF HEROES, the second offering of DUNGEONS & DRAGONS CAMPAIGNS. These campaign standards, along with the DUNGEONS & DRAGONS v3.5 rules and the *Eberron Campaign Setting*, prepare you for MARK OF HEROES play.

What is the RPGA?

The RPGA is the roleplaying organized play arm of WIZARDS OF THE COAST, dedicated to providing play opportunities and support for DUNGEONS & DRAGONS and other d20 SYSTEM games. All around the world, on any given weekend, thousands of D&D and d20 SYSTEM games fans play in RPGA-sanctioned events. These events take place at large conventions, midsize game days, and even private home gatherings.

Campaign-style games like MARK OF HEROES are our most popular style of roleplaying. In campaign-style roleplaying you can create your own character and play it at any RPGA-sanctioned event that features its campaign's adventures. During play you interact with an adventure's story and challenges, and your character's actions help determine the course of the campaign.

In this campaign standards you'll find information about fastplay characters, rules on how to create your own character, and instructions for advancing that character. You'll also find campaign-specific rules and character sheets.

These campaign standards are periodically updated. As the campaign progresses, so does its level of play. At the launch of the campaign you start with a 1st-level character. Down the line, the campaign features level kicks that increase campaign's starting level.

Gen Con Indianapolis 2005 features the first such level kick. At that event and for some time after, new players create 4th-level characters. During the level kick, characters lower than 4th level advance to the new starting level.

With each level kick, the campaign standards are updated to reflect changes to the campaign. On the front cover there is a version number and date just below the title. At level kicks the version number is increased by a whole number. So any version 1 document is prior to the first level kick, version 2 documents are after the first level kick but before the second, and so forth. The date below the version number indicates the first day the new standards are in play. Sometimes this document is updated prior to a level kick. This changes the version number after the decimal, and also features a date of when those changes come into play.

Required Materials

To play this DUNGEONS & DRAGONS: MARK OF HEROES you need the v3.5 *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, this document, a pen or pencil, a set of dice (d4, d6, d8, d10, d12, d20), and a miniature or token representing your character on the battle grid. While not entirely necessary, you'll also want to have a copy of the *Eberron Campaign Setting*. That book features expanded rules items that are particular to play in that world, and also contains helpful background information about the setting. You also need the DUNGEONS & DRAGONS CAMPAIGNS character sheet, progression sheet, and magic and stack sheet. All three of these sheets can be found at the end of this document. When you attend an event, all the necessary character information must be presented on these sheets to make it as easy as possible for your DM and the event staff to find information about your character.

WIZARDS OF THE COAST gives you permission to photocopy material from this document for personal use or for use at RPGA-sanctioned events. To sanction an event you must be at least a Herald-Level Gamemaster (GM). To find out how to become a Herald-Level GM visit our website (www.rpga.com).

Lastly, you need an RPGA membership and number so we can track your play. RPGA membership is free, and you can get an RPGA card and number by attending any RPGA-sanctioned event. For a list of public events worldwide, visit the RPGA Event Calendar on our website.

Optional Materials

MARK OF HEROES uses a number of D&D and EBERRON sources. While the following books are not required, having them increases your ability to expand your character. They are the *Eberron Campaign Setting*, *Sharn: City of Towers*, the *Expanded Psionics Handbook*, *Complete Warrior*, *Complete Divine*, *Complete Arcane*, *Complete Adventurer*, *Miniatures Handbook*, and *Races of Stone*.

Dungeons & Dragons Rewards and Campaign Cards: Once you have an RPGA number you'll want log on to the RPGA website and join D&D REWARDS. It's free, private, and by participating in the program you earn points for your RPGA play. Almost any play at RPGA-sanctioned events is worth points. Three times a year we send out mailing, translating your earned points to either Campaign Cards—exciting optional materials that enhance character choices—or D&D MINIATURES. See page 10 for more information about Campaign Cards.

What rewards you earn are dependent on whether or not you were a play or gamemaster, what you played, and how often. For further information about D&D REWARDS, visit the RPGA website.

Errata Policy

The DUNGEONS & DRAGONS website (www.wizards.com/dnd) hosts errata for the both required and optional material. We recommend that you periodically check that site and keep up with errata, as MARK OF HEROES supports DUNGEONS & DRAGONS sources modified by errata.

THE TONE OF MARK OF HEROES

In most D&D campaigns, you make a character suitable for whatever heroic deeds and challenges your DM can throw at you. MARK OF HEROES is no different it that regards, but features differences in how the PCs come together.

Every character in the campaign is a member of an adventuring society called the Diggers' Union—snidely called the Grave's Diggers' Union by the organization's detractors. For over a century this semi-independent organization has supplied treasure hunters and adventurers to Morgrave University and its affiliates for various special projects. With the end of the Last War the organization has expanded to a full-grown adventures guild independent from—but still friendly with—the powerful dragonmark houses. The union supplies veterans and bored youth with hospice and employment from a variety of patrons. There are Diggers' Union halls, large and small, throughout Khorvaire, and the organization even has outposts in far off Xen'drik and Aerenal.

How and why did your character become a member of the Digger's Union? That's up to you. Your character could be driven by necessity, the services of lofty powers, the yearning for adventure, or hundreds of other reasons. Don't think that the organization is full of adventurous mercenaries only out for a few coins. This is no monolithic institution of likeminded people. Governments, dragonmark houses, churches, and other organizations purposely send agents to fill the ranks of the union. Not only does the union offer "real word" experience to aspiring agents, it gives these organizations a legitimized avenue to gather information about the world, and even spy on or parley with rivals. Even within the organization, its goals and the method are fractionalized, as its patrons, matrons, and masters in the organization strive to forward their own agendas, and the agendas of those they serve outside the union.

CHARACTER CREATION

First things first: you need a character, and you have a few options. You can take a pregenerated fastplay character, create a simple coreplay character, or create a fully EBERRON enabled fullplay character. The differences in the three types of character types are detailed below.

Fastplay Characters

At the start of the campaign we publish six fastplay characters. Each is a complete starting character ready to play. These characters are designed for players with little or no DUNGEONS & DRAGONS experience or by more experienced player who happen to be in a rush to play. Some of the fastplay characters have other uses. See "taking one for the team," below.

Each fastplay character is keyed to a DUNGEONS & DRAGONS miniature. If you play a fastplay character with that miniature, it unlocks a bonus that works exactly like a Campaign Card (see page 10), but is tailored for that particular character.

The first six fastplay characters are from the ABERRATIONS set and are advanced each level kick. Other fastplay characters are
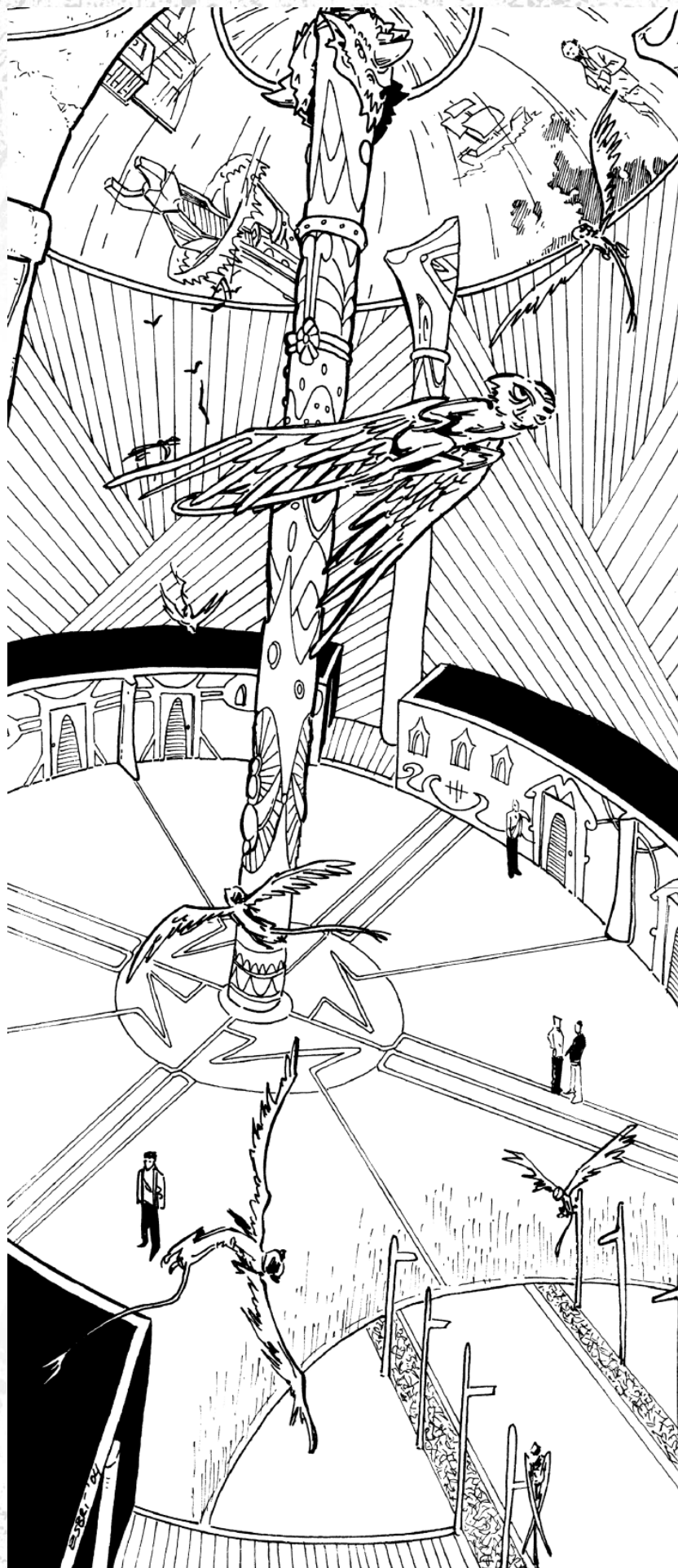
The Chamber or Messengers in Wroat's Digger's Union Hall

released with each new miniature set. For instance, four new fastplay characters are slated for release with the upcoming DEATHKNELL miniatures set (March 2005).

The current fastplay characters are listed below with their corresponding miniature. The character sheets for each fastplay character can be found on the RPGA website.

Aberrations Set

Fastplay Character	Miniature
Changeling rogue*	Sharn Cutthroat (20/60)
Elf ranger	Elf Warrior (16/60)
Gnome cleric*	Cleric of Garl Glittergold (14/60)
Human fighter*	Man-at Arms (08/60)
Kobold wizards*	Kobold Sorcerer (36/60)
Shifter barbarian	Longtooth Barbarian (19/60)

*Taking One for the Team: You can play a select fastplay character but gain experience points (XP) for one of your own created characters. This swapping can only be done with cleric, fighter, rogue, or wizard fastplay characters, and only if no one else at the session has a character with any class levels in the class. For example, at the start of a session you find out no one is playing a cleric, you can play the gnome cleric, but gain experience points for a character you've already created.

