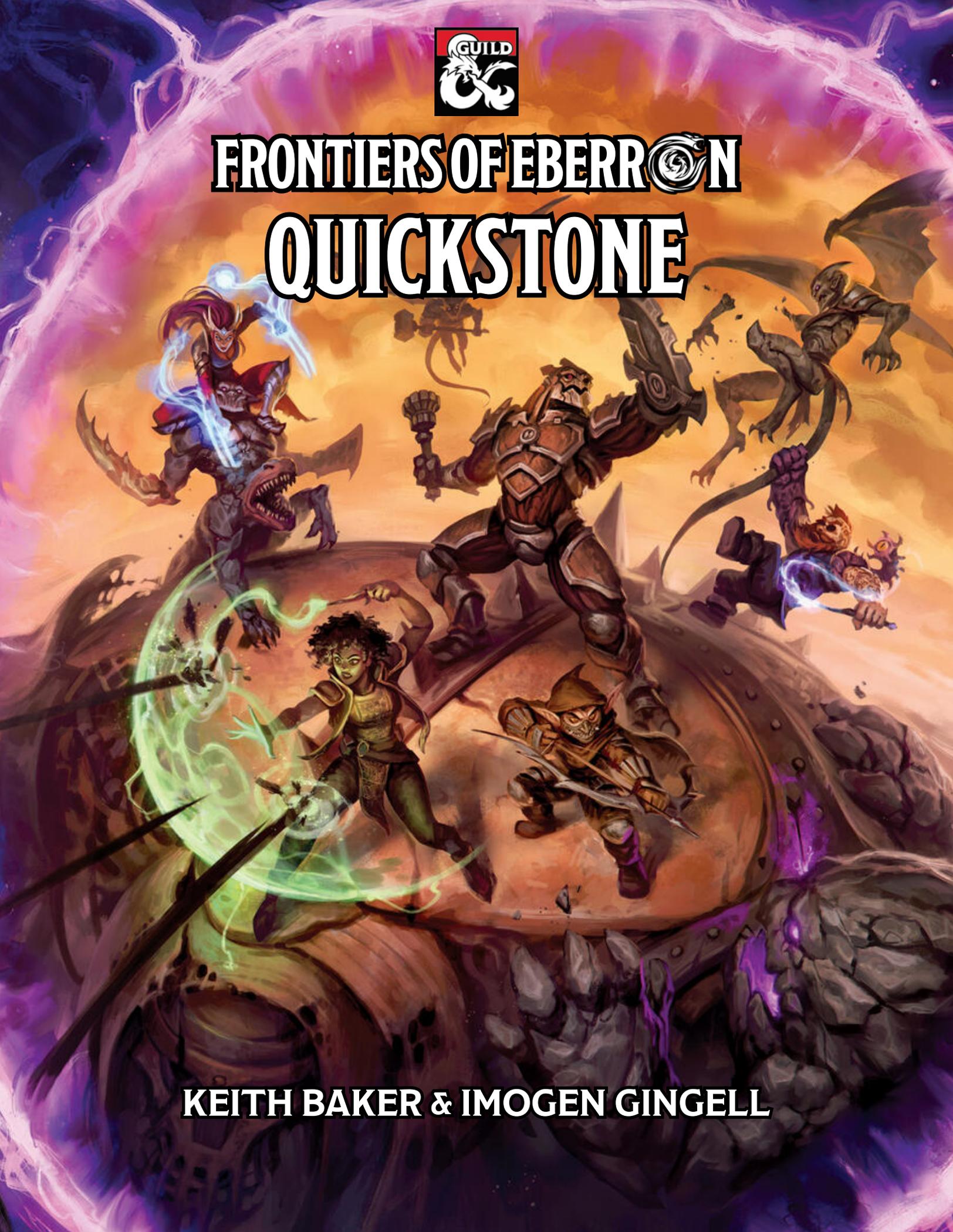




# FRONTIERS OF EBERRON QUICKSTONE



**KEITH BAKER & IMOGEN GINGELL**

# FRONTIERS OF EBERRON

# QUICKSTONE

THE CROWN



# CREDITS

**Designers:** Keith Baker, Imogen Gingell

**Additional Writing:** Alex D'Amico

**Editor:** Luke Volker

**Art Directors:** Wayne Chang, Sumeet Vats

**Layout Designer:** Sam Sorensen

**Additional Layout Design:** Laura Hirsbrunner

**Graphic Designer:** Sumeet Vats

**Cover Illustrator:** Thomas "Dentifreaks" Bourdon

**Cartography:** Saga Mackenzie

**Interior Illustrators:** Alex Coggon, Bad Moon Art Studio, Ben Hubel, Carolina Cesario, Dungeon Strugglers, Eldon Cowgur, GAOZ, Joao Henrique, Jonathan Ng, Júlio Azevedo, Kwanpo Cheng, Laura Hirsbrunner, Lucas Guerrini, Marco "MA4PS" Bernardini, Mariana Suarez Otero, Matthew Johnson, Olie Boldador, Styliani "Sylverryn" Papadaki, Thomas "Dentifreaks" Bourdon, Vincentius Matthew, Yan-Jie Schnellbach

**Additional Illustrations:** Angel Estevez, Camil Kuo, Dean Spencer, Dimart Graphics, Iobard, Jonathan Ng, Laura Faraci, Lee Moyer, Ridersuperone, Warm\_Tail

**Producer:** Wayne Chang

**Playtesters:** Alexander Forsyth, Andrew Bishkinskyi, Antonia Villarreal, Artem Mateush, Colin Marriott, David Scott, Derek Myers, Elly Runnalls, Greg Hanbuch, Jarrod Taylor, Jeff B, Joseph Meehan, Matthew Carriedo, Patrick Dunning, Rebecca L. Gray, Sadie Lowry, Seth Williams, Steve Fidler, Stuart Broz, Tomáš Lipták, Tony Wray

**Special Thanks from Keith:** Thanks to all of my Patreon supporters, who helped bring Quickstone to life during a difficult time. Thanks to Jeremy Crawford, Christopher Perkins, Bill Slavicsek, James Wyatt, and the many others who have shaped Eberron into the world we know and love. And thanks to Jennifer Ellis for her tireless promotion of the Sand Fruit Festival!

**Special Thanks from Wayne:** Thank you to every creator, designer, and fan that decided to add their own uniqueness to Eberron and its continuing stories. To Abby and Gabriel, what you imagine today becomes reality tomorrow, always dream big. These books were for you even before you could read.



## ON THE COVER

While exploring a battlefield on the Frontier, the heroic Badgers come under attack from gargoyles, dolguuls, and other creatures of stone. They find the high crowd atop a fallen warforged titan. Little do they know they are being observed by the daelkyr Orlassk! This scene is brought to life by Thomas Bourdon.



## ON THE INSIDE

The Badgers are enjoying a night off at the Crown tavern in Quickstone. In the foreground, the warforged Rev is matching his strength against Bel the blacksmith. In the shadows, the medusa Tashka is helping Gentle locate a forgotten battleground; Rusty the warlock is learning not to gamble with Three Widow Jane; and the goblin Ban is making an exchange with Deven Sar'kaas, who's more than just a simple tailor. This scene is brought to life by Thomas Bourdon.

*Disclaimer: By reading this book, you are implicitly accepting a gift from the Merchant of Misthaven. In exchange, she asks only for the memory of a delightful moment from one of your earliest tabletop roleplaying sessions. As you are reading these words, she has already taken this memory; so enjoy the book and the new memories you will make in the days to come.*



# CONTENTS

<b>Preface</b> .....	5	The Cults of the Dragon Below .....	106	Warforged .....	162
<b>Chapter 1: Life on the Edge</b> .....	7	Other Faiths .....	107	Worg .....	163
Using This Book .....	7	<b>Chapter 3: Quickstone</b> .....	109	Other Denizens of Droaam .....	164
Seven Things To Know .....	8	The Town on the Border .....	109	Feats .....	164
The Wild Frontier .....	8	Elements of Quickstone .....	110	Origin Feats .....	165
A Barren Land .....	10	The Shape of the Town .....	112	General Feats .....	166
A Frontier Campaign .....	10	Oldtown .....	112	Fighting Style Feats .....	170
Campaign Themes .....	11	The Square .....	113	New and Reprinted Spells .....	170
Character Roles .....	12	Main Street .....	113	<b>Chapter 5: Treasures Beyond</b> .....	173
Location .....	14	The Tents .....	113	Styles of the Western Frontier .....	173
Wealth and Power .....	14	The Haunt .....	114	Magic Items .....	175
Life and Death .....	14	Guide to the Town .....	114	Frontier Magic Items .....	175
Life on the Frontier .....	15	Services .....	114	Fiendish Treasures .....	179
East and West .....	15	The Law .....	115	Symbionts .....	181
Languages .....	16	Holidays and Festivals .....	117	Treasures of Droaam .....	183
Currency .....	16	Religion in Quickstone .....	119	<b>Chapter 6: Fearsome Foes</b> .....	187
Goods, Services, and Rewards .....	17	Groups and Communities .....	120	Breggan Blackcrown .....	187
Everyday Magic and Everyday Monster .....	17	Chanters .....	121	The Company of the Black Crown .....	189
Frontier Justice .....	18	Coins .....	121	Daelkyr .....	191
Wands at High Noon: The Arcane Duel .....	20	Grizzlies .....	122	Orlassk .....	192
Droaam Rising .....	24	Khaar'paal Kobolds .....	123	Demonglass Warriors .....	195
Cultures of Droaam .....	25	Mourners .....	124	Dolguul .....	197
The Gargoyles of Grimstone .....	25	The Tuuva Clan .....	125	Gantii'kaas .....	198
The Gnolls of the Znir Pact .....	28	Drifters and Newcomers .....	126	Gargoyles .....	200
The Harpies of the .....		Local Businesses .....	127	Demonglass Gargoyle .....	200
Byeshk Mountains .....	31	The Anvil .....	127	Quickstone Gargoyle .....	201
The Medusas of Cazhaak Draal .....	32	The Church .....	128	King Grayfinger .....	202
The Tiedlings of the .....		The Crown .....	129	Merchant of Mithaven .....	205
Venomous Demesne .....	35	The Gold Dragon Inn .....	130	Overlords .....	209
The Worgs of the Watching Wood .....	38	Kemble Bank .....	131	Tol Kharash, the Horned King .....	209
Other Species .....	41	Kundarak Enclave .....	132	Rhesh Turakbar .....	212
<b>Chapter 2: The Western Frontier</b> .....	45	Littlehand Haberdashers .....	132	Turakbar's Reavers .....	212
The Border Road .....	45	The Livery .....	133	Steel Horse .....	215
The Shape of the Road .....	46	Orien Station .....	134	Stoneborn .....	215
Traffic .....	46	The Patchery .....	134	Stone Cultists .....	216
Encounters on the Road .....	46	The Rose Theater .....	135	Stone Listener .....	216
Random Encounters .....	49	The Schoolhouse .....	136	Stone Speaker .....	217
Towns of the Western Frontier .....	51	The Sharn Inquisitive .....	136	Tribex .....	218
Ardev .....	51	Sivis Stone 182 .....	137	Nonplayer Characters .....	219
Argonth .....	57	Soldorak Manor .....	138	Sentinel Marshal .....	219
Castle Arakhain .....	60	Tashka's Tent .....	138	Tharashk Hunter .....	220
Graywall .....	61	Taverns .....	139	Wandslinger .....	221
Orcbone .....	65	Town Hall .....	140	Westwind Rider .....	221
Quickstone .....	67	Tuuva Mercantile .....	140	<b>Chapter 7: Heart of Stone</b> .....	224
Shavalant .....	68	Housing .....	141	Running the Adventure .....	224
Silver Lake .....	71	Magewrights .....	141	Summary .....	224
Sylbaran .....	72	Other Businesses .....	142	Part 1: The Westward Cascade .....	226
Turakbar's Fist .....	77	Other Places of Interest .....	142	Tickets, Please! .....	226
Unicorn Point .....	79	The Abandoned Mines .....	142	Inevitable Attack! .....	227
Distant Cities .....	81	The Farms .....	143	Runaway Train .....	229
Cazhaak Draal .....	82	The Quickstone Quarries .....	143	The Dust Settles .....	231
Grimstone Keep .....	83	The Wall .....	143	Part 2: Welcome to Quickstone .....	231
Lost .....	83	Criminal Activities .....	143	Meeting the Magistrate .....	231
Shaarat Kol .....	84	The Black Crown Company .....	144	Tashka Encounter 1:	
The Venomous Demesne .....	86	The Pennyroyals .....	144	First Impressions .....	232
Villages and Farms .....	87	Daask .....	144	Investigations .....	232
Landmarks .....	88	The Tago .....	144	Treacherous Quarry .....	234
The Barrens .....	88	Lone Wolves and Petty Crime .....	145	Part 3: Chthonic Collect-a-thon .....	237
The Byeshk Mountains .....	88	<b>Chapter 4: Frontier Characters</b> .....	147	The Road Ahead .....	237
The Graywall Mountains .....	90	Subclasses .....	147	Kobold Warrens .....	238
Nasaar Kol .....	91	Barbarian: Path of the Demonshard .....	148	The Gatekeeper's Tale .....	241
Silver Lake .....	92	Bard: College of Wands .....	149	Gorgon's Folly .....	244
Whitehorn Wood .....	92	Cleric: Commerce Domain .....	150	The Emissary .....	248
Famous and Infamous People .....	93	Ranger: Bloodhound .....	152	Tashka Encounter 2:	
Beggar Dane .....	93	Sorcerer: Nemesis Sorcery .....	153	Contest at the Inn .....	249
Breggan Blackcrown .....	94	Warlock: Stone Sovereign Patron .....	154	Tashka Encounter 3: Trade Deals .....	250
Briar .....	95	Backgrounds .....	156	Tashka Encounter 4:	
Count Thavius ir'Blis .....	95	Dragonmarked Bravo .....	156	Sharn Inquisitive .....	250
The Daughters of Sora Kell .....	96	Dragonmarked Foundling .....	156	Part 4: The Battle for the Seal .....	251
Epitaph .....	97	Dragonmarked Scion .....	156	Attack on Quickstone .....	251
Kethelrax the Cunning .....	98	Magewright .....	157	Opening the Seal .....	252
Rhesh Turakbar .....	99	Wandslinger .....	157	Orlassk's Heart .....	252
Sheshka .....	100	Species .....	157	Her Master's Lair .....	253
Vael .....	101	Gargoyle .....	157	Diorite, Voice of Orlassk .....	254
Faiths of the Western Frontier .....	102	Gnoll .....	158	The End .....	255
The Sovereign Host .....	102	Harpy .....	159	What's Next? .....	255
The Dark Six .....	104	Medusa .....	160		
The Silver Flame .....	105	Tiefling .....	160		



# PREFACE

**F**ive Nations. *Secrets of Sarlona*. Most canonical Eberron sourcebooks focus on broad concepts or regions—continents, nations, the Last War. *Sharn: City of Towers* focuses on the greatest city in Khorvaire. In the wake of *Exploring Eberron*, I knew I wanted to do something different—to dive deeper into a smaller region, picking an interesting point on the map where a group of adventurers could make a difference, and where they could see a town prosper (or fail!) because of their actions. I wanted to explore stories on the edge of the map instead of at the heart of it. But knowing that I wanted to tell stories on a frontier, the question was *which* frontier? Because in 998 YK, there are a number of interesting choices. Aundair and the Eldeen Reaches. The shard rush in Q'barra. Darguun. All of these were solid options. But ultimately, I love the nation of Droaam. I love looking at creatures that are traditionally classified as monsters and imagining the nation they could build working together. And so this book explores the region that lies between the established human kingdom of Breland and the new, rising nation of Droaam. The opportunity drawing people here isn't gold or even dragonshards. It's Droaam itself, a young nation that is coming into its own. I knew I wanted to tell a tale that draws on classic western tropes, where you could play a warforged sheriff, a small-town preacher, a retired Sentinel Marshal with skeletons in his past. But I loved that this is a place where the Ranger could be a worg and where the Bard might be a harpy—where the classic fantasy elements of Breland mingle with the monstrous denizens of Droaam.

Quickstone began as an adventure—a starting point for characters that wasn't Sharn or Stormreach. As we explored the story, I realized that I wanted to take it further, exploring the entire region and the stories we could tell there. As it turned out, the road to Quickstone was long and hard, filled with random encounters and unexpected challenges. I appreciate

the hard work of everyone who's helped us reach the end of this journey. Wayne Chang kept the project moving forward, with help from Sumeet Vats in the final stretch. Imogen Gingell brought the adventure "Heart of Stone" to life, as well as developing subclasses, feats, monsters, and treasures. Luke Volker refined our writing and made sure we were in line with the revised rules in the 2024 version of the fifth edition *Player's Handbook*, while Sam Sorensen put all the pieces together. A host of artists contributed to the book, and I'm grateful to Carolina Cesario, Matthew Johnson, Julio Azevedo, GAOZ, Vincentius Matthew, Sylverryn, Jonathan Ng, Alexandra Coggon, Olie Bollador, and Eldon Cowgur for giving us a vision of the Western Frontier—and especially to Thomas Bourdon for his amazing cover and to Marco Bernardini for his incredible map of Quickstone. Marco completed this map in 2021, and I'm so happy to finally share it with the world.

But there's another group of people to thank. It's taken a long time to finish the book, but for the last few years I've been running a campaign set in Quickstone for my patrons. Hundreds of people have contributed time and energy toward shaping Quickstone, and many of the NPCs you'll find here are drawn from that campaign. So thanks to everyone who has been a part of Quickstone—and to you for exploring it now. And thanks to my partner Jennifer Ellis for walking from Quickstone to Silver Lake with me.

As always, this book is a vision of Eberron as I run it at my table. You may find details that don't align precisely with previous sourcebooks. It's up to you to decide which version to use—or to use both as inspiration for your own ideas! From the beginning, we wanted Eberron to inspire people to create their own stories. So welcome to the Frontier—I hope you'll make it your own!



Keith Baker,  
creator of Eberron



# CHAPTER 1: LIFE ON THE EDGE

**I**n the city of Graywall, a Tharashk bounty hunter signals the Sentinel Marshal he's working with. He's found their quarry... In a tavern filled with drunk ogres and trolls. The stench of stale alcohol and sweaty troll is overpowering, and the denizens of the bar have no love for people from the east. One misstep and it will be a short and bloody night...

On the Border Road, a gargoyle soars above an Orient Thunder Coach, keen eyes searching for any evidence of brigands. On the deck of the coach, a warforged sorcerer traces the sigils on their battle staff and contemplates cantrips. It's not a question of if bandits will strike, only a question of when.

In the town of Quickstone, Three Widow Jane studies the tiefling standing at the other end of the Square. Her fingers brush against the hilt of her wand. The horn of the lightning rail howls in the distance as the train pulls into the station, and the duel begins.