You must play the fastplay character as published, but can buy and sell equipment in game normally. You may create a full stack of general campaign cards for that character using cards that you own or even ones borrowed from another player participating in the session.

If the fastplay character dies, you must choose a character slot (either the default or non-default) to apply the death. The smart thing to do is dedicate your non-default slot to the possibility of taking one for the team. After the session your default character shows up as dead in the online event reporting, but you can immediately retire it, and create a new default character. If the character lives, the experience points (XP) and bonus to the character's equipment value (EV) for that session is reported the character of your choice.

Coreplay Character Creation

This type of character creation assumes you have immediate access to the three v3.5 core rulebooks. With these books and the rules supplied in Appendix 1, you can create a personalized character for MARK OF HEROES. Even if you're creating a fullplay character, you'll want to familiarize yourself with the coreplay rules. The fullplay option is an addendum to these creation rules.

Open your *Player's Handbook* to page 6. There you'll find a section titled "Character Creation." Follow those instructions, with the following modifications, each given under headings of the directions they correspond to in the *Player's Handbook*.

Check With Your Dungeon Master

By reading and understanding this document, you've taken this first step in the character generation process. You'll have many DMs over the course of your character's development, and even if you have only one DM, he or she is going to use the same rules that the entire campaign uses. This is because thousands of players around the world play this campaign in a format similar to what computer games call a massively multiplayer environment. Instead of a computer adjudicating the play in this game, we have a legion of DMs dedicated to providing you with fun and challenging adventures. As its title indicates, this document is the campaign standards for the campaign. Not only does it give you information about how to create a character for that campaign, it also points out variants and "house rules" the campaign uses.

Roll Ability Scores

In you don't roll ability scores in DUNGEONS & DRAGONS CAMPAIGNS, you buy them using the standard point buy method. There's a simple reason for this—it fairly ensures every player can create a character he or she will enjoy playing. DUNGEONS & DRAGONS CAMPAIGNS uses the standard point buy method of character generation. You can find the rules for standard (25 points) point buy on page 169 of the *Dungeon Master's Guide*.

Choose Your Class and Race

All the classes and races in the *Player's Handbook* are found in the EBERRON setting. Eberron has additional races which are dealt with in the fullplay section.

There are some aspects of play in EBERRON that affect the cleric and druid class. They are described below, with further rules information found in Appendix 1.

Clerics: The deities provided in the *Player's Handbooks* are those for the GREYHAWK setting. Since MARK OF HEROES takes place in a different game world, it uses a different set of gods. Table CS—1: Deity Conversion provides a list of most deities found in the *Player's Handbook* followed by the closest corresponding EBERRON deity or church, as well as the alignment of that deity, and the deity's domains. Domains not found in the *Player's Handbook*, are provided in Appendix 1 along with necessary spells and monsters needed to properly play those domains. Brief descriptions of each of the listed EBERRON deities and churches are also given in Appendix 1.

You'll notice that no evil deities are listed. No character in DUNGEONS & DRAGONS CAMPAIGNS may willingly worship, venerate, or take as a patron an evil deity or pantheon (and the Dark Six is a neutral evil pantheon, as clarified in the *Eberron Campaign Setting* errata). Those choices are restricted—a term used in DUNGEONS & DRAGONS CAMPAIGNS to denote a play option that only taken with benefit of special campaign documentation, such as a Campaign Card or Story Object. Doing so without the benefit of special documentation makes the character an NPC under the control of the DM running the session. After the session the character is removed from the campaign, by marking it as a character death on the Session Tracking.

Characters worshiping neutral deities may choose to

channel negative energy, and even cast evil descriptor spells, unless their deity restricts such practices. Some spells with the evil descriptor might have negative roleplaying effects during play. For instance, most good people of any campaign world would have a very negative reaction to a cleric animating the dead. Under certain circumstances use of those spells (and others) may be construed as an evil act. If your character commits too many evil acts, it may turn irrevocably to evil. If this happens, it becomes an NPC and can no longer be played by you or any other player.

Table CS—1: Deity Conversion

Core Deity	Eberron Equivalent
Boccob	Aureon (LN; Knowledge, Law, Magic)
Ehlonna	Balinor (N; Air, Animal, Earth)
Fharlanghn	Kol Korran(N; Charm†, Commerce†, Travel)
Heironeous	Dol Arrah (LG; Good, Law, Sun, War)
Kord	Dol Dorn (CG; Chaos, Good, Strength, War)
Obad-Hai	Balinor (N; Air, Animal, Earth)
Olidammara	Olladra (NG; Feast†, Good, Healing, Luck)
Pelor	The Sovereign Host (Any Neutral or Good; pick two domains from the gods list above. A cleric can only select an alignment domain if his or her alignment matches the domain)
St. Cuthbert	Church of the Silver Flame (LG; Exorcism†, Good, Law, Protection)
Wee Jas	The Undying Court (elves only: for all other races this pantheon is restricted; NG; Deathless†, Good, Protection)

†New domain; see Appendix 1.

Druids and Rangers: The choice of animal companion in the EBERRON campaign is different than the guidelines given in the *Player's Handbook*. A druid must pick a region of origin, and that choice affects the type of animal companions the character can have. Druids (and all character's for that matter) can be from any region on the Khorvaire continent or they can be from Aerenal. The following regions of origin are restricted to all characters: Adar, Argonnessen, aquatic, Frostfell, Riedra, Seren, or Xen'drik. The list of animal companions a character can take by region can be found in Appendix 1. Animal companions can be retooled between events.

Select Skills
Select skills normally. Some skills are adjudicated differently in DUNGEONS & DRAGON CAMPAIGNS. They are listed below.

Handle Animal: You can teach an animal as many tricks as you have ranks in Handle Animal, up to the animals maximum (dependent on Intelligence, see the Handle Animal feat description of pages 74 and 75 of the *Player's Handbook*). You may only teach as many tricks as you have ranks in Handle Animal, but these tricks may be divided among different animals. Druids gain their special bonus tricks for the animal companions normally.

Furthermore, characters with 10 ranks of Handle Animal (or druids with 6 ranks in the case of his or her animal companion) can also train a single animal for a single purpose (see the Handle Animal feat description for a list of purposes). For every additional 10 ranks of Handle Animal you can teach another animal a purpose.

For example, Suki is a 13th-level druid with 16 ranks in Handle Animal. She has a wolf animal companion and two riding dogs. She can teach her wolf 11 tricks (six for the animal's Intelligence and five bonus since it is her animal companion) and each riding dog five tricks (each one away from the maximum for Intelligence). She can also teach her animal companion and one of her dogs a special purpose.

The "rear a wild animal" option of the Handle Animal skill is a restricted in DUNGEONS & DRAGONS CAMPAIGNS.

Craft and Profession skills: Craft and Profession skills allow your character to generate more coin on hand (CoH)—an amount of bonus gold you can use as spending money for each adventure (more of this in the coin on hand section, below). Furthermore, they grant a 10 gp x the character's ranks in bonus gold pieces for starting gold. Both of these bonuses represent the amount of gold you made using these skills during campaign downtime. Multiple Craft and Profession skills grant these bonuses gold per skill.

Select A Feat
Select a feat normally. Some feats are adjudicated differently in DUNGEONS & DRAGON CAMPAIGNS. They are listed below.

Item Creation Feats: Due to the play environment, item creation feats work differently than their description in the *Player's Handbook*. Each item creation feat allows your character to purchase items of the appropriate type for ¾ the campaign standard cost (round to the nearest gold piece, use the standard rounding rule for fractions) and no experience point cost when you equip your character. You cannot create an item that your character could not possibly create—that is you couldn't create a scroll with a 9th-level spell at 12th level, or create a magic item using a spell not on your spell list, or, in the case of wizards, in your spellbook. You may only craft items specifically listed in campaign sources.

In order for artificers—a new class detailed in the *Eberron Campaign Setting*—to benefit from their item creation feats they must have their maximum possible ranks in Use Magic Device, but do not need to succeed any sorts of checks to gain the benefit. Artificers are not limited to creating items like other classes. They may create items that utilize spells not appearing on their spell lists thanks to their class and their Use Magic Device skill.

Characters that start at first level with the Scribe Scroll feat can purchase 0-level or 1st-level caster scrolls at 1st level. These are the only magic items a character can have at character creation.

Select Equipment

Much like ability scores and hit points, you don't randomly determine your starting gold. Characters get starting gold based on class, as shown on Table CS—2: Base Starting Gold by Class.

Table CS—2: Base Starting Gold by Class

Class	Starting Gold
Barbarian	160 gp
Bard	160 gp
Cleric	200 gp
Druid	80 gp
Fighter	240 gp
Monk	20 gp
Paladin	240 gp
Ranger	240 gp
Rogue	200 gp
Sorcerer	120 gp
Wizard	120 gp

This value (added to any bonuses that Craft an Profession ranks grant you) is your starting gold. It is added to your equipment value (EV) to determine your character's total purchasing power. This is explained further in the "Advancing Your Character" section.

At 1st level you may purchase anything you can afford from the *Player's Handbook*. Because of the episodic nature of DUNGEONS & DRAGONS CAMPAIGNS play, many consumable items and animals have higher prices. They are almost always five times more expensive than their standard published price, whether or not the PC pays with gp from EV or CoH (see below). This is further explained in the Advancing Characters section of these rules. Table CS—3 details the cost changes for items in the *Player's Handbook*.

Starting characters may also purchase darkwood, cold iron, and alchemical silver items. The details and prices for these items are found on pages 283 and 284 of the *Dungeon Master's Guide*.

As stated in the "Select a Feat" section, characters starting with the Scribe Scroll feat may also purchase 1st-level caster scrolls for ¾ the campaign standard cost at character creation. For convenience those prices also appear on Table CS—3.

As bonus pieces of starting equipment, each character gets identification papers and traveling papers. They are granted and paid for by the Diggers' Union, and identify the characters as members of the union.

CS—3: Cost Changes for Consumable Items and Animals

Item	Cost
Ammunition	
Normal	
-Arrows and Bolts (20)	5 gp
-Shuriken (5)	5 gp
Masterwork	
-Arrows and Bolts (1)	35 gp
Shuriken (1)	35 gp
Alchemical Silver	
-Arrows and Bolts (1)	15 gp
-Shuriken (1)	15 gp
Cold Iron	
-Arrows and Bolts (1)	10 gp
-Shuriken (1)	10 gp

Special Substances and Items (all single item)

Item	Cost
Acid (flask)	50 gp
Alchemist's fire	100 gp
Antitoxin (vial)	250 gp
Holy water (flask)	125 gp
Smokestick	100 gp
Sunrod	10 gp
Tanglefoot bag	250 gp
Thunderstone	150 gp
Tindertwig	5 gp

Mounts and Related Gear

Item	Cost
Dog, guard	125 gp
Donkey or Mule	40 gp

Magic Items[1]

Item	Cost
0-level scroll (1st-level caster)	47 gp
1st-level scroll (1st-level caster)	93 gp

[1] For characters with the Scribe Scroll feat.