When people think about adventures in Eberron, they often think of distant and legendary locations—the jungles of Xen'drik, the dragon-realms of Argonnessen, the hidden lands of Sarlona. Others look to the great cities of Sharn, Korth, or Fairhaven, metropolises teeming with people. But there is adventure to be had in the cracks between the great cities and distant lands. In the wake of the Last War, new nations have broken away from the yoke of Galifar, and this has created a host of unique frontiers and untapped opportunities. West of Breland, a number of different cultures have joined together as the nation of Droaam. The medusas of Cazhaak Draal have opened their stone gates, the tieflings of the Venomous Demesne have emerged from their hidden kingdom, and the infamous Daughters of Sora Kell stand above it all. Breland and the other Thronehold nations have refused to recognize Droaam—and this, in turn, means that Droaam isn't obliged to respect the laws and traditions of the nations of the east. And it further means that the border between Droaam and Breland is largely a theoretical concept. This has left a wide swath of land where no one truly holds sway—where each village must stand ready to defend itself from brigands and raiders, where Brelish and Droaamite may dwell side by side, where Cannith goods can be found alongside the arcane creations of the Venomous Demesne. It's a region filled with ancient ruins, some of which have been shunned for centuries—often with good reason. And it is a region filled with expanding cities and newborn hamlets, where people have come in search of opportunity in spite of the danger. This is the Western Frontier.

All the themes of Eberron—the concepts discussed in *Eberron: Rising from the Last War*—are in play on the frontier. There is opportunity for pulp adventure, for fighting demon-fueled champions in ancient Dhakaani ruins or racing to stop nefarious cultists from releasing the deadly daelkyr. And there's room for noir intrigue, for schemes driven by petty greed and human weakness. The impact of the Last War can be felt here, as veterans and refugees settle in unclaimed lands and war criminals and deserters from the east hide from justice. But there are other themes that are unique to this time and place. This is an opportunity to explore the shifting balance between Droaam and Breland, to find mysteries in towns too small to show up on any map, to bring justice to places where it's long been forgotten. So strap on your wand and saddle up the tribex—Quickstone awaits.

## USING THIS BOOK

This book serves as a gateway to the Western Frontier, a region situated between Droaam, Breland, and the Eldeen Reaches. It provides players and Dungeon Masters with the tools needed to create characters and stories tied to this frontier. This can serve as the foundation for an entire campaign. It can be a resource for characters who come from this frontier, regardless of where their adventures take them. And it can inspire adventures that take you down the Border Road en route to other destinations. Here's an overview of the chapters in this book:

**This chapter** provides an overview of the rfrontier egion, including its history, its cultures, and rules for arcane duels.

**Chapter 2: The Western Frontier** is a player-facing gazetteer of the region, with an overview of major communities, landmarks, and influential people.

**Chapter 3: Quickstone** focuses on the town of Quickstone, a Brelish mining town at the foot of the Graywall Mountains. This town makes an excellent anchor point for a Western Frontier campaign, and this chapter provides information about the people, institutions, factions, festivals, and more that can be found in Quickstone.

**Chapter 4: Frontier Characters** contains unique character options drawn from the Western Frontier. This includes playable species from Droaam, five backgrounds, six subclasses, and sixteen feats inspired by frontier adventures.

**Chapter 5: Treasures Beyond** includes new magic items and tools for a Western Frontier campaign, as well as a look at the different styles found across the region.

**Chapter 6: Fearsome Foes** presents new monsters and NPCs drawn from this region. From the trusty tribex to the archfey and overlords, this provides a collection of creatures that can add color to any Eberron game.

**Chapter 7: Heart of Stone** introduces a party of adventurers to Quickstone and the Western Frontier. It's designed for a party of five 1st-level characters, who will advance to 5th level by the end of the adventure.

#### FIFTH EDITION COMPATIBILITY

The rules and mechanics contained within this book were designed to be compatible with the 2024 version of the *Player's Handbook* for the fifth edition of DUNGEONS & DRAGONS. Much of the book can be used unchanged with the 2014 version of the fifth edition *Player's Handbook*, while some mechanics, such as subclasses and backgrounds, may need adjustments in order to maintain compatibility.

## SEVEN THINGS TO KNOW

What defines the Western Frontier, and what are the key components of a Western Frontiers campaign? Here are seven things to keep in mind:

- 1: A Contested Land.** The Western Frontier is the region surrounding Orien Route 7, known to the locals as the Border Road. On maps made by House Sivis, the land west of the road belongs to Droaam. But Breland refuses to acknowledge Droaam. In the wake of the Mourning, Breland and Droaam have pulled back their armies. But there is no treaty between them. Minotaur reavers prey on Brelish settlers east of the road. Brelish brigands sack goblin villages to the west of it. And either one may try to plunder a *Thunder Coach* of House Orien as it makes its way to Sylbaran.
- 2: Justice and Revenge.** The Westwind Riders enforce the Code of Galifar, and Maenya's Fist dispenses justice in the name of the Daughters of Sora Kell. But none of that matters when the Company of the Black Crown comes to town and there's no Rider or Fist within twenty miles. Perhaps there's a sheriff who can stand by your side—or perhaps the sheriff is taking the brigands' gold and sees no profit in stopping them. If you want to see justice done, odds are good you'll be taking matters into your own hands.
- 3: A Forgotten Realm.** The Dhakaani Empire once extended across this region, but it collapsed thousands of years ago... and in the ages since then it has been dominated by an ever-shifting assortment of petty tyrants. There are ruins that have been shunned for centuries, manifest zones whose powers have been forgotten, and relics

of both Dhakaan and the ancient overlords just waiting to be found. The Five Nations have been tamed for ages, but the Western Frontier is wild and unknown, even to the people of Droaam.

- 4: Droaam Rising.** Stories on the Western Frontier often involve interaction between the denizens of Droaam and people from the Five Nations. The contrast between the two—the arrogant old kingdom of humans and the young nation of creatures they've long considered monsters—is a powerful source of drama. But it's important to remember that Droaam isn't primitive or weak. It may use different tools and tactics than the people of the east, but Droaam is on the rise.
- 5: Something to Gain.** People are coming to the Western Frontier from both sides of the road, because opportunities abound here. The dragonmarked houses and independent merchants see boundless opportunities for commerce as Droaam expands, and smugglers are always trying to avoid the King's Assessors. Sages are discovering forgotten treasures, and Tharashk is finding new deposits of dragonshards. And there are ancient powers in the region, fiends and fey and more dangerous things, that have been waiting for centuries for a mortal to cross their path...
- 6: Something To Lose.** What are you afraid of? A frontier story is more compelling if you have a stake in the game. It could be your reputation, your land, or your lover. You could have a tie to a town or a mine. In creating a character, think about the things you're afraid of losing.
- 7: Harsh and Wide.** The bulk of the Western Frontier is a region known as the Barrens. It's vast and sparsely populated, adding to the sense of isolation and the potential to discover things long forgotten. The harshness of the land reflects the tone of the typical story. The desert doesn't care about your tragedy.

## THE WILD FRONTIER

In the distant past, the lands west of Breland were a vibrant part of the goblin Empire of Dhakaan. The Six Kings monument on the northern edge of the Graywall Mountains commemorates the founding of this empire. At that time, the region was prosperous and fertile, and networks of roads and tunnels connected a host of Dhakaani towns and cities. That golden age was torn down by the daelkyr. The Xoriat Incursion wasn't a single focused invasion. It was a series of waves, each stronger and deadlier than the last. Orlaask, Avassh, and Dyrn sank their tendrils into the region and spread corruption and chaos. Some of these were straightforward, physical conflicts—hordes of



dolgaunts and dolgrims supported by mind flayers and beholders clashing with disciplined Dhakaani legions. Others were more subtle, such as Avassh's creation of *rageweed*, a swiftly spreading plant whose pollen causes hallucinations and enhances aggression in bugbears and hobgoblins. It's not known with certainty who caused the environmental damage, but historical records show that the region now known as the Barrens was once verdant and fertile. It could be that it was the daelkyr Avassh who drained the life from the soil... or it may be that the Dhakaani themselves devastated the land in a desperate, pyrrhic effort to contain the threat posed by the daelkyr. Ultimately, the Daelkyr were defeated, but the damage was irreparable. The psychic wounds inflicted by the daelkyr festered, and civil war, chaotic upheavals, and lingering aberrations and monstrosities tore the empire apart. Within two centuries, the Barrens were a dusty region of haunted ruins. Bugbears and hobgoblins were nearly eradicated. Goblins remained, but they were soon subjugated by the scavengers and predators that emerged from the shadows—feral gnolls, hungry trolls, cruel minotaurs, and far worse things. And the daelkyr aren't the only deadly powers in this place. There is an overlord bound beneath the Barrens, a force that thrives on brutal tyranny. This Horned King fueled the cruelty of the *chibs*, petty chieftains engaged in endless feuds. Over time, islands of civilization arose in this sea of chaos... The

Venomous Demesne. The Znir Pact. The hidden changelings of Lost. The harpies of the high peaks. But these forces remained isolated and all but unknown to the people of the east, who saw only the violence of the *chibs* and the monstrosities roaming freely.

With the rise of Galifar, Breland laid claim to all the lands west of Silver Lake. But this was just a word written on a map. Throughout the history of Galifar, there were only a handful of Brelish towns west of the Graywall Mountains. The largest of these was the town of Stubborn, which has since become Graywall; the Church of the Silver Flame established Brightstone Keep, which has since become Grimstone. But between the harsh nature of the land and the chaotic aggression of its inhabitants, the rulers of Galifar never considered it worth the effort to fully subjugate it.

Centuries passed. New civilizations arose in the Barrens; the rise of the medusa city-state of Cazhaak Draal went entirely unnoticed by the people of the east. The region was simply a land of monsters, a place for eager templars to venture on bold quests. The denizens of the region were seen as too chaotic to pose any sort of serious threat to Galifar, and the Barrens had nothing of value. Then came the Last War. Galifar shattered into five nations. And along the edges of Khorvaire new nations seized the opportunity. The Mror dwarves declared independence. The Tairnadal elves and Ghaal'dar goblins laid claim to Valenar and Darguun. And in 986 YK, the Daughters of Sora Kell

sacked the city of Stubborn and issued an ultimatum to the survivors. *“Tell your rulers there’s a new power in the west,”* Sora Katra told the people of Stubborn. *“What you’ve called the Barrens, we now name Droaam. The land beyond the Graywall and below the Byeshk belongs to our people. Withdraw yours quickly and respect our claim; next time, there will be no survivors.”*

The next decade saw a series of dramatic conflicts between Brelish soldiers under the leadership of Count ir’Blis and Droaamite forces. Breland struck at Turakbar’s Fist. Droaamites razed villages around Orcbone. The struggle came to an end with the Mourning. As the nations of Khorvaire came together to craft the Treaty of Thronehold, the Daughters of Sora Kell sought a seat at the table. Their petition was denied. The people of the east wouldn’t accept a nation of monsters; they were certain it would collapse within a few years. But in 998 YK, Droaam is stronger than ever... and people know it. The dragonmarked houses smell opportunity. Tharashk has found dragonshards and other valuable resources. Brelish nobles are offering veterans and refugees land in this region, drawing a new wave of settlers.