Coin on Hand: After you have equipped your character, the next step is to determine its Coin on Hand (CoH). This is the number of bonus gold coins the character gets each adventure running money. You determine your character's base CoH thusly:

Base CoH = Character level times 2 + Charisma modifier + number or ranks in Craft, Profession, and Perform skills + 10 for each item creation feat.

For example, Xeln is a 2nd-level wizard with a Charisma of 9 (-1 Charisma modifier). He has Scribe Scroll , as well as 5 ranks in Craft (alchemy). His CoH is 18 gp (four for his level, –1 because of his low Charisma, +10 for his item creation feats, and +5 for his craft skill) plus whatever gold pieces he adds from his EV.

Cash on hand can't be spent on equipment before the adventure. It is the minimum amount of gold you have in your pocket when the adventure starts. You can increase your coin on hand by transferring any amount of unspent gold from your EV to your CoH.

Action Points

Your character starts with 3 action points you can spend each adventure. Action points are a mechanic introduced in the *Eberron Campaign Setting*. With them you can alter the result of most d20 rolls. The basic rules for action points are found in Appendix 1, and the rules on how action points work with Campaign Cards are found on page 10.

Details, Details, Details

No character in DUNGEONS & DRAGONS CAMPAIGNS can be of evil alignment. Characters that become evil in the course of play are retired (treated as a character death). Also, no PC in MARK OF HEROES can be related to a published EBERRON NPC or novel character—this is restricted.

Region of Origin: Characters can be from any region on the Khorvaire continent or they can be from Aerenal. The following regions as a place of origin are restricted: Adar, Argonnessen, aquatic, Frostfell, Riedra, Seren, or Xen'drik.

Age: MARK OF HEROES characters are all young starting characters, which means that they start within the range of ages for starting characters in the *Player's Handbook*. You don't have to randomly determine the starting age, but you can if you wish.

Report Your Character Online

When you have finished creating your MARK OF HEROES character on paper, go to the RPGA website and enter the Members Only section. There you'll find the MARK OF HEROES character tracker. Record your character details there to register it for play. If you make your character before you go to your first event, or you don't have time to register your character before you play, your play will be recorded in the default character field. Register the details of your character at the first opportunity. If you have any questions about the registry, or find that you need help navigating it, you can contact Wizards of the Coast customer service by email at rpgahq@wizards.com or by phone at 1-800-324-6496.

Note: The character registry for the MARK OF HEROES campaign becomes available early 2005. For those who play in the Gen Con So Cal sneak peek, you do not have to register your character until the registry becomes available.

Done!

Go play your first game, and then read the section titled "Advancing Characters" when that event is reported. It instructs you how to advance your character from the starting level of the campaign.

Fullplay Character Options

This section is an addendum to the coreplay character generation rules. It gives guidelines for using the *Eberron Campaign Setting* during character creation. When you use options from this source, or any other campaign secondary source, you must bring the rules for those options to your sessions. WIZARDS OF THE COAST grants you permission to photocopy the necessary section of the *Eberron Campaign Setting* book or sections of other secondary sources that you own for that purpose.

Race and Class

Races: The *Eberron Campaign Setting* introduces four new races: changelings, kalashtar, shifters, and warforged. All four of these races are available for play, but you need a Campaign Card titled "People of Mind, Matter, and Radiance" to play a member of the kalashtar race. Kalashtar characters also have expanded class selections. They may take the psion, psychic warrior, soulknife, or wilder classes from the *Expanded Psionics Handbook*. More information on the expanded psionic options of kalashtar characters is found in Appendix 3.

Classes: The *Eberron Campaign Setting* introduces a new PC class: the artificer. You can take this class, but due to the campaign structure, the class has the following changes.

Item Creation Feats: In order for artificers to benefit from their item creation feats they must maintain the maximum possible ranks in Use Magic Device, but do not need to succeed any Use Magic Device checks to gain their benefit. Artificers are not limited to creating items like other classes. They may create items that utilize spells that not appearing on their spell lists thanks to their class and Use Magic Device ranks.

Craft Reserve: Because DUNGEONS & DRAGONS CAMPAIGNS does not use experience points for item creation, the artificer's craft reserve is converted into a gold piece amount. An artificer gains five times the craft reserve XP value in gold pieces to buy crafted items. The artificer can only spend this gold to buy items the artificer could craft to be able to do this.

For instance, a 1st-level artificer with 4 ranks in Use Magic Device gains 100 gold pieces to buy scrolls. This means that she can purchase a single scroll 1st-level scroll or two 0-level scrolls at 1st level with her craft reserve. Gold not spent from the craft reserve is lost.

Retain Essence: Instead of gaining the retain essence special ability, artificers gain a 300 gp bonus to their craft reserve at 5th level.

Feats

The *Eberron Campaign Setting* details many feats particular to that setting. You may take any of those feats not restricted by this document; they need not appear on a Campaign Card or your expansion list. The following feats from the *Eberron Campaign Setting* are restricted: Favored In House, Least Dragonmark, Lesser Dragonmark, Greater Dragonmark, Exceptional Artisan, Legendary Artisan.

Because of the way the campaign deals with magic item creation, one feat from the *Eberron Campaign Setting* requires a slight adjustment.

Extraordinary Artisan: Taking this feat allows characters to craft items for half the campaign value instead of 3/4 the value.

Deities

MARK OF HEROES characters may worship most nonevil deity or pantheon. The Dark Six is a neutral evil pantheon, as clarified in the *Eberron Campaign Setting* errata. Clerics can choose to channel divine power from the spiritual remnants of the Dragon Above. See page 35 of the *Eberron Campaign Setting* for further details of that clerical path.

Only elves may worship the Undying Court, and only kalashtar may worship the Path of Light.

Equipment

Along with the equipment found in the *Player's Handbook*, characters can purchase equipment from the "Adventuring Equipment" chapter of the *Eberron Campaign Setting*. These items do not have to appear on your expansion list or on a Campaign Card.

Like the consumable items in the *Player's Handbook*, the campaign prices of consumable items from this book are increased.

CS—4 Special Campaign Item Costs

Item	Cost
Acidic fire (flask)	150 gp
Alchemist's frost (flask)	100 gp
Alchemist's spark (flask)	100 gp
Noxious smokestick	400 gp

Talenta halflings may purchase dinosaur mounts. They are restricted for all other characters.

Spells and Infusions

Characters of the appropriate class may take spells or infusions from the "Magic" chapter of the *Eberron Campaign Setting*. They need not appear on an expansion list or a Campaign Card.

ADVANCING CHARACTERS

You advance your Mark of Heroes character using the standard D&D rules with the following exceptions.

Hit Points

When you gain levels, don't roll your character's hit points. Instead, your character gets a set number of hit points determined by its Hit Die. Table CS—5: Hit Points details how many base hit points a character gains each level, before being modified by feats or Constitution modifier.

Table CS—5: Hit Points

Hit Die	Classes	hp
d4	Psion, sorcerer and wizard	2 hp
d6	Artificer, bard, rogue and wilder	4 hp
d8	Cleric, druid, monk, pychic warrior, and ranger	5 hp
d10	Fighter, paladin, and soulknife	6 hp
d12	Barbarian	8 hp

Multiclassing and Prestige Classes

When you multiclass or take a prestige class you must advance at least three levels in that class before you can take a levels in a class or prestige class or prestige class you don't already have levels in. The levels need not be consecutive. This is not true for your favored class and one other class (player's choice, and this can be retooled). Humans and half-elves may multiclass in core classes freely. All Psionic classes are core classes for Kalashtar characters.

For example, Xeln is a 6th-level changeling. He has two levels in wizard, two in rogue, and two in artificer. At some point in his adventuring career he wants to take levels in master inquisitive, a prestige class from the *Eberron Campaign Setting*. Even if he has met the requirements he can't take it when he reaches 7th level. At that level he could only choose from the rogue (his favored class), the wizard (his other class) and artificer, and would have to take at least one more level in wizard or artificer before he can take levels in master inquisitive.

If Xeln were a human or a half-elf, he could take the prestige class at 7th level, since he could multiclass in the his core classes freely, but would have to take three levels in it before he could take levels in a class that wasn't wizard, rogue, artificer or master inquisitive.

Gaining Levels

At the end of each adventure, your DM answers a set of questions about your group's performance. Those answers are reported to the RPGA, and tallied to determine your level and your EV.

After the event is reported, those bits of information are added to your online character record. You can access your character record via the Member-Only Section of the RPGA website. When the character record informs you that you have leveled, level the character on your character sheet. You can reequip your character between events whether or not your EV has increased (see Equipping Characters, below), but you will definitely want to do it when it increases!

You may also gain action points when you level. This is explained in the "Action Points and Campaign Cards" section, below.

In order to play your character above the current campaign starting level you must bring a current copy of your online character record. Make sure it is as up-to-date as possible. Each character record comes with an expiration date (typically a week after the download of the character record). Bringing an expired character record to an event is like having no record at all; you'll have to play a character of the current campaign starting level, or pick up a fastplay character.

You many also retool your character between events, changing it to fit new options and the make it the character your really want to play. You can retool all but the following details about your character: race, the classes you have taken, your creation card, and your expansion list. Any retooling you do must also conform to the prerequisites necessary for your feat, class, and prestige class mix. For example, after taking the master inquisitive prestige class, you cannot retool your

skills to have lower than 6 ranks in Gather Information and Sense Motive, or 3 ranks in Search, nor could you swap out the Investigate feat for some other feat. Likewise, you can't retool to have Great Cleave, but not have Cleave or Power Attack.

Events and Sessions

There has been some talk about events and sessions in these rules. The RPGA defines events and sessions thusly:

Events: A convention, game day, or home play occurrence sanctioned by the RPGA.

Session: An occurrence of RPGA game play by a GM and four to six players at an event. An adventure is typically designed to run within a 5-hour session at an event.

If you have more questions about the differences between events and sessions, see the RPGA General Rules. You can find that document at our website.

Equipping Characters

You can reequip your character between events. You can retool your equipment list, or you can keep what you had before. Once you've entered a session at an event, you cannot change your equipment list for the rest of that event, and some events may ask you to register your magic and stack sheet before you play in your first session.