## A BARREN LAND

This book isn’t about Droaam. It doesn’t go into detail about the Great Crag or the other strongholds where the Daughter’s rule is uncontested. Nor is it about the great cities of Breland, such as Sharn and Wroat. This is about the lands around Orien Route 7, the barren region claimed by two nations but truly controlled by neither. Here are things you should know about the Western Frontier:

**A Barren Land.** West of Orcbone, the land becomes arid and harsh. Much of the Barrens is covered by scrub grass; one of the few edible plants that grows in the region is a succulent known as sand fruit. There are mesas, chasms, and canyons. But it is hot, dry, and unwelcoming.

**Old Roads.** Long ago the region was a vital part of the Dhakaani Empire. The great cities of the past were destroyed by war and the passage of time, but there are still fragments of the old roads running through the Barrens. While the major roads shown on the canon maps were built by House Orien, there are old roads running between Cazhaak Draal, the Great Crag, and more—and following a stretch of old road can be a good way to find a Dhakaani ruin.

**Ruins and Ghost Towns.** The Barrens are home to a range of ruins. Turakbar’s Fist is a relic of the Age of Demons, and there may be remnants of the time when Tol Kharash ruled the region—demonglass monoliths, crystalline bones of forgotten demons, a titan chained in a deep pit only just revealed by a

tremor. The Barrens were once an important part of the Dhakaani empire, and there are fragments of the fallen civilization spread across the region. It’s possible to find Dhakaani structures that are still intact, from small watchtowers to fortress cities like Cazhaak Draal or Shaarat Kol. But more often, adventurers will encounter remnants of structures destroyed by war and the passage of time, like the chunk of an ancient wall in the town of Quickstone. Keep in mind that Dhakaani architecture usually involved subterranean structures; what appears to be a devastated ruin could have intact vaults extending deep into the earth. And these in turn could have vile spores of Avassh, gargoyle servants of Orlask, or other relics of the forces that destroyed Dhakaan. And finally, the Barrens holds a host of more recent ghost towns—villages built by Brelish settlers and abandoned in response to the rise of Droaam, or chib camps abandoned under the new order. The Barrens are vast and largely uncharted. When adventurers find a massive Dhakaani statue half-buried, or a demonglass shrine—are they the first people to stumble upon this wonder in the course of centuries? Or is it that others know of this feature, but have learned to shun it?

**Natural and Supernatural.** The Barrens are a reminder that what is natural in Eberron may seem wondrous or terrifying to us. A wide range of monstrosities live in the Barrens. Just as there are ogres, gnolls, and minotaurs in the region, there are also displacer beasts, leucrottas, griffons, gorgons, and other deadly creatures. Lamias lord over crumbling vaults and bulettes burrow through stone. Manifest zones add another layer to what is possible in the natural world. So what first appears to be a bland stretch of rock could instead hide planar wonders or monstrous threats...

## A FRONTIER CAMPAIGN

There are countless stories that could draw a party of adventurers to the Western Frontier. To name just a few:

**The Fugitive.** The adventurers have to find a war criminal—an Aundairian battle mage who’s taken refuge in Graywall. Perhaps they need her expertise to deal with a greater threat; perhaps they need to bring her to justice before the Royal Eyes can smuggle her back to Fairhaven.

**Turakbar’s Fist.** This vile citadel holds the power of a fiendish overlord. Adventurers must stop Rhesh Turakbar from performing a foul ritual—or failing that, kill him before he can become an avatar of the Horned King.



**The Long Road.** The Border Road supports a steady stream of commerce. A party of adventurers is hired to guard an Orien *Thunder Coach* transporting something secret and vital from Ardev to Sylbaran. Along the way they'll deal with trouble from both sides of the road, and from Ashbound druids as well. What is their hidden cargo?

**Tomb Raiders.** A sage discovers the location of a legendary Dhakaani treasure vault hidden beneath the Barrens. Depending on their nature, the adventurers could be driven by greed or because *it belongs in a museum!* The adventurers must race across the frontier, finding clues to the location of the vault while staying one step ahead of the Order of the Emerald Claw. But what happens when they enter the tomb and find that a squad of Khech Volaar dar are already there? Will the adventurers help the Dhakaani reclaim their ancestral relics, or will they claim the treasures themselves?

All of these are fine stories that give adventurers a reason to visit the region—to find the criminal, to claim the treasure, to kill the possessed warlord. The adventure at the end of this book, “Heart of Stone,” gives adventurers an introduction to Quickstone and a grounding in the region, and if they wish, they can move elsewhere when it's done. But there is another option: using the Western Frontier as the foundation for an entire campaign. If that's a path you want to follow, there are a few steps to follow. Think about the *themes* you want to explore in the campaign. Consider the *roles* that characters can play. And choose a *location* that will best serve that story.

## CAMPAIGN THEMES

The Western Frontier draws on a host of different sources for inspiration, from *Deadwood* to *Game of Thrones*. Do you want to defend your home from brigands and robber barons? Do you want to get involved with the intrigues of Droaam's warlords, or do you just want to get rich? Consider the following ideas, and which of them you'd like to play a role in your campaign.

**Home and Hearth.** You have a home, and it matters to you. Perhaps it's your family farm. Maybe you lost everything in the Mourning, and you're trying to build a new haven for your people on the edge of the Five Nations. Perhaps you cashed in everything you had to leave Sharn and open a tavern in Quickstone. Whatever the story, you have a stake in your community, and you want to see it thrive. You're not thinking about saving the world, not at the start of the story—you're thinking about the reavers that sacked Jadon's Holt, about fixing the old roof, and about who you're going to take to the Sand Fruit Festival next month. In this campaign, the town

you live in is another character in your story—as the campaign unfolds, you'll have to decide how to expand it and how to protect it.

**Revenge.** Someone did you wrong. Perhaps the warlord Rhes Turakbar decimated your unit during the Last War. Maybe you worked with the bandit queen Breggan Blackcrown until she betrayed you. Maybe you believed in the Swords of Liberty until you learned what Beggar Dane is *really* up to. So what are you going to do about it? It may well be that you lack the power to challenge your enemy as the story opens. You're going to need to hone your skills, to acquire allies, and to learn your enemy's weaknesses. But you will have justice, or you will die in the attempt.

**Greed.** A Dragonmarked House has set its sights on your town, and they'll do anything to get what they want. An investor has restored the Byeshk mine in your town, and it's bringing in an assortment of unsavory characters. Or perhaps your party has acquired something of great value—you've got the claim to the Byeshk mine, or a deposit of dragonshards—but someone or something is standing in your way. There will be blood!

**Treasure.** You've learned about an amazing hoard somewhere in the Barrens. It could be a Dhakaani ruin, or it could be the lair of a rogue dragon, the treasure chamber of the archfey King Grayfinger, a vault in the Venomous Demesne, or a chest buried by a previous group of Brelish settlers. To find it you'll have to piece together clues. You'll have to deal with rivals. You'll have to lead an expedition across the Barrens. And if you succeed, you'll have a new set of challenges to face. It's enough wealth to change lives in the Barrens—what will you do with it? And the artifacts in the hoard are exceptionally powerful—but that power will attract attention.

**Ancient Mystery.** Dhakanni ruins. Demonglass shrines. The daelkyr Orlassk. The lurking undead of the Kech Nasaar. There are a thousand secrets hidden across the Western Frontier, and you need to unravel one of them. The question is whether this is purely of academic interest, or whether the subject you're investigating is a threat that is stirring. Initially, you might simply be searching for the source of a series of demonglass idols, but by the end of the campaign, you could be going toe to toe with the overlord Tol Kharash.

**Folk Horror.** You live in a peaceful mining village, but something strange is going on. People say the stone is whispering to them. And you've seen figures moving in the night, their faces hidden by quickstone masks... Folk Horror is more subtle than an Ancient Mystery. This is a danger that doesn't threaten the world, but what will it do to your friends and family? Perhaps a cult of Orlassk is spreading through your town—can you save the



people who've been seduced by the whispering stone, or is it too late for them? Or maybe foolish people are making bargains with the Merchant of Mithaven. Can you undo the havoc wrought by her dangerous gifts?

**Monsters and Men.** Your story will be driven by interactions between the denizens of Droaam and the people of the east. Can you learn from one another? Can you find common ground, or will fear and prejudice lead to conflict?

**The Dream of Droaam.** Whether you're from Droaam or the Five Nations, you believe in Droaam. You want to see it stable and secure, standing alongside the other Five Nations. But your adventures will lead you into a host of intrigues that will lead you across the Western Frontier. Which warlord is trying to destroy the Daughters of Sora Kell and seize their power? Which one is an agent of Tol Kharash? Which of the eastern nations has sent assassins and provocateurs to stir up conflict? And how can you—a lowly band of adventurers—gain the influence you need to play a meaningful role in this saga?

**War.** Breland and Droaam are on the brink of war, and if it happens, you will have a role to play. Are you working to prevent the conflict, or are you carrying out missions to ensure that your nation

is in the strongest position when it happens? If and when war breaks out, will you be fighting on the front lines, or will you be trying to protect your hometown?