Items found in the *Player's Handbook*, *Eberron Campaign Setting* chapter 6 and a small set of items found in the *Dungeon Master's Guide* (alchemical silver, cold iron, and darkwood weapons) are unlimited items. This means you can purchase these items when you have enough gold to do so and with no further restrictions.

Most the magic items found in the *Dungeon Master's Guide* (chapter 7) and *Eberron Campaign Setting* (chapter 10) are limited items. This means that you can purchase them if their campaign cost is below your level gold piece limit (see Table CS—6, below).

Magic items found in other D&D supplements are locked items. This means that a character can't take them unless you place them on your character's expansion list (see below) or they are unlocked by a Campaign Card, and then only if the campaign cost for the item is below your level gold piece limit.

For example, you can purchase half-plate for your 2nd-level character, even though it's above the character level gp limit, as it's an unlimited item. But you couldn't purchase a *gray bag of tricks* for that character (900 gp) even if you EV is over 900 gp because it's a limited item, and above the gold piece limit for a 2nd-level character. You would have to wait until your character is 3rd level to purchase that item. If you wanted to purchase one of the *instruments of the bards—Fochluchan bandore* (from *Complete Arcane*), that item would have to be unlocked either by appearing on your expansion list, or granted by a Campaign

Card. Furthermore, you would have to be 4th level in order to purchase that for your character.

As stated in the coreplay section consumable items typically cost five times their published cost. This is because in between session in the same event, your equipment list resets. Basically you are paying for that particular item in numerous adventures.

For instance, if you use a potion of *cure light wounds* in your first session, at the beginning of the second session you have another *cure light wounds potion* to use during that session.

There are other things about this type of equipment to consider. Because of the reset mechanism you can't save consumable items for the next session, nor can you take equipment you commandeered or found into later sessions.

For example, if you didn't use that potion of *cure light wounds*, you don't get two potions in the next session. Also, if you found a potion of *cure light wounds* in the course of the adventure, it is a good idea to use it during the course of that adventure. You can't take it with you to the next one. Any treasure you find in the course of an adventure is factored into your EV during reporting. In many ways using an item you found during the adventure is just smart play. Whether you use it or not, its value is factored into your loot at the end of the session.

CoH also works in this manner. For the same reasons you don't get to keep items you find in the adventures, you don't get to keep times you bought with CoH.

The exceptions to the "you can't take it with you" rule are story objects. In the course of your character's adventuring career, you'll pick up story objects. These are represented by special sheets of paper with art and a description of the object. Sometimes these objects are items. Sometimes they are honors, bits of knowledge, or clues to later adventures. Actual items represented by story objects don't need to paid for in any way, you just get them.

Wizards and Spellbooks: Wizards start with a standard spellbook containing all 0-level spells and 3 plus Intelligence modifier 1st-level spells. As stated in the *Player's Handbook*, at each new wizard level a wizard can add two spells of his or her choice for free. They may also have as many levels of spell as ranks they have in Spellcraft.

For example, a 1st-level wizard with 4 ranks in Spellcraft can have four extra 1st-level spells in his spellbook. A 3rd-level character with 6 ranks can have six extra 1st-level spells, four extra 1st-level spells and an extra 2nd-level spell, two extra 1st-level spells and two extra 2nd-level spells, or three extra 3rd-level spells, and so on.

If a wizard wants to add more spells to his spellbook above and beyond this, those spells must be paid for at the standard 100 gp for each page from the EV.

Homunculus: Artificers of 4th or higher level and characters with the Craft Construct feat can create some of the creatures detailed in the *Monster Manual* and the *Eberron Campaign Setting*. The dedicated wright homunculus is a restricted item. The cost of the creature must be paid for with the character's EV. The cost of each type is listed below.

Standard Homunculus (from the *Monster Manual*)*:* 500 gp
Expeditious Messenger: 500 gp
Furtive Filcher: 500 gp
Iron Defender: 1,375 gp

If the character creating the homunculus does not have the necessary Craft skills to create the body (that is, could not succeed the check while taking 10) add 100 gp to the cost of the homunculus.

Familiars: If a character takes a familiar, 100 gp must be paid from the EV. If the familiar dies in the adventure, the character takes the XP loss, which is recorded on the session tracking for the character, but, like equipment, the familiar resets the very next adventure. A character need not wait a year and a day to call a new familiar.

Improved and Guardian Familiars: You may take the Improved Familiar feat from the *Dungeon Master's Guide* (it is an limited feat) to gain the following improved familiars: shocker lizard, stirge, formian worker, psuedodragon, or a celestial animal from the familiar list (if character is of good alignment).

Characters with familiars can also gain access to the guardian familiars from *Complete Warrior*. The corresponding guardian familiar must appear on the character expansion list (as it is a locked rules item), and the gp cost for creating the guardian familiar is paid for from the EV.

Leadership Feat: The Leadership feat is restricted in DUNGEONS & DRAGONS CAMPAIGNS.

Table CS—6: Level Gold Piece Limit

Level	GP Limit
1st	--
2nd	450 gp
3rd	1,350 gp
4th	2,700 gp
5th	4,500 gp
6th	6,500 gp
7th	9,500 gp
8th	13,500 gp
9th	18,000 gp
10th	24,500 gp
11th	33,000 gp
12th	44,000 gp
13th	56,000 gp
14th	75,000 gp
15th +	100,000 gp

Expansion List

Every character has an expansion list. Your expansion list allows you to pick and choose nonrestricted locked items from the campaign's secondary sources and make them available for your character to take or buy. How to do this with magic and mundane items was explained in the "Equipping Your Character" section, but the option is open to more than just magic items. Every time you gain a level you can unlock one nonrestricted magic item, mundane item, feat, or spell by adding it to your expansion list. At 5th, 10th, 15th, and 20th level you may opt to put a prestige class or a racial substitution type on your expansion list instead of a mundane item, magic item, feat, or spell. Unlocking an item makes it a limited item for your character.

You don't have to be able to take or buy an item to put it on your expansion list. You can put it on the list to have it for later levels.

For instance, Xeln has just reached 5th-level. He already has three items on his expansion list—the *baleful transposition* spell from the *Miniatures Handbook*, the *force hammer* spell from *Sharn: City of Towers* and the *vest of resistance* from *Complete Arcane*. Now he gets to pick another, and unlike his other expansion slots, this one can be a prestige class. He wants to eventually take levels in the master transmogrifist from *Complete Arcane*, so he chooses this as his 5th-level expansion item, even though he will not be able to take levels in it for some time.

The campaign currently has a number of secondary sources. The current secondary sources are:

- *Sharn: City of Towers*,
- *Complete Warrior*,
- *Complete Divine*,
- *Complete Arcane*,
- *Complete Adventurer*,
- *Miniatures Handbook*
- *Races of Stone*

While not technically a secondary source, the feats in *Monster Manual* "Chapter 6" are considered secondary source material, and locked items. You can place these feats on your expansion list.

Creation and expansion Campaign Cards can also unlock an item. Unlike your expansion list, Campaign Cards can actually unlock a restricted item (though this is rare), making it a limited item. Full rules on campaign cards can be found below.

Action Points and Campaign Cards

Action points are a mechanic introduced in the *Eberron Campaign Setting* that allows players to modify d20 rolls and accomplish other heroic deeds. The basic rules can be found in Chapter 3 of the *Eberron Campaign Setting* or in Appendix 1 of this document.

Campaign Cards are special full-color supplement cards created and distributed by the RPGA through its D&D Reward program. Campaign Cards allow your character to expand its action point total, expand what your action points can do, or gain access to locked and even restricted rules items.

In a typical EBERRON home campaign, action points are refreshed with each level. Because of the episodic play environment of DUNGEON & DRAGONS CAMPAIGNS, action points refresh with each adventure. Due to this change, your character starts its first adventure with less action points than it would typically have in home EBERRON game, but your character will likely end up having more action points at is disposal each level. See Table CS—7 for the number of action points a character starts each adventure with by level.

You'll notice that there are two tallies of action points: the starting action points and the action point maximum. This is because action points and Campaign Cards in the MARK OF HEROES campaign have an interlocking relationship.

Basically Campaign Cards are physical representations of action points. You can have as many Campaign Cards as your action point maximum; and if you do, the number of action points your character has increases up to that maximum.

If you don't have a Campaign Card stack, or you have a stack of cards equal to or less than the starting action points for your character, your character gets the starting action points for its level.

For instance, Dante is playing Xeln. In his last D&D REWARDS mailing Dante received 6 Campaign Cards. If he didn't have any Campaign Cards he would start his first Mark of Heroes adventure with 3 action points, and those action points could only do the normal things action points can do. Since he has more than three Campaign Cards he can build a Campaign Card stack, and gain an additional action points for his 1st-level games, not to mention gaining expanded uses for those action points.

Let's say that Dante only received two Campaign Cards. He would still start his first game with 3 action points, but Campaign Cards could represent two of those points, and Dante can benefit from those cards normally.

Table CS—7 Action Points

Level	Starting Action Points	Action Point Maximum
1st	3	4
2nd-3rd	4	5
4th-5th	4	6
6th-7th	5	7
8th-9th	5	8
10th-11th	6	9
12th-13th	6	10
14th-15th	7	11
16th-17th	7	12
18th	8	13

Types of Campaign Cards

There are three types of campaign cards: creation cards, expansion cards, and general cards. Each type of card has different functions.

Creation Cards: Creation cards grant characters special options at character creations. They may grant play of special races, base classes, and sometimes even feats. You many only have one creation card in your stack, and this card must be chosen at character creation and can't be retooled. Creation cards are action points, but are permanently spent. At the beginning of your session, show it to your DM, and place it in your discard pile.

Expansion Cards: Expansion cards grant characters a wealth of special options, unlocking feats, spells, equipment and prestige classes. Unlike creation cards, you can have multiple expansion cards in your stack. Expansion cards are action points, but can't be spent like normal action points. By taking an Expansion card you are permanently "spending" that action point. At the beginning of your session, show it to your DM, and place it in your discard pile.

General Cards: General cards expand what you can do with action points. Each grants a benefit that can be gained by spending that card and any other action points and other stated cost. General cards can also be spent as normal action points, and can do everything a normal action point can do above and beyond its stated benefit.

Spending Action Points and Campaign Cards

If you have a Campaign Card stack, when you spend an action point you must decide which card you wish to spend. If you have a stack but also have action points not represented by cards, you must decide whether to spend a card or one of your action points not represented by the card. When you spend an action point represented by a Campaign Card, that card goes into your discard pile. When a general Campaign Card goes into the discard pile, you many no longer benefit from the special benefits that card grants. Because Campaign Cards are action points it follows the normal rules for spending action points detailed in Chapter 3 of the *Eberron Campaign Setting*, such as using action points once in a round, the timing of when you can spend action points, and that you can't use them

to modify an skill check or ability check when you are taking 10 or taking 20.

For example, Dante is playing Xeln, a 1st-level character, and has the following cards in his Campaign Card stack: two "Missed Me" cards, an "Arcane Retention" card and a "Matter of Will" card from set 2. Dante rolls a 1 on a critical Will save. With the "Matter of Will" card he can spend the card and two other action points to reroll the save. He spends the Matter of Will card a "Missed Me" and the "Arcane Retention" to reroll the save. This leaves him with only a single "Missed Me" card in his stack, and thus one more action point for the session. Later, Xeln is brought low by a goblin's critical hit, and is dying. He spends his last "Missed Me" card as a general action point, and stabilizes Xeln. At that point Dante has used all of Xeln's action points, and discarded all his Campaign Cards.

Heroic Spirit Feat

The Heroic Spirit feat works slightly different in MARK OF HEROES. This feat increase your starting action points by two and your maximum action points by three. For example if a 1st-level character took this feat, it would start each session with 5 action points and can have a maximum of 7 action points if the there are 7 Campaign Cards in its stack.

Temporary Action Points

Temporary action points, like those gained from the Raging Luck feat, cannot be represented by a Campaign Card. They work like an ordinary action point. Only action points you start the session with can be represented by a Campaign Card.

Loaning Campaign Cards

If you have an excess of Campaign Cards, you can loan them to players at your session who don't have Campaign Cards. You can only loan general cards in this manner. You may loan as many general cards to a player as the action point maximum allows.

Other Items in the Stack

The fastplay characters for MARK OF HEROES feature Miniature Unlock abilities, granting a special bonus if you play the fastplay character with its respective miniature. These unlock abilities follow the same rules as Campaign Cards, but you may have only one Miniature Unlock ability in you stack, regardless of the number of miniatures you have.

Notations on Campaign Cards

Sometimes Campaign Cards have two-letter superscript notations next to or after unlocked rules items. These notations correspond to the rules source where the item can be found. The following is the key to those notations:

MH: DUNGEONS & DRAGONS *Miniatures Handbook*
CW: DUNGEONS & DRAGONS *Complete Warrior*
CD: DUNGEONS & DRAGONS *Complete Divine*
CA: DUNGEONS & DRAGONS *Complete Arcane*

CV: DUNGEONS & DRAGONS *Complete Adventurer*
RS: DUNGEONS & DRAGONS *Races of Stone*
SH: EBERRON *Sharn: City of Towers*

APPENDIX I: IMPORTANT *Eberron Campaign Setting* RULES

Action Points

Action points provide a player with the means to alter d20 rolls in dramatic situations, reflecting the luck that can change crushing failure into heroic success.

You can spend an action point to improve the result of an attack roll, a skill check, an ability check, a level check, or a saving throw. Certain feats, Campaign Cards and prestige class features allow you to spend action points in different ways, but this is their most basic use.

When you spend an action point, you add the result of a roll of 1d6 to your d20 roll to help you meet or exceed the target number for the roll. You can declare that you are spending an action point after you have already rolled the d20, but you must do so before the Dungeon Master reveals the result of your roll (whether the attack roll or check or saving throw succeeded or failed). You can't use an action point on a skill check or ability check when you are taking 10 or taking 20.

You can only use action points once in a round. If you spend 1 or more action points on a special action (see below), you can't spend a point in the same round to improve a die roll, and vice versa. No spell, power, or other special ability can allow a character to reroll an action point die.

If your character level is 8th or higher, you can roll more than one d6 when you spend an action point. If you do so, apply the highest result and disregard the other rolls. As a 15th-level character, for example, you can roll 3d6 and take the best result of the three. So, if you rolled 1, 2, and 4, you would apply the 4 to your d20 roll.

Character Level	Action Point Dice (d6) Rolled
1st–7th	1
8th–14th	2
15th–20th	3

Special Actions

Instead of altering the result of a d20 roll, you can use action points to perform one of the special actions described below. In addition, some prestige classes, feats and Campaign Cards allow you to spend action points to gain or activate specific abilities.

Activate Class Feature: You can spend 2 action points to gain another use of one of the following class features that has a limited number of uses per day: bardic music, rage, smite evil, Stunning Fist, turn or rebuke undead, or wild shape.

Hasten Infusion: On his turn, an artificer may spend 1 action point to imbue an infusion in 1 round, even if the infusion's casting time is normally longer than 1 round.

Stabilize: When your character is dying, you can spend 1 action point to stabilize at your current hit point total. Spending an action point does nothing for you if you're already dead.

Using Action Points

The introduction of action points changes the conventions of the gaming table. While in many other RPGA games players roll damage at the same time as they make their attack rolls, in a game with action points, players don't do this; they must decide whether to spend an action point to improve their attack rolls before they know how much damage a successful attack would deal.

Similarly, when fighting an opponent that has concealment, a player makes the attack roll, decide whether to spend an action point, and then roll the miss chance for concealment.

Other situations similar to these are certain to come up. The general rule is that a player must decide whether to spend an action point before making any determination about success, failure, or the effect of a d20 roll. If they don't, then an action point may not modify that roll. At the same time, it is up to the Dungeon Master give the players a chance to decide whether or not to use action points. If in doubt, ask the player whether or not he or she would like to use an action point.

Deities, Pantheons, and Domains

In Eberron, most people identify not with a specific patron deity but with the church to which they belong. The faithful of the Sovereign Host, for example, usually revere the nine deities together in a single temple, though shrines devoted to the individual deities appear in major towns and cities across Khorvaire. The faithful may give particular reverence to one deity, usually the one whose sphere of influence coincides most closely with their profession or situation in life, but they collectively view themselves as loyal followers of the Sovereign Host. A paladin devotee of Dol Arrah and a rogue who prays to Kol Korran are members of the same religion. They may differ in many respects, certainly in alignment and ethics, but they do not see religion as one of the lines dividing them.

A paladin who serves Dol Arrah and a paladin who serves the Silver Flame, however, are members of different churches and different religions. They are united in their ideals and their devotion to law and good, and they might work together extensively in pursuit of common goals, but they are likely to hold endless discussions or even heated arguments concerning theological issues and fundamental beliefs about the nature of the world.

The following is basic information on the three churches and specific gods for the Sovereign Host described in Table CS—1: Deity Conversion, followed by new domains tied to the church or deity. With this basic information, you can make a cleric suitable for Eberron without the need for the *Eberron Campaign Setting*. Spells new to the setting and described below in the section titled "Spells: are marked with an asterisk (*). All other spells can be found in the *Player's Handbook*.

The Silver Flame

The lawful good deity called the Silver Flame is an abstract, disembodied force closely associated with a once-human woman named Tira Miron. Herself now immortal, Tira (now known as the Voice of the Silver Flame) serves as the intermediary between the holy Silver Flame and the mortals who can never attain sufficient purity to communicate with the Silver Flame directly.

The Church of the Silver Flame is dedicated to protecting the common people against supernatural forces of evil, and thus it attracts a great number of paladins to its cause. The Silver Flame grants access to the domains of Exorcism, Good, Law, and Protection. The deity's favored weapon is the longbow, and archery is an important tradition within the church.

Exorcism Domain

Granted Power: You have the supernatural ability to force possessing spirits out of the bodies they inhabit. You make a Charisma check and consult Table 8–16: Turning Undead, page 159 of the *Player's Handbook,* using your cleric level. If the result from the table is at least equal to the HD of the possessing creature, you force it out of the body. If the spirit belongs to a spellcaster using *magic jar,* the spirit returns to the receptacle. If it is a ghost or a possessing fiend, it becomes ethereal and free-floating again. In any case, the spirit cannot attempt to possess the same victim again for 24 hours.

Exorcism Domain Spells

1 **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Magic Circle against Evil:** As *protection from evil,* but 10-ft. radius and 10 min./level.
3 **Remove Curse:** Frees object or person from curse.
4 **Dismissal:** Forces a creature to return to native plane.
5 **Dispel Evil:** +4 bonus against attacks.
6 **Banishment:** Banishes 2 HD/level of extraplanar creatures.
7 **Holy Word:** Kills, paralyzes, blinds, or deafens nongood subjects.
8 **Holy Aura^F:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9 **Freedom:** Releases creature from *imprisonment.*

The Sovereign Host

The Sovereign Host consists of the deities most commonly worshiped by the majority of Khorvaire's population. Most people revere the Host as a whole pantheon, offering prayers to different deities in different situations. Even clerics are often devoted to the entire Host rather than to a specific patron. Taken as a whole, the pantheon is neutral good, and its favored weapon is the longsword—the weapon of its martial champion, Dol Dorn.

Aureon
God of Law and Knowledge

A deity of lore and magic, Aureon is lawful neutral. The patron of all arcane spellcasters, as well as sages, librarians, and scribes, he often appears as a gnome or human wizard in ancient texts, and occasionally as a majestic blue dragon. He is the brother of Onatar, the husband of Boldrei, and strangely related to the Shadow. Associated with the domains of Knowledge, Law, and Magic, he favors the quarterstaff.

Balinor
God of Beasts and the Hunt

A neutral nature deity associated with hunting and animal life, Balinor claims hunters, druids, barbarians, and rangers among his followers, since he appears as both a protector of nature and an exemplar of gently taking what one needs for sustenance from nature's bounty. Usually portrayed as a burly human, sometimes as a crude but good-natured half-orc, and occasionally as a stalking green dragon, he is brother to Arawai and the Devourer. Associated with the domains of Air, Animal, and Earth, he favors the battleaxe.

Dol Arrah
God of Honor and Sacrifice

Dol Arrah, the lawful good deity of honorable combat, self-sacrifice, and sunlight, manifests as a peacemaker, a careful planner, and a strategist. She serves as the patron of paladins, generals, and diplomats who fight their battles with words. In addition, in her role as a sun god, she brings light to pierce the darkest places of the world. She is commonly represented as a human or half-elf knight shining with holy radiance, and sometimes as a red dragon perched on a cloud. Said to be the sister of Dol Dorn and the Mockery, she is associated with the domains of Good, Law, Sun, and War. Her favored weapon is the halberd.

Dol Dorn
God of Strength at Arms

The chaotic good deity of war, Dol Dorn appears as a paragon of physical perfection who promotes bodily strength as well as martial training. Most often depicted as a heavily muscled human, sometimes as a dwarf or a half-orc, and occasionally as a silver dragon, he is said to be the brother of Dol Arrah and the Mockery. Associated with the domains of Chaos, Good, Strength, and War, he favors the longsword.