While some of these suggestions are written from the perspective of Brelish characters, they are equally compelling for a party for Droaamites or a mixed alliance. *Home and Hearth* could be a newly established Droaamite village on the edge of the Border Road. You might seek *Revenge* on an abusive former chib!

## CHARACTER ROLES

There's a place for anyone on the Western Frontier. But here are a few ideas that work especially well in a Western Frontier campaign. Many of these work best if you are attached to a particular location—as in the *Home and Hearth* theme mentioned above. You could just be a Preacher... but the story can be more compelling if you are *the* Preacher for a small community, seeking to provide spiritual guidance to your people even as you are fighting supernatural threats or engaging in Droaamite intrigue. While these ideas are largely tied to the easterners, they can easily be adapted for Droaamites—a medusa preacher of the Cazhaak Six, a changeling magistrate serving Katra's Voice, a kobold sheriff who wears no star but who strives to protect their community.

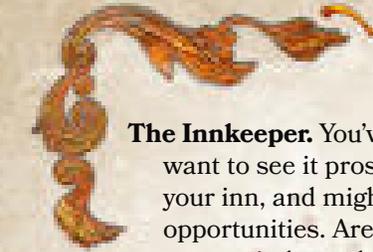
These are just a few possibilities. Any options that aren't used as player characters can work well as NPCs. Your town will have a sheriff; if you don't take the job, you'll have to deal with the NPC that does.

**The Sheriff.** You're wearing a tin Star of Arrah, and you've sworn to keep the peace. Are you noble by nature? Are you seeking redemption for a troubled past? Or are you using this position for personal gain?

**The Preacher.** You're the spiritual guide for your community. Because of this, whatever faith you choose to follow will be the primary faith of your town or village. Are you a Vassal? A follower of the Flame? A Greensinger? If your religion is unusual or secretive—a Three Faces cult, the Seekers—you could have fought to establish this community on the frontier.

**The House Agent.** You're a dragonmarked heir serving the interests of your house on the Western Frontier. Do you believe that your house will improve the lives of the people of your community, or are you purely interested in profit?

**The Magistrate.** A counterpart to the Sheriff, more likely driven by intelligence than strength. You also seek to maintain order in your town, but you're responsible for maintaining records and administering justice. If there's a mystery in town, you need to solve it.



**The Innkeeper.** You've got a stake in this town, and you want to see it prosper. A lot of people pass through your inn, and might have ties to any number of risky opportunities. Are you tied to House Ghallanda, or are you independent?

**The Blacksmith.** You're a stoic and reliable figure admired by the people of your town. Blacksmith is a good role for a Fighter or Artificer, but you could choose a different profession; you might be the town healer, or a simple tailor. You might have once been a soldier or a spy, but for now you're trying to make a simple, honest living.

**The Entertainer.** Whether you're a Phiarlan bard or a harpy songbird from Droaam, you bring a little joy to your town, and you're always interested in a new story. Are you as innocent as you appear to be, or do you have a hidden agenda?

**The Mystic.** You have ties to the divine or to druidic mysteries, but you aren't the town preacher, and you may be the only person of your faith in town. Are you following a vision? Are you seeking redemption after a crisis or faith?

**The Wandslinger.** You're a charismatic gambler and rake, and you're the fastest wand in the west—if you do say so yourself. You're looking to build your reputation as a duelist. Are you a noble heir running from your responsibilities? A former smuggler? Do you have debts to pay or a price on your head?

**The Sage.** You're fascinated by the history of this region, and might have a particular interest in the Dhakaani Empire, the daelkyr, or the Age of Demons. Is this purely academic, or are you searching for secrets of magic or artifice? You could be serving as a schoolteacher or putting your talents to work in another useful way.

**The Chronicler.** You're an investigative reporter for the *Sharn Inquisitive* or the *Korranberg Chronicle*, and you know there's a story out here. Are you chasing a particular subject, or just waiting for a compelling story to appear?

**The Folk Hero.** You're no sheriff, but you strive to help people in need... and since that bard wrote that song about you, you've become something of a celebrity. Is there a particular group you're championing—Brelish settlers, kobolds, Cyran refugees? Are you a templar of the Silver Flame, seeking supernatural evil? Or is your fame based on an inaccurate story—are you not the hero people believe you to be?

**The Old Soldier.** You might have served in one of the armies of the Last War. You could have been a Sentinel Marshal of House Deneith. Regardless of the details, you served and fought for decades—and now you're sick of war and searching for a little peace. You performed legendary feats in the past, but you don't talk about the Last War. Perhaps you've adopted a child or started a farm. You don't want to draw your sword again... but you just might have to.

**The Hunter.** You're a bounty hunter. You could be tied to House Tharashk, tracking criminals and other fugitives for gold. Or you could hunt monstrosities for the bounty on their teeth. Are you in it for the money? Do you need the thrill? Or is it something else that drives you?

**The Fugitive.** You can never return to the Five Nations. There's no price on your head—for the moment—but if you ever go back, your enemies will destroy you. Perhaps you're a dragonmarked excoriate, driven from your house for conducting forbidden experiments. Maybe you're a heretic, or perhaps you're the oldest heir of a noble family that wants your younger sibling to inherit the title. Do you hope to one day return to your home, or do you like the freedom of your exile?

**The Orphan.** You lost everything and everyone you cared about. You might be a Cyran refugee fleeing the Mourning, a kobold whose village was sacked by the Company of the Black Crown, or a settler whose family was killed by Rhesh Turakbar's reavers. Perhaps you're a Hexblood or a Kalashtar, and you don't even remember what happened to your parents; you've been struggling to survive alone, and now you may have found a new family.

**The Mysterious Stranger.** You're a grim figure. You could be a Tairnadal elf, masked and veiled. An Eldeen druid on a secret mission. A tiefling wandslinger from the Venomous Demesne. You don't talk about your past and never say two words when one will do. You're waiting for someone or something. But while you wait, you're happy to use your wand for a good cause.

Choosing a role is a starting point, and usually helps suggest a character's class and background. In addition to choosing a role, players may want to answer the following questions:

**How were you affected by the Last War?** Did your character fight in the Last War, and if so, for which nation? If the character is a Droaamite, did they fight against Brelish forces? Regardless of whether the character fought in the war, did they lose friends, family, or property because of it?

**What do you believe?** This could be the character's religion. However, even if they don't have faith in the divine, they might care about a nation (*helping Cyran refugees*), a political cause (*abolishing the Brelish monarchy*), or the advancement of Droaam.

**What do you want?** What is their greatest desire—Wealth? Fame? A lost heirloom? A family? Revenge?

**What are you afraid of losing?** Their reputation? Their family? Their faith? Their familiar?

Once again, these are just a few options! After considering these questions, what are other details that come to mind?

## LOCATION

The *Home and Hearth* theme gives the adventurers roots in a community—something that works well with character concepts like the Sheriff, the Preacher, and the Innkeeper. A simple option is to use the town of Quickstone, which is described in chapter 3; simply replace the existing NPCs with characters who take on their roles. On the other hand, the party could create an entirely new village or town that lies along the Border Road. The party could even have a mobile base of operations, serving as the crew of an *Orien Thunder Coach* (see chapter 5) that's traveling back and forth between Ardev and Sylbaran—essentially, a ship on wheels.

As the DM, work with the players to add personal details to the location you choose. If it's a new village, what's its name? What's unique about the location? Is there a useful manifest zone? A shrine? A cemetery? When using Quickstone, players can add details to existing locations. Which tavern do they drink at, and why? Do they sympathize with the Grizzlies or the Mourners? How do they feel about the rise of Main Street and the upcoming Kundarak enclave? For each character, who's their best friend in the town, and who's their worst rival? The goal is to give each character a connection to the community—and to give the players a reason to care about it.

If the players aren't interested in having a home base, the DM can still choose a location or two that are particularly relevant for them. What's the tavern they always stop at when they're traveling on the Border Road? Who's their most useful contact in Graywall? Who's the bard they keep meeting on the road? Again, this serves to give the players a connection to the region and provides the DM with some hooks they can use over the course of the campaign.

## WEALTH AND POWER

As a player character becomes wealthy and powerful, they may find some of the stories on the frontier to be less compelling. A 15th level Wizard with a purse full of diamonds won't have much trouble with a band of basic brigands. There are a few ways to handle this. The first is to shift rewards. "Heart of Stone," the adventure included in this book, can carry characters to 5th level. This makes them quite capable by the standards of the Western Frontier. Moving forward, the DM could reduce XP rewards, cutting them by 50-75%; the characters will continue to advance, but slowly. Likewise, they may receive less gold than is typically assigned to the challenges they overcome. The point isn't to penalize the adventurers—it's to give them different rewards. Rather than raw currency, rewards can be favors, improved reputation, useful

magic items—whether that's an experimental potion, a Dhakaani adamantine blade, or a golden fiddle from the Merchant of Misthaven—or, potentially, Epic Boons or Supernatural Gifts. Adventurers who shatter Orlassk's cursed altar might receive a Supernatural Gift without explanation; is it a gift from the archfey King Grayfinger, a show of gratitude for cleansing the stone? Or is it the first manifestation of Orlassk's "blessing"—which might soon become a curse?

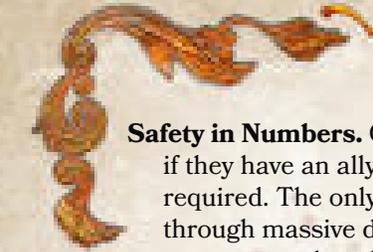
Once again, the goal isn't to deny the characters a sense of accomplishment or advancement. The point is that, as the economy of the Western Frontier operates at a lower level than Sharn or Fairhaven, the adventurers don't need a lot of gold for it to be significant. Likewise, they should feel that they are gaining useful things because of their victories—but those can be favors or blessings rather than the ability to cast 7th level spells.