Kol Korran
God of Trade and Wealth

Merchants, traders, and thieves revere Kol Korran, the neutral deity of trade and money—as might anyone who has money or wants more. He is depicted as a fat, cheerful human or dwarf in fine clothes. A few ancient representations of him show a white dragon lying on a bed of ice-blue gemstones. Said to be the son of Olladra and Onatar and the twin brother of the Keeper, he oversees the domains of Charm, Commerce, and Travel. His favored weapon is the mace.

Charm Domain

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

1 **Charm Person:** Makes one person your friend.
2 **Calm Emotions:** Calms creatures, negating emotion

effects.

3 **Suggestion:** Compels subject to follow stated course of action.

4 **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

5 **Charm Monster:** Makes monster believe it is your ally.

6 **Geas/Quest:** As *lesser geas,* plus it affects any creature.

7 **Insanity:** Subject suffers continuous *confusion*.

8 **Demand:** As *sending,* plus you can send *suggestion*.

9 Dominate Monster: As *dominate person,* but any creature.

Commerce Domain

Granted Power: You gain a +10 competence bonus on Profession checks made to earn a living (not checks to accomplish specialized tasks).

Add Appraise to your list of cleric class skills.

Commerce Domain Spells

1 **Comprehend Languages:** You understand all spoken and written languages.

2 **Zone of Truth:** Subjects within range cannot lie.

3 **Tongues:** Speak any language.

4 **Glibness:** You gain +30 on Bluff checks, and your lies can escape magical discernment.

5 **True Seeing^M:** Lets you see all things as they really are.

6 **Leomund's Secret Chest^F:** Hides expensive chest on Ethereal Plane; you retrieve it at will.

7 **Refuge^M:** Alters item to transport its possessor to you.

8 **Analyze Dweomer^F:** Reveals magical aspects of subject.

9 **Polymorph Any Object:** Changes any subject into anything else.

Olladra
God of Feast and Good Fortune

Gamblers, rogues, bards, and hedonists invoke the favor of Olladra, the neutral good deity of luck and plenty. She is often depicted as a young halfling, sometimes as an elderly human, and occasionally as a black dragon. The wife of Onatar and the mother of Kol Korran and the Keeper, she is associated with the domains of Feast, Good, Healing, and Luck. Her favored weapon is the sickle.

Feast Domain

Granted Power: You have immunity to ingested poisons and to diseases spread by ingestion.

Feast Domain Spells

1 **Goodberry:** 2d4 berries each cure 1 hp (max. 8 hp/24 hours).

2 **Delay Poison:** Stops poison from harming subject for 1 hour/level.

3 **Create Food and Water:** Feeds three humans (or one horse)/level.

4 **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

5 **Leomund's Secure Shelter:** Creates sturdy cottage.

6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.

7 **Mordenkainen's Magnificent Mansion^F:** Door leads to extradimensional mansion.

8 **Detoxify*:** Neutralize poison in 30-ft. radius.

9 **Feast of Champions*:** Food for one creature/level heals and grants comprehensive bonuses.

The Undying Court

The elves of Aerenal revere their ancient dead as incarnate deities, seeking advice from deathless councilors and petitioning their favor. Unlike undead creatures, the deathless elves of the Undying Court are animated by positive energy and are powerful beings of neutral good alignment. The domains associated with the Undying Court are Deathless, Good, and Protection. The court's favored weapon is the scimitar.

Deathless Domain

Deity: The Undying Court.

Granted Power: Once per day, you can perform a greater rebuking against deathless creatures in place of one of your turn undead attempts. The greater rebuking is like a normal rebuking except that the deathless creatures that would be rebuked are commanded instead.

Deathless Domain Spells

1 **Detect Undead:** Reveals undead or deathless within 60 ft.

2 **Consecrate^M:** Fills area with positive energy, making undead weaker and deathless stronger.

3 **Halt Deathless*:** Immobilizes deathless for 1 round/level.

4 **Spirit Steed*:** Channels an ancient spirit into your steed, increasing its speed and granting other benefits.

5 **Hallow^M:** Designates location as holy.

6 **Create Deathless^M*:** Create undying soldier.

7 **Control Deathless*:** Deathless don't attack you while under your command.

8 **Create Greater Deathless^M*:** Create undying councilor.

9 **Hero's Blade*:** Channel the spirit of a great hero into a melee weapon.

Animal Companions

The following are the lists of animal companions character can take based on their region of origin. Animals not found in the *Monster Manual* are detailed in the "New Monster" section, below.

Aerenal: 1st—baboon, dire rat, dog, eagle, hawk, owl, snake (Small or Medium viper); 4th—ape, crocodile, leopard, monitor lizard, snake (constrictor or Large viper); 7th—giant crocodile, dire ape, snake (Huge viper), tiger; 10th—snake (giant

constrictor); 13th—elephant; 16th—dire tiger.

Aundair, Cyre, Eldeen Reaches, or Thrane: 1st—badger, dire rat, dog, eagle, hawk, horse (light or heavy), owl, wolf; 4th—black bear, bison, boar, dire badger, dire weasel; 7th—brown bear, dire boar, dire wolf, tiger; 13th—dire bear; 16th—dire tiger.

Breland, Darguun, or Zilargo: 1st—badger, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, snake (Small or Medium viper); 4th—ape, black bear, crocodile, dire badger, monitor lizard, snake (constrictor or Large viper); 7th—giant crocodile, dire ape, snake (Huge viper); 10th—snake (giant constrictor); 13th—dire bear.

Demon Wastes: 1st—dire rat, eagle (vulture), owl, snake (Small or Medium viper), wolf; 4th—black bear, boar, dire bat, dire weasel, snake (constrictor or Large viper), wolverine; 7th—brown bear, dire boar, dire wolf, dire wolverine, snake (Huge viper), tiger; 10th—snake (giant constrictor); 13th—dire bear; 16th—dire tiger.

Droaam or Shadow Marches: 1st—badger, dire rat, eagle, hawk, owl, snake (Small or Medium viper); 4th—black bear, crocodile, dire badger, dire weasel, monitor lizard, snake (constrictor or Large viper); 7th—giant crocodile, snake (Huge viper); 10th—snake (giant constrictor); 13th—dire bear.

Karrnath or Mror Holds: 1st—badger, dire rat, dog, eagle, hawk, horse (light or heavy), owl, wolf; 4th—black bear, boar, dire badger, dire weasel, wolverine; 7th—brown bear, dire boar, dire wolf, dire wolverine, tiger; 13th—dire bear; 16th—dire tiger.

Lhazaar Principalities: 1st—dire rat, dog, eagle, hawk, owl, wolf; 4th—dire weasel, wolverine; 7th—brown bear, dire wolf, dire wolverine, tiger; 10th—polar bear; 13th—dire bear; 16th—dire tiger.

Q'barra: 1st—badger, dire rat, dog, eagle, hawk, horse (light or heavy), owl, snake (Small or Medium viper), wolf; 4th—boar, dire badger, dire weasel, monitor lizard, snake (constrictor or Large viper); 7th—dire boar, dire wolf, snake (Huge viper); 10th—snake (giant constrictor).

Talenta Plains: 1st—badger, eagle, hawk, owl, snake (Small or Medium viper), fastieth (dinosaur)[1]; 4th—dire badger, snake (Large viper), clawfoot (dinosaur)[1]; 7th—carver (dinosaur), snake (Huge viper); 10th—great carver (dinosaur)[1], snake (giant constrictor); 16th—threehorn (dinosaur)[2], swordtooth titan (dinosaur)[2].

Valenar: 1st—badger, eagle, hawk, horse (light, heavy, or Valenar riding), owl, snake (Small or Medium viper); 4th—boar, crocodile, dire badger, snake (constrictor or Large viper); 7th—giant crocodile, dire boar, snake (Huge viper); 10th—snake (giant constrictor).

1 Animal detailed below and in the *Eberron Campaign Setting* Chapter 12.

2 The threehorn is the triceratops from the *Monster Manual*, and the swordtooth titan is the tyrannosaurus from the *Monster Manual*.

New Spells
The following are new cleric spells needed to use the new

domains detailed above. Creatures of the deathless type that some of these spells can affect or create are detailed in the "New Monster" section, below.

Control Deathless
Necromancy
Level: Deathless 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD of deathless creatures/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables you to command deathless creatures for a short period of time. You command the creatures by voice, and the creatures understand you no matter what language you speak. Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled deathless do not attack you. At the end of the spell, the controlled deathless revert to their normal behavior. Intelligent deathless remember that you controlled them.

Create Deathless
Necromancy [Good]
Level: Deathless 6
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Calling on the celestial powers, you restore life to a corpse, creating an undying soldier (a type of deathless creature; see the "New Monsters" section, below). Created deathless are not automatically under the control of their animator. If you are capable of commanding deathless, you may attempt to command the deathless as it forms.

Material Components: A clay pot filled with grave dirt and another filled with pure water. The spell must be cast on a dead body. You must place a moonstone gem worth at least 50 gp per HD of the deathless to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells. Create deathless must be created within the course of an adventure. Created deathless do not carry on into other adventures. At the start of an adventure a character with the deathless domain has the opportunity to create one individual deathless. The cost for the moonstones must come from CoH, and the spell must be cast during the first day of the adventure.

Create Greater Deathless

Necromancy [Good]
Level: Deathless 8
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *create deathless,* except that this spell allows you to create an undying councilor, a more powerful and intelligent deathless creature.

No spell can create an ascendant councilor. Create deathless must be created within the course of an adventure. Created deathless do not carry on into other adventures. At the start of an adventure a character with the deathless domain has the opportunity to create one individual greater deathless. The cost for the moonstones must come from CoH, and the spell must be cast during the first day of the adventure.

Detoxify
Conjuration (Healing)
Level: Feast 8
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Target: Creatures and objects in 30-ft.-radius spread
Duration: Instantaneous and 10 min./level; see text
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You detoxify any sort of venom within 30 feet of you. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, ability damage, or effects that don't go away on their own. This effect is instantaneous; no immunity to later poisoning is conveyed by the spell.

The venom of any creatures affected by the spell loses its potency for 10 minutes per caster level.

Any poison in the air, in food, on weapons or traps, or otherwise in the radius of the spell is instantaneously neutralized.

Feast of Champions
Conjuration (Creation)
Level: Cleric 9, Feast 9
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Feast for one creature/level
Duration: 1 hour plus 12 hours; see text
Saving Throw: None
Spell Resistance: No

You bring forth a magnificent feast, including a grand table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, nausea, fatigue, and exhaustion. Any poison affecting a creature is neutralized, and creatures sharing the feast become immune to poison for 12 hours. The nectarlike beverage that is part of the feast cures 2d8 points of damage + 1 point per caster level (maximum +20) and grants 1d8 temporary hit points + 1 point per two caster levels (maximum +10). The food of the feast grants each creature that partakes a +1 morale bonus on attack rolls, skill checks, ability checks, and saving throws, and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects are negated.

Halt Deathless
Necromancy
Level: Deathless 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to three deathless, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell renders up to three deathless creatures immobile. If the spell is successful, it renders the deathless paralyzed for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

Hero's Blade
Necromancy
Level: Deathless 9
Components: V, DF
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You channel the spirit of a mighty elf hero of old into a melee weapon. For the duration of the spell, the weapon gains the following benefits.

The weapon deals an extra 2d6 points of damage to evil creatures, or an extra 2d8 points of damage to evil outsiders and undead. On a critical hit, the weapon deals an extra 2d10 points of damage to evil creatures or an extra 2d12 points of damage to evil outsiders and undead. (Against undead, the weapon damage is not multiplied on a critical hit, but the undead creature still takes increased damage from this effect. Other creatures immune to extra damage from critical hits do

not take extra damage from this effect.)

The weapon becomes good-aligned, allowing it to overcome the damage reduction of certain evil creatures.

The weapon's threat range doubles, as though it were affected by a *keen edge* spell (this does not stack with the benefit of the keen special ability or the *keen edge* spell, but does stack with the benefit of the Improved Critical feat).

When it scores a critical hit against an evil foe, the weapon blinds and deafens the opponent for 1d4 rounds (a successful Will save negates the blindness). Spell resistance applies to this effect.

When the weapon scores a critical hit against an evil extraplanar creature, the creature must make a successful Will save or be instantly banished back to its home plane. A creature so banished cannot return for at least 24 hours. Spell resistance applies to this effect.

Spirit Steed
Necromancy
Level: Deathless 4
Components: V, DF
Casting Time: 1 standard action
Range: Touch
Target: Living animal touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You channel the spirit of an ancient elf warrior into your steed, which must be a living animal. For the duration of the spell, your mount gains:

—A +30-foot enhancement bonus to its base land speed.

—The benefit of the Run feat. If the mount already has the Run feat, it can run even faster: six times its speed (if wearing light or no armor and carrying no more than a light load) or five times its speed (if wearing medium or heavy armor or carrying a medium or heavy load).

—The ability to hustle for the duration of the spell without taking any damage (lethal or nonlethal) or becoming fatigued. This ability doubles the distance the steed can cover in a period of overland movement.

When the duration of the spell expires, the mount becomes fatigued.

New Monsters
The following are the statistics for creatures detailed above. These are also found in "Chapter 12" of the *Eberron Campaign Setting*.

CLAWFOOT
Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+4
Attack: Talons +4 melee (1d8+3)
Full Attack: Talons +4 melee (1d8+3) and 2 foreclaws –1 melee (1d3+1) and bite –1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 10
Skills: Hide +12, Jump +20, Listen +10, Spot +10, Survival +10
Feats: Run
Environment: Warm forests
Organization: Solitary, pair, or pack (3–6)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Medium)
Level Adjustment: —

This two-legged lizard boasts sharp teeth and a toe claw that looks like a small sickle. It is no larger than a tall human, but looks like it could easily take down much larger prey.

Used as a war mount by the halflings of the Talenta Plains, this small flesh-eating dinosaur is a relative of the carver (deinonychus) and great carver (megaraptor).

Combat
Clawfoot dinosaurs are usually trained for war, and even without that training, they can hold their own in combat. In the wild, they are fierce pack hunters, and even when domesticated they retain most of their predatory instincts.

Skills: A clawfoot receives a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Carrying Capacity: A light load for a clawfoot is up to 86 pounds; a medium load, 87–173 pounds; and a heavy load, 174–260 pounds. A clawfoot can drag 1,300 pounds.

FASTIETH
Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +1/+3
Attack: Bite –2 melee (1d3+1)

Full Attack: Bite –2 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 15, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills: Jump +11, Listen +6, Spot +6
Feats: Run
Environment: Warm plains
Organization: Solitary, pair, or pack (3–6)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Medium)
Level Adjustment: —

This human-sized, two-legged lizard has large eyes, brightly colored and patterned scales, and strong-looking legs.

Fastieths are the most common mounts of the halflings of the Talenta Plains, chosen and bred for speed. They are too small to carry a human, but can carry a halfling with light gear fairly easily and at a good pace.

Combat

Fastieths are not trained for battle and generally prefer to flee rather than fight, but they can deliver a bite attack if pressed. The bite attack is treated as a secondary attack (–5 penalty on the attack roll) and adds only 1/2 the fastieth's Strength bonus to damage.

Carrying Capacity: A light load for a fastieth is up to 66 pounds; a medium load, 67–133 pounds; and a heavy load, 134–200 pounds. A fastieth can drag 1,000 pounds.

THE DEATHLESS TYPE

Deathless is a new creature type, describing creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death for a short time to accomplish a righteous purpose. While undead draw their power from the plane of Mabar, the Endless Night, the deathless are strongly tied to the plane of Irian, the Eternal Day, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

Features: Deathless have the following features.

—12-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Will saves.

—Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: Deathless possess the following traits (unless otherwise noted in a creature's entry):

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

—Not subject to extra damage from critical hits, nonlethal damage, or ability drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Unlike undead, deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.

—Immunity to any effect that requires a Fortitude save, except for energy drain attacks (unless the effect also works on objects or is harmless).

—Uses its Charisma modifier for Concentration checks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by *raise dead* or *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect deathless if they are willing. These spells turn deathless creatures back into the living creatures they were before becoming deathless.

—Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.

—Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow,* and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow. Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* reveal deathless and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the "evil elemental or undead" line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water, as undead are damaged by *disrupt undead* and damaged by holy water. Deathless are not affected by disrupting weapons. Spells that have greater than normal effect against undead creatures—including *chill touch, magic stone, searing light, sunbeam, sunburst,* and *wall of fire*—do not have these enhanced effects against deathless creatures. Deathless take only 1d6 points of damage per two caster levels from *searing light.* Spells such as *command undead, control undead, create undead, create greater undead,* and *halt undead* do not affect or create deathless creatures.

—Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

—Proficient in whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Deathless not indicated as wearing armor are not proficient with armor. Deathless are proficient with shields if they are proficient with any form of armor.

—Deathless do not breathe, eat, or sleep.

UNDYING COUNCILOR

Medium Deathless

Hit Dice: 12d12 (96 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 26 (+1 Dex, +10 natural, +5 insight), touch 16, flat-footed 25

Base Attack/Grapple: +6/+14

Attack: Slam +14 melee (1d8+12 plus cleansing)

Full Attack: Slam +14 melee (1d8+12 plus cleansing)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cleansing, spell-like abilities

Special Qualities: Damage reduction 10/targath, deathless traits, spell resistance 21

Saves: Fort +4, Ref +5, Will +13

Abilities: Str 26, Dex 12, Con —, Int 19, Wis 21, Cha 17

Skills: Concentration +18, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (nobility and royalty) +19, Listen +20, Search +19, Spellcraft +21, Spot +20, Survival +5 (+7 following tracks)

Feats: Blind-Fight, Combat Casting, Combat Expertise, Improved Disarm, Power Attack

Environment: Underground

Organization: Solitary, pair, or court (3–12)

Challenge Rating: 9

Treasure: Double standard

Alignment: Usually chaotic good

Advancement: 13–24 HD (Medium)

Level Adjustment: —

This elf is draped in finery and jewels, and it wears an elaborate headdress with a skull motif. Its leathery skin stretches tight over its face, and its eyes are nearly colorless.

Undying councilors make up the bulk of the elven Undying Court, a sort of council of elders who advise and assist the elf nation of Aerenal, all of whom happen to be long dead.

Similar in some ways to undead mummies, undying councilors are the well-preserved corpses of ancient elves, still animated by their benevolent spirits. They spend much time in a sleeplike state in which their spirits wander the planes (via *astral projection*), but return to full wakefulness when needed or threatened.

Combat

Undying councilors possess unnatural strength and useful spell-like abilities for defending their resting places from intruders. They prefer to parlay rather than fight, but attack would-be tomb robbers without hesitation or mercy.

Cleansing (Su): Evil creatures hit by an undying councilor's slam attack must make a DC 19 Fortitude save or contract an affliction called cleansing. This is a curse and not a disease, so it affects creatures normally immune to disease, but nonevil creatures are unaffected by it. In all other ways, the affliction functions as a disease: incubation period 1 minute; damage 1d6 Dex and 1d6 Cha. The save DC is Charisma-based.

The ability damage continues daily until the victim is cured. To eliminate the cleansing, the curse must first be broken with *break enchantment* or *remove curse* (caster level check DC 20), after which *remove disease* ends the progress of the curse.

Spell-Like Abilities: At will—*astral projection* (self only), *dispel evil* (DC 20), *greater command* (DC 20), *mark of justice, righteous might, scrying* (DC 20); 3/day—*dispel magic, heal* (DC 21), *holy smite* (DC 19); 1/day—*blade barrier* (DC 21). Caster level 12th; save DC 15 + spell level. The save DCs are Wisdom-based.

Deathless Traits: See above.

UNDYING SOLDIER

Medium Deathless

Hit Dice: 4d12 (26 hp)

Initiative: +0

Speed: 20 ft. in breastplate (4 squares), base 30 ft.

Armor Class: 21 (+4 natural, +5 masterwork breastplate, +2 masterwork heavy steel shield), touch 10, flat-footed 21

Base Attack/Grapple: +2/+4

Attack: Masterwork shortspear +4 melee (1d6+2) or masterwork shortspear +2 ranged (1d6+2)

Full Attack: Masterwork shortspear +4 melee (1d6+2) or masterwork shortspear +2 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite evil

Special Qualities: Damage reduction 5/targath, deathless traits

Saves: Fort +1, Ref +1, Will +5

Abilities: Str 14, Dex 10, Con —, Int 11, Wis 13, Cha 13

Skills: Climb +5, Jump –1, Listen +8, Spot +8

Feats: Blind-Fight[B], Cleave, Power Attack

Environment: Underground

Organization: Solitary, squad (2–12), or regiment (15–150)

Challenge Rating: 2

Treasure: Gear only

Alignment: Usually chaotic good

Advancement: 5–12 HD (Medium)

An undead elf armed for war stands before you. It wears a fine breastplate and helm, and it carries a shortspear and heavy shield. It must be something other than a zombie, for it has a definite spark of intelligence in its eyes.

Undying soldiers make up the army of Aerenal's City of the Dead. They superficially resemble zombies, though they are reasonably well preserved and move at a normal speed. The elves' respect for the dead shines forth in the quality of arms and armor undying soldiers carry. Living warriors might wear ordinary studded leather, but undying soldiers always wear masterwork medium armor or better, and their weaponry is masterwork as well.