This is an option, but it's not the only one. If a DM wants to run a higher level campaign on the Western Frontier, the challenges faced by the adventurers can evolve to match their power. Fiends could manifest through Rhesh Turakbar's Demonglass Warriors. Mordain the Fleshweaver could unleash deadly threats tailored specifically to challenge the adventurers. Orlassk could unleash a Stoneborn Tarrasque. These sorts of threats will certainly shift the tone of the campaign, but there are ways to challenge high-level characters.

## LIFE AND DEATH

What sort of story do you want to tell? The Western Frontier can be a harsh and unforgiving place. Is this a tale where a hero can die in the blink of an eye, or is it a story where the protagonists will be in it to the end, but they will carry scars to remind them of their failures? At the start of the campaign, the DM and players should decide which approach they want to take. The default is to use the rules exactly as they stand, including the potential for instant death from massive damage and the use of Death Saving Throws. However, if everyone involved in the campaign agrees, you could use one of the following options:

**No Country for Old Minotaurs.** Death is always on the table. A character reduced to 0 Hit Points always fails Death Saving Throws, meaning that allies have only three rounds to save a fallen friend before they die. In addition, a character instantly dies if they suffer 10 points of damage from a single attack while at 0 Hit Points (rather than damage equal to their Hit Point maximum). The Western Frontier is a dangerous place, and players should always have a second character in mind...



**Safety in Numbers.** Characters automatically stabilize if they have an ally within 60 feet, with no action required. The only way for a character to die is through massive damage or if all characters in a scene are reduced to 0 Hit Points; you live together or die together. However, failure has consequences! A character reduced to 0 Hit Points suffers a **Scar**, as described below. In this model, death is rare, but characters still suffer some form of loss due to their failure.

**Nothing but Scars.** A character automatically stabilizes upon reaching 0 Hit Points. The only way for a character to die is if they agree that their character should die—they're making a heroic sacrifice, or it otherwise feels appropriate to the story. However, any character reduced to 0 Hit Points suffers a **Scar**.

A secondary option if players don't want their characters to be at risk of death but dramatically want it to *feel* like it's on the table is the **Miraculous Return**. Characters can die as per the standard rules, but a short time after death, they will return: the question is *how*. A few possibilities...

**The Queen of the Dead.** The character dies, and the spirit goes to Dolurh... and the Queen of the Dead plucks them from the mists and sends them back. This could be a bargain: Perhaps they're returned to life, but they have one month in which to kill someone who's evaded the queen's grasp. Or perhaps the character remembers the Queen whispering, but can't remember what they said—and that memory will return at a vital moment.

**Zerasha.** This medusa priest of the Shadow dwells in Graywall and is one of the few people with the power to return life to the dead. She asks nothing for this service—which should make the adventurers nervous. Why does the Shadow want the character to live?

**Sora Teraza.** The blind hag also has the power to raise the dead, though she rarely uses this gift. If she does so, it means that there is *something* the character still has to do. But is this destiny heroic or tragic?

**Mordain.** The character wakes up on the edge of Mordain's domain. They haven't been resurrected; they've been recreated by the Fleshweaver. Why has he cloned the adventurer? Could this mean he has other clones of them he could release into the world?

The point of a miraculous return is that the character *does* die, but they are restored to life in a way that creates interesting hooks for the future of the campaign.

**Scars.** There can be suspense and risk even if death is taken off the table. Everyone has something to lose, and when a character is taken to 0 Hit Points, they will lose something. The severity and nature of

the loss can vary based on the circumstances of the defeat. If a player is defeated in a barroom brawl, they aren't going to lose a leg—but they could take a blow to their reputation. The simplest option is a literal scar: a permanent reminder of injury and defeat. It's up to the player to decide how the character is marked, but the scar should be somewhere obvious; it's an ongoing reminder of their defeat. A more severe injury could result in the loss of all or part of a limb; remember that *Eberron: Rising from the Last War* has *Prosthetic Limbs!* But scars don't have to be physical. A character could have a traumatic reaction to the source of their defeat; going forward, they suffer Disadvantage on ability checks or attack rolls directly related to the person or creature that scarred them. The damage could be to their reputation, as word of the defeat spreads and wherever they go, people bring up the story. Finally, the defeat could trigger an unrelated loss; a business deal falls through, tragedy strikes an ally or relative, the adventurer's farm catches fire while they are away. It's not that the character nearly dying caused the fire on their farm—but tragedy comes in twos, and the adventurer's defeat is echoed elsewhere in their life.

There's nothing wrong with just using the standard rules for death and dying. But talking about it is a way for both the players and the DM to establish their expectations for a campaign, setting the tone for the story to come.

## LIFE ON THE FRONTIER

The Western Frontier is a contested region caught between Breland, Droaam, and the Eldeen Reaches. Travelers and merchants from all three of these nations mingle on the Border Road and interact in villages and towns. Here are a few details about how the experience of everyday life differs from that of the Five Nations.

## EAST AND WEST

While Breland may not recognize Droaam, the people who live on the Western Frontier largely recognize the Border Road as the line between Droaam and Breland. Denizens of Droaam use the term *aravaat*—the Goblin word for “Easterner”—to refer to people from the Five Nations, or anywhere east of the Graywall Mountains. A lot of Brelish settlers still use the term “monster” as a general term for Droaamites, but they also use west in place of Droaam; “*Tell Captain Devra we've got some friends from the west.*”

## LANGUAGES

Common and Goblin are the two primary languages spoken on the Western Frontier. The Dhakaani Empire established Goblin in the region, and it has long been the lingua franca of the different cultures of the Barrens. The Brelish brought Common from the east, and the Daughters of Sora Kell encourage Droaamites to learn it; they've worked with House Tharashk to establish schools in the major Droaamite cities that teach Common, as well as fostering literacy in both Common and Goblin. So knowing one of these two languages goes a long way on the frontier, and most denizens of Droaam should have Goblin in their stat block in place of Giant or Orc. However, there are a number of other languages that can be heard on the frontier. Anyone with the ability to cast a Druid spell can learn Druidic, and travelers from the Eldeen Reaches may speak in this language; Greensingers often know Sylvan as well. The Orc language has largely been lost, as shown by the fact that the major orc cultures—the Gaa'aram and Gaa'ran—are named in Goblin; however, there could be isolated communities where it is still spoken. The mages of the Venomous Demesne learn Infernal as a trade skill, and may curse in this tongue or use it to speak privately.

These languages are drawn from the standard rules of D&D. However, there are a few more languages that *could* exist on the Western Frontier if the DM wishes to add complexity. The issue is that these optional languages are extremely narrow and will be almost useless in most situations. Because of this, if the DM decides to use these four languages, they may wish to



give them to appropriate characters as a free benefit in addition to any other languages they may know. These languages are:

**High Kaluu**, spoken only in the Venomous Demesne; it has its roots in Draconic, Infernal, and Riedran.

**Stonegrind**, the language of the gargoyles of Grimstone, which involves grinding stone surfaces together; other creatures can learn to understand it, but cannot speak it without a set of stones.

**Tauric** is the language of the minotaur clans of the Barrens.

**Wuura'gaa** is the native tongue of the worgs of the Watching Wood.

### FRONTIER LANGUAGES

Language	Speakers
<i>Standard Languages</i>	
Common	Easterners, House Tharashk
Goblin	Droaamites, House Tharashk
<i>Rare Languages</i>	
Daelkyr (Deep Speech)	Aberrations, cultists
Druidic	Primal spellcasters
Gnoll	Gnolls
Gnome	Sivis Stonespeakers, Korranberg chroniclers
Infernal	Venomous Demesne, Warlocks
Orc	Isolated orc tribes
Serpentine	Medusas
Sylvan	Fey, Greensingers
<i>Optional Languages</i>	
High Kaluu	Venomous Demesne
Stonegrind	Gargoyles of Grimstone
Tauric	Minotaurs
Wuura'gaa	Worgs of the Watching Wood

## CURRENCY

The Western Frontier lies between Breland, Droaam, and the Eldeen Reaches. Merchants are always happy to see Brelish coins or Kundarak letters of credit, but they're used to dealing with people from both sides of the road. Droaam has yet to mint currency. Bartering is a common practice in Droaamite daily life. Droaamite miners often trade using small chunks of precious metal or uncut gemstones. Droaamites also gamble and barter with bounty-marked teeth. The Daughters of Sora Kell offer bounties on certain

dangerous creatures, paid for by the tooth. A Goblin symbol identifying the animal it's from is carved on each tooth, but most merchants won't accept teeth unless they personally recognize the tooth—so you can't just carve "wyvern" on wolf teeth. While the DM could treat bounty-marked teeth as another form of coinage—"the old goblin offers three displacer beast teeth, worth 10 silver pieces"—adventurers who kill a dangerous monstrosity might wonder what the bounty is for their teeth. The DM could roll on the Individual Treasure tables in chapter 7 of the *Dungeon Master's Guide* to determine the bounty offered for a creature of any CR. However, the tooth currency is based on the value the Daughters have placed on each bounty, and not every creature has a golden mouth. Some dangerous creatures might have a high value, while others are worthless. The bounty is a way to encourage the elimination of threats, and if a creature doesn't threaten the people of Droaam—or is perhaps even an ally—there won't be a bounty on its teeth. The people of the Venomous Demesne have their own forms of currency, including vials of blood charged with arcane energy and shards of crystalized souls; however, most people on the Western Frontier aren't willing to trade goods for a vial of pain-soaked blood.