Combat

Undying soldiers are skilled and intelligent warriors, which can prove quite surprising to opponents expecting to fight

shambling, mindless zombies. They are equally capable of fighting in tight formation or skirmishing in loose bands, but always coordinate their attacks and make good use of positioning on the battlefield.

Smite Evil (Su): Once per day, an undying soldier can use a normal melee attack to smite evil. It gains a +1 bonus on its attack roll and deals an extra 4 points of damage against an evil creature. If the soldier accidentally smites a creature that is not evil, the smite has no effect but is still used up for the day.

Deathless Traits: See above.

APPENDIX 2: RESTRICTED LISTS
Restricted Item List
The following magic items are restricted from play no matter the source.

> Cursed items
> Artifacts
> Intelligent items
> Poisons
> Drugs

Dungeon Master's Guide
> *Demon armor*
> *Life-drinker*
> *Luck blade*
> *Nine lives stealer*
> *Slaying arrows*
> *Ring of djinni calling*
> *Ring of three wishes*
> *Rob of absorption*
> *Rod of rulership*
> *Bracelet of friends*
> *Brooch of shielding*
> *Daern's instant fortress*
> *Darkskull*
> *Deck of illusion*
> *Efreeti bottle*
> *Golem manual*
> *Helm of brilliance*
> *Horn of Valhalla*
> *Ioun Stones* (pale lavender ellipsoid and lavender and green ellipsoid)
> *Mirror of life trapping*
> *Orb of storms*
> *Robe of useful items*
> *Well of many worlds*

Miniature's Handbook
> None

Complete Warrior
> None

Complete Divine
> All relics
> Diabolical staff, lesser and greater.
> Wanton staff; lesser and greater.

Complete Arcane
> Starmetal
> *Warlock scepter*
> *Book of blood*
> *Contract of Nepthas*
> *Thought bottle*

Complete Adventurer
> Animal training kit

Races of Stone
> Greathammer, goliath
> Goliath healing kit
> All *Monster Manual* monster as mounts
> All magic forges
> All rune circles

Sharn: City of Towers
> All drugs

Restricted Classes, Prestige Classes, and Racial Substitution Levels
Dungeon Master's Guide
> Assassin
> Blackguard
> Red wizard

Miniature's Handbook
> Favored Soul
> Healer
> Marshal
> Warmage
> War Hulk

Complete Warrior
> Hexblade
> Samurai
> Swashbuckler
> Eye of Gruumsh
> Hulking Hurler

*Complete Divine**
> Favored Soul
> Shugenja
> Spirit Shaman

Black Flame Zealot
Blighter
Seeker of the Misty Isle
Stormlord
Ur-Priest

*Note: Radiant servants of Pelor are radiant servants of the Silver Flame (and must have Silver Flame as patron); shining blades of Heironeous are known as shining blades of Dol Arrah (and must have Dol Arrah as a patron deity); and temple raiders of Olidammara are known as temple raiders of the Traveler (and must have Traveler as patron deity).

Complete Arcane
Warlock
Warmage
Wu Jen
Acolyte of the skin
Alienist
Blood magus
Green star adept
Mage of the arcane order
Suel arcanamach

Complete Adventurer
Ninja
Scout
Spellthief
Dread pirate
Ghost-Faced killer

Races of Stone
Dawncaller
Divine prankster
Goliath liberator
Peregrine runner
All goliath racial substitution levels

APPENDIX 3: *Expanded Psionic Handbook* OPTIONS

In MARK OF HEROES, only member of the kalashtar races can be psionic PCs. To be of the race, you must have the "People of Mind, Matter, and Radiance" creation Campaign Card in your stack. This character option opens up most of an entire book and more of character options. To play any psionic classes, you must bring a copy of the *Expanded Psionics Handbook* to your sessions for your and your DM's reference.

The following is some basics on using psionic rules in the game. For those unfamiliar with the psionic rules, you'll also want to see the *Mark of Heroes Psionic Primer*, available on the RPGA website.

Adjudicating Psionics
Psionics in MARK OF HEROES uses the "psionics-magic transparency" default described in "Chapter 4" of the *Expanded Psionics Handbook*. That is, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics, and vice versa.

Restricted Races
All of the races in the *Expanded Psionics Handbook* are restricted. Only kalashtar may be psionic characters.

Classes
Kalashtar characters can take all psionic classes and prestige classes in the *Expanded Psionic Handbook*. Psionic prestige classes from different sources are limited classes to kalashtar characters, but restricted to character of all other races.

Equipment
Only kalashtar can purchase psionic items from the *Expanded Psionic Handbook* as limited items. Other characters treat the items in the *Expanded Psionic Handbook* as locked item, gaining access to them by placing individual items on an expansion list, or they can be unlocked with an expansion Campaign Card.

Consumable psionic items cost 5 x the listed price to take, as do magical and mundane consumable items. The following is a list of restricted items from that source.

Restricted Items
Silver sword, Githyanki

Beyond the Kalashtar
In the appendix of the *Expanded Psionics Handbook* there are a number of spells for the bard, cleric, wizard and sorcerer class. The options are open to all characters in the campaign. You need not put these on an expansion list to have them, but must bring a copy of the rules items to the session for you and your DM to reference to use them. Furthermore, characters that don't worship a deity or pantheon may take the mind domain from this source.

EBERRON

MARK OF HEROES

Character Record Sheet

character name

player

class and level

race   alignment   deity

size   age   gender   height   weight   eyes   hair   skin

ABILITY NAME	ABILITY SCORE	ABILITY MODI-	TEMPO-RARY	TEMPORARY MODIFIER	POINT BUY
STR strength					
DEX dexterity					
CON constitution					
INT intelligence					
WIS wisdom					
CHA charisma					

HP hit points   TOTAL

AC armor class   TOTAL   WOUNDS/CURRENT HP   NONLETHAL DAMAGE   SPEED

= 10 + ___ + ___ + ___ + ___ + ___ + ___ + ___

ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER

DAMAGE REDUCTION

TOUCH armor class   **FLAT-FOOTED** armor class

INITIATIVE modifier   ___ = ___ + ___

TOTAL | DEX MODIFIER | MISC MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPO-RARY	conditional modifiers
FORTITUDE (constitution)		=		+		+		+				
REFLEX (dexterity)		=		+		+		+				
WILL (wisdom)		=		+		+		+				

BASE ATTACK BONUS

SPELL RESISTANCE

AP action points   CURRENT

GRAPPLE modifier

___ = ___ + ___ + ___ + ___

TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ___ / ___

CLASS SKILL ☐

SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐ Appraise ■	int		=		+		+	
☐ Balance ■	dex*		=		+		+	
☐ Bluff ■	cha		=		+		+	
☐ Climb ■	str*		=		+		+	
☐ Concentration ■	con		=		+		+	
☐ Craft ■ ( )	int		=		+		+	
☐ Craft ■ ( )	int		=		+		+	
☐ Craft ■ ( )	int		=		+		+	
☐ Decipher Script	int		=		+		+	
☐ Diplomacy ■	cha		=		+		+	
☐ Disable Device	int		=		+		+	
☐ Disguise ■	cha		=		+		+	
☐ Escape Artist ■	dex*		=		+		+	
☐ Forgery ■	int		=		+		+	
☐ Gather Information ■	cha		=		+		+	
☐ Handle Animal	cha		=		+		+	
☐ Heal ■	wis		=		+		+	
☐ Hide ■	dex*		=		+		+	
☐ Intimidate ■	cha		=		+		+	
☐ Jump ■	str*		=		+		+	
☐ Knowledge ( )	int		=		+		+	
☐ Knowledge ( )	int		=		+		+	
☐ Knowledge ( )	int		=		+		+	
☐ Knowledge ( )	int		=		+		+	
☐ Knowledge ( )	int		=		+		+	
☐ Listen ■	wis		=		+		+	
☐ Move Silently ■	dex*		=		+		+	
☐ Open Lock	dex		=		+		+	
☐ Perform ( )	cha		=		+		+	
☐ Perform ( )	cha		=		+		+	
☐ Perform ( )	cha		=		+		+	
☐ Profession ( )	wis		=		+		+	
☐ Profession ( )	wis		=		+		+	
☐ Ride ■	dex		=		+		+	
☐ Search ■	int		=		+		+	
☐ Sense Motive ■	wis		=		+		+	
☐ Sleight of Hand	dex*		=		+		+	
☐ Spellcraft	int		=		+		+	
☐ Spot ■	wis		=		+		+	
☐ Survival ■	wis		=		+		+	
☐ Swim ■	str*		=		+		+	
☐ Tumble	dex*		=		+		+	
☐ Use Magic Device	cha		=		+		+	
☐ Use Rope ■	dex		=		+		+	
h ___	___		=		+		+	
h ___	___		=		+		+	
h ___	___		=		+		+	

■ After the skill denotes a skill that can be used untrained.

☐ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

Eberron – Mark of Heroes

campaign

experience points

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			BASIC POSSESSIONS GP VALUE		

BASIC WT. ___ + MAGIC WT. ___ = TOTAL WEIGHT CARRIED ___

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

MONEY

cp —

sp —

gp —

pp —

B = bonus feat

SPECIAL ABILITIES

PG.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

0: _____

1st: _____

2nd: _____

3rd: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

character name _____ player _____

class and level _____ RPGA # _____ Event name _____

WORN MAGIC ITEMS

Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	

Basic Equipment [ ]

+

Magic Items Worn [ ]

Starting Gold + Craft/Prof. Bonus [ ] + Web Tracking EV [ ] = Character's Max EV [➤]

+ Magic Weapons and Other [ ] + Consumable Magic Items [ ] = Total EV [➤]

MAGIC WEAPONS AND OTHER MAGIC ITEMS

Item	Cost	Wt

CONSUMABLE MAGIC ITEMS

Item	Cost	Wt

character name _____   player _____

CoH Cash on Hand

[ ] **TOTAL** = [ ] **BASE CoH (LVL x2)** + [ ] **CHA MODIFIER** + [ ] **RANKS MODIFIER** + [ ] **ITM CREATE MODIFIER** + [ ] **EQUIP GP BONUS** + [ ] **MISC MODIFIER**

LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	————————————		
2nd	————————————	450 gp	
3rd	————————————	1,350 gp	
4th	————————————	2,700 gp	
5th	————————————	4,500 gp	
6th	————————————	6,500 gp	
7th	————————————	9,500 gp	
8th	————————————	13,500 gp	
9th	————————————	18,000 gp	
10th	————————————	24,500 gp	
11th	————————————	33,000 gp	
12th	————————————	44,000 gp	
13th	————————————	56,000 gp	
14th	————————————	75,000 gp	
15th	————————————	100,000 gp	
16th	————————————	100,000 gp	
17th	————————————	100,000 gp	
18th	————————————	100,000 gp	