## GOODS, SERVICES, AND REWARDS

The villages and towns along the Border Road are small communities that don't have access to many of the amenities commonly found in the great cities of the Five Nations. A typical village might have a single representative of a Dragonmarked House—a Sivis message station, a Jorasco healer, a Vadalis farrier, a Cannith smith—while a larger town may have a few different dragonmarked heirs. Even so, there's a world of difference between the Jorasco Healing House you'll find in Wroat and the Patchery, the tiny clinic run by Daff d'Jorasco in the town of Quickstone. This can have a variety of effects. For one, the selection of goods is always more limited. In Quickstone, the blacksmith, Bel, can make you a Trident if you give her a day or two, but she doesn't have one just sitting on the rack ready for sale. And if you're not dealing with businesses licensed by dragonmarked houses, prices will often vary based on the perceived need and means of the customer. The upside to this is that you can occasionally find goods that aren't available in the standardized shops of the east. At the Patchery, Daff may only have a small supply of *Potions of Healing* available. But he could have a special potion he's mixed up using a byeshk infusion and a bit of what he's fairly certain was troll blood. He can't be sure what it will do until you drink it, but he *thinks* it's a potion of *Heal*. Do you want to buy it and find out? This idea

goes even further in the markets of Droaam. Without the standards imposed by the Dragonmarked Houses, there's a lot of potential snake oil on the market. Some things might not work at all ("*It's not my fault! It's your thin human blood!*"); others might have remarkable effects that are more powerful than an adventurer could normally get at the price. Will they take a chance?

A final point is that services may be sparse in the Western Frontier, but the Dragonmarked Houses are taking an interest. The town of Quickstone already has a Gold Dragon Inn, and House Kundarak is working on a vault enclave. Over the course of time, new services will become available, but is this a good thing? Do you actually want a Kundarak enclave in your town?

## EVERYDAY MAGIC AND EVERYDAY MONSTER

Small villages and towns don't have all the amenities found in Sharn or Fairhaven. But the wide magic of Eberron extends to the Western Frontier. Magewrights still perform critical tasks using cantrips and rituals. There's a launderer using *Prestidigitation* to get the dirt out of clothing, and a smith casting *Magecraft* (from *Exploring Eberron*) to guide their hammer. In a small Brelish village, you may have a limited number of *Everbright Lanterns*, but every house has at least one. Magical tools and techniques exist and are treasured; resources are simply more limited than in the big cities.





All of the above is true of Brelish villages. Droaamite communities are a different story. A Droaamite village might not have any *Everbright Lanterns*... because all the denizens have Darkvision and don't have any need for them. They might not have a Jorasco healer, but the harpy songbird can heal the infirm with her invigorating song (effectively, using bardic magic to cast *Cure Wounds* or *Lesser Restoration*). A worg oracle may commune with the Shadow, but his *Auguries* are as accurate as any Brelish magewright. Consider the ways in which you could take advantage of an ogre's great strength. Meanwhile, magewrights from the Venomous Demesne are spreading out across the Western Frontier, and training capable Droaamites. As time passes, Droaam will increasingly have wide monster and wide magic...

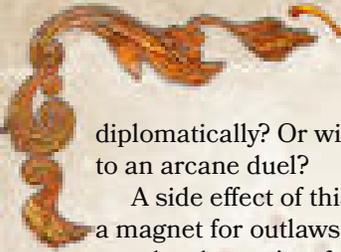
**The Planes Made Manifest.** Manifest zones are places where the energy and characteristics of one of the outer planes bleeds into the material plane. Manifest zones are found across Khorvaire, and adding a manifest zone to a scene is a way to highlight the magical nature of Eberron. The Manifest Zones table can be used as a source of inspiration or as a way to generate an entirely random manifest zone. Consider the impact that a manifest zone will have on the surrounding creatures or communities. If a village is built in a manifest zone, the inhabitants will likely find ways to make use of its benevolent powers. In general, manifest zones can be interesting ways to add color to a trip across the Barrens. A Lamannian manifest zone might be a small oasis in the harsh landscape, while a Shavarath zone could unleash blade storms (using *Cloud of Daggers*) at unexpected times. Possible effects of manifest zones can be found in *Eberron: Rising from the Last War* and *Exploring Eberron*.

## MANIFEST ZONES

d12	Linked Plane	Quirk
1	Daanvi	<b>Exceptionally Small.</b> The zone is a ten foot radius, or smaller.
2	Dolurrh	<b>Airborne.</b> The center of the zone is in the air.
3	Fernia	<b>Faint.</b> The effects of the zone only manifest when the plane is coterminous.
4	Irian	<b>Gateway.</b> Under specific circumstances, the zone can serve as a portal to the plane.
5	Kythri	<b>Unstable.</b> The zone fades in and out in unpredictable patterns.
6	Lamannia	<b>Intense.</b> The plane is always considered to be coterminous in this manifest zone.
7	Mabar	<b>Huge.</b> The zone covers a vast area—a ten mile radius or more.
8	Risia	<b>Inhabited.</b> The zone hosts a population of lesser immortals from the plane.
9	Shavarath	<b>Void.</b> The plane is always considered to be remote within this manifest zone.
10	Syrania	<b>Beachhead.</b> The zone contains a piece of the plane, such as a Thelanian feyspire.
11	Thelanis	<b>Legendary.</b> The zone has played an important role in history or folklore.
12	Xoriat	<b>Roll Twice.</b> Reroll contradictory results, such as Exceptionally Small and Huge.

## FRONTIER JUSTICE

Laws don't mean much if there's no one willing to stand up for them. And out on the frontier, justice means different things to different people. The bandit queen Breggan is a wanted criminal, but when she comes riding into the town of Quickstone with her troop, the sheriff may well decide to stay in his office for the night; he knows he doesn't have the forces he'd need to arrest her, and innocents might get hurt if he starts a firefight. Besides, Breggan's buying people drinks at the Crown and gambling away her ill-gotten gold. Where's the harm? That is, until Breggan accuses the town healer of cheating at cards and threatens to kill him. Will the sheriff intervene then? And if he doesn't, will adventurers take action? If so, will they just leap into combat with blades drawn? Will they call out Breggan and try to resolve the situation



diplomatically? Or will they challenge the bandit leader to an arcane duel?

A side effect of this is that the Western Frontier is a magnet for outlaws, deserters, renegades, and other people who can't safely walk the streets of the Five Nations. Some may have had good reasons for what they did; others could be vile war criminals or worse. The Broken Blade in Graywall is a particular nexus for such exiles and expatriates.

**Brelish Law.** Communities that identify as Brelish will have a sheriff who's charged with maintaining the peace and upholding the Code of Galifar. Some may do their job to the best of their ability. Others may have arrangements with brigands or even be former bandits themselves. Depending on the size of a community, a sheriff may have deputies; if they don't, they always have the ability to rally a posse and deputize people to assist. This is one of the simplest ways to set an adventure in motion. *Sheriff Constable calls you all to city hall. "It's time we did something about Breggan Blackcrown, and you're the only people with the guts and the steel to get it done. Will you ride with me?"* See the *Crimes and Punishments* section in chapter 3 for a closer look at law in a Brelish town.

**Droaamite Justice.** Traditionally in Droaam, *justice* is synonymous with *vengeance*. The primary deterrent to crime is the understanding that any wrong will be avenged, whether by the victim, their kin, their friends, or a Fang of the Fury (a divinely inspired professional avenger). Znr mercenaries or forces like the Flayer Guard of Graywall typically won't intervene in what they consider to be personal matters. The Daughters of Sora Kell are working to improve the state of Droaamite justice. Katra's Voices travel around the nation, acting to mediate disputes and listening to complaints. But the Voices are far and few between, and Droaamites usually take matters into their own hands.

**Vigilantes and Dueling.** Adventurers will often find themselves between Brelish law and Droaamite justice. How they handle this is a defining aspect of a Western Frontier campaign. Will they take the ruthless path of vengeance? Or will they try to uphold the principles of Galifar, even when they have to do it alone? Just because they can kill these cultists without consequences, is that the best answer? Ultimately, it's up to the DM to decide whether to encourage ruthless justice or to explore the broader consequences. When the adventurers fight a stone cult, if they do manage to keep the cultists alive and sever their ties to the cult rather than just killing them... maybe the family of a cultist invites them over for dinner in the next session. Maybe a cultist gives them an uncommon magic item—a family heirloom—in thanks for their freedom. Conversely, if adventurers do ruthlessly slay their enemies, they may see the consequences of Droaamite justice, as the friends or kin of their victims hunt

them down, spread stories about them, or otherwise make life difficult. One such consequence is that an adventurer could be challenged to a duel. Overall, most people on the Western Frontier support dueling if the cause is seen as justified. If a wandslinger comes to town and declares that an adventurer killed his brother in a cowardly fashion and that the adventurer is *currently wearing the brother's amulet*, stolen from his corpse—if the adventurer refuses to duel or cheats to win, they could quickly acquire an infamous reputation. And if adventurers truly become villains... Well, perhaps *another* group of adventurers will show up to call them to account.

**Sentinel Marshals and Tharashk Hunters.** The Sentinel Marshals of House Deneith are authorized to enforce the Code of Galifar and to bring fugitives to justice. A Sentinel Marshal working a job might speak to a local sheriff; they can't make demands, but they're both on the side of the law. Critically, Sentinel Marshals aren't authorized to break the law in pursuit of their quarry, and they are held to high standards; Sentinel Marshals are supposed to be the best of Deneith. By contrast, a Tharashk bounty hunter has no special dispensations and no expectations. Their aim is to get the job done, whatever it may take. And while the Marshal's reputation may carry weight in the Five Nations, west of the Border Road the Tharashk heir may find more friends among the Droaamites. Adventurers could work with Marshals or hunters—or, if they cross a line, they could be targeted by them.

**When Adventurers Are The Law.** Whether it's part of the foundation of a campaign or something that happens as a story evolves, it's possible that an adventurer could be appointed as a sheriff—or if they're Droaamite, that they could be called to serve as a Fury's Fang and enact vengeance on behalf of someone who's been wronged. In a typical village, the sheriff doesn't have a great deal of resources to draw on. Their primary powers are the ability to dispense summary justice and to deputize people when they need support—which is to say, they can call on a capable group of adventurers to help solve problems. Of course, as a Brelish sheriff, an adventurer will have to decide what to do when one of the Black Crowns or a representative of the Halamar Clan shows up and offers them a little gold to look the other way on something. Will they set an example and strive to make their town a better place? Or will they keep the peace by placating dangerous people?



## WANDS AT HIGH NOON: THE ARCANES DUEL

Hit Points are an abstract concept that represents durability, skill, luck, and the will to live. The idea isn't that a character with high Hit Points can simply laugh as someone stabs them over and over; it's that as long as they have Hit Points, they can avoid a lethal blow. Standard combat reflects the idea that combatants are dodging, parrying, and evading attacks even as they are losing Hit Points. People can and do fight challenges in the street using the normal rules of combat, which means they're dodging and moving and getting hit multiple times before they fall. But an **arcane duel** is an entirely different form of combat. It's about raw courage, speed, and skill: the courage to stand your ground, the speed to strike first, and the skill to land your spell. There's no dodging in a duel; you need to look your rival in the eye as you strike them down. Because of this, an arcane duel only involves a single attack from each combatant—and that single blast can be deadly, regardless of how many Hit Points you possess.

The arcane duel is an old tradition with deep roots, especially in Aundair. Lethal duels are outlawed in the Five Nations, but few people care about that on the frontier. Dueling is about the perception of justice and of reputation. A would-be duelist calls out their opponent in front of as many people as possible, laying out their grievances. To refuse a duel is an admission of guilt and cowardice. In most communities, if

### OPTIONAL RULE: WANDS AS WEAPONS

Magic is a part of everyday life in the Five Nations. In the wake of the Last War, wandslingers have begun to displace traditional archers. But there are no rules that make a wandslinger's choice of weapon matter—there is no mechanical difference between using a Wand or a Staff. However, the 2024 version of the fifth edition *Player's Handbook* introduces Weapon Masteries—properties that reflect the full potential of a weapon, which can be unlocked by a skilled combatant. Adding Mastery properties to Arcane Focuses is a way to embrace the concept that Wands and the like are *weapons* in Eberron and to provide a distinct flavor to each focus. With these rules, the Wand is swift and vexing, the Rod staggers a target with brute force, and the Staff shoves them back with the power of its blast.

This is an optional rule that must be approved by the DM. If it is used, add the following Masteries to spellcasting focuses:

- **Wands** have the **Vex** property.
- **Rods** have the **Slow** property.
- **Staffs** have the **Push** property.
- **Orbs** and **Crystals** have the **Sap** property.

These variants are treated just like regular weapons: a character must have the Weapon Mastery feature and choose the specific type of arcane focus to use with it. The Mastery property **can only be used when the character casts a cantrip that requires an attack roll**: they do not apply to any other type of spellcasting.

someone refuses a duel, it's probably time for them to leave town—or they might find themselves run out of town with a conductor stone hanging from their neck.

An arcane duel consists of the following phases, in this order..

1. **Setting the Stakes.** Is your duel for pride, blood, or death?
2. **The Style.** What is your strategy? How much power will you put into your spell?
3. **The Stare.** Complete a series of three opposed ability checks to gain Trick dice or to give your opponent Fault dice.
4. **The Shot.** Make a spellcasting ability check modified by your style, Trick dice, and Fault dice.
5. **The Score.** Determine the outcome of the duel.

These five phases are each discussed in detail below.

## THE STAKES

When a would-be duelist calls out an opponent and states their grievances, they set the stakes of the duel. Is it for **pride**—proof of skill and courage, but without the intent to cause serious harm? Is it to **first blood**, where the victim suffers significant but nonlethal damage? Or is this duel to the **death**, in which case the loser will be dropped to 0 Hit Points?

The challenger states the terms of the duel; their opponent can debate, if they choose. But regardless of what is decided, each combatant secretly writes down the stakes of their shot. It's highly dishonorable to agree to duel for pride and then to aim for a killing shot... But these things happen on the Western Frontier.

## DUELING STYLES

Style	You always get...	You sometimes get...
Steadfast	During the Shot, you can reroll one of your Fault dice. If you do so, you must use the new result.	If your opponent chooses a Quick or Disruptive strategy, you have Advantage on your attack roll during the Shot.
Quick	During the Shot, you can reroll one of your opponent's Trick dice. If you do so, you must use the new result.	If your opponent chooses an Overwhelming or Weird strategy, you have Advantage on your attack roll during the Shot.
Overwhelming	During the Shot, you can reroll one of your Trick dice. If you do so, you must use the new result.	If your opponent chooses a Steadfast or Disruptive strategy, you have Advantage on your attack roll during the Shot.
Weird	During the Shot, you can reroll one of your opponent's Fault dice. If you do so, you must use the new result.	If your opponent chooses an Overwhelming or Steadfast strategy, you have Advantage on your attack roll during the Shot.
Disruptive	During the Score, you can choose the consequence the loser faces.	If your opponent chooses a Quick or Weird strategy, you have Advantage on your attack roll during the Shot.

## THE STYLE

Every duelist has a signature style. The twitchy warlock from Callestan relies on pure speed to bring down an enemy, while the noble trained at Arcanix takes their time to cast the perfect spell. In this phase, each duelist secretly chooses their Style. In addition, they choose the level of spell slot they will expend in the Shot; using a cantrip is treated as a spell slot with a level of 0. If they can cast a spell without expending a spell slot, they can choose to do so instead, expending a use as if they cast it normally. In that case, it counts as expending a slot of that spell's lowest possible level for the Shot phase. They write both of these things down in the same place as the Stakes.

There are five basic Styles:

**Steadfast.** Gather your courage and take the time to do things right. Effective against *Quick* or *Disruptive*.

**Quick.** Speed is everything. Strike before your opponent can gather power. Effective against *Overwhelming* or *Weird*.

**Overwhelming.** Channel as much raw power as possible. Effective against *Steadfast* or *Disruptive*.

**Weird.** Your technique is unpredictable or untraditional. Effective against *Overwhelming* or *Steadfast*.

**Disruptive.** You don't play by the rules. Effective against *Weird* or *Quick*.

Each Style has a unique benefit, plus an additional benefit if the chosen Style is effective against the choice made by the duelist's opponent. However, Style isn't revealed until the final phase! The effects of the Styles are summarized in the Dueling Styles table.

## THE STARE

Now, the two duelists look into each other's eyes, watching every motion their opponent makes and searching for a weakness. A blink or a single bead of sweat can give the game away. The Stare lasts for three rounds. In each round, take the following steps:

- 1. Roll for Initiative.** Both duelists roll for Initiative.
- 2. First Declaration.** The duelist with the *lowest* Initiative score declares the Move they will make.
- 3. Second Declaration.** The duelist with the *higher* Initiative score declares the Move they will make.
- 4. Roll the Stare.** Both duelists make an ability check using the ability and skill linked to their Move.
- 5. Resolve.** The victor of the check gains the benefit of the Move. If there is a tie, both duelists reroll the check.

As Initiative is rerolled in each round of the Stare, the balance of power can shift. This is important, because each Move is especially weak against a countering Move. If a duelist uses a Move that the opponent is weak against, they get to add 1d4 to their ability check. So, if the first duelist chooses to Twitch, the second

duelist can just use their strongest option—or they can choose Eye of the Beholder and add 1d4 to their result. Alternatively, if the second duelist chooses to See Through Them—which is weak against Twitch—the first duelist will get the bonus; this would be an odd choice, but if they're really strong with Insight, it could make sense!

The Stare is an intense experience, as you size up an opponent and prepare to cast a spell. Because of this, **you cannot maintain Concentration on a spell during the Stare, and you cannot use Reactions during it.** However, other people can interfere, and any effect that modifies ability checks—such as *Guidance* or *Bardic Inspiration*—can affect a round of the Stare. However, an arcane duel is supposed to be a contest between two individuals, relying on their personal courage and skill. Receiving assistance from someone else goes against the principles of dueling, and if such actions are noticed, impartial observers may become hostile and the outcome of the duel may be dismissed as invalid. It's not uncommon for observers with access to *Detect Magic* to use it during a duel to ensure that no one is interfering.

### DUELING STYLES

Move	Ability Check	Strong Against	Benefit
Twitch	Dexterity (Sleight of Hand)	Eye of the Beholder	Gain a Trick die. If you win the check by 5 or more, you gain another Trick die.
Show Off	Charisma (Performance)	The Look	Gain a Trick die. If you win the check by 5 or more, your opponent gains a Fault die.
Bluff	Charisma (Deception)	Sage Advice	Your opponent gains a Fault die. If you win the check by 5 or more, you gain a Trick die.
The Look	Charisma (Intimidation)	See Through Them	Your opponent gains a Fault die. If you win the check by 5 or more, your opponent gains another Fault die.
Eye of the Beholder	Wisdom (Perception)	Bluff	You lose a Fault die. If you win the check by 5 or more, your opponent gains a Fault die.
See Through Them	Wisdom (Insight)	Twitch	Your opponent loses a Trick die. If you win the check by 5 or more, you gain a Trick die.
Sage Advice	Intelligence (Arcana)	Show Off	You can change your own strategy if you choose. If you win the check by 5 or more, you learn your opponent's current strategy before deciding whether to change your own.
Tactical Analysis	Intelligence (Investigation)	Tactical Analysis	You learn your opponent's current strategy. If you win the check by 5 or more, you can change your own strategy if you choose.

## THE SHOT

During the Shot, spells fly and the contest is decided! Go through the following steps:

- 1. Roll Initiative.** This is relevant in the Strategic Twist phase.
- 2. Reveal Style and Power.** Duelists reveal their Style and the level of the spell slot they expended. Take note of the benefits of the Styles. If one duelist expends a higher level spell slot than the other, they gain a Trick die.
- 3. Cast!** Duelists make a ranged spell attack.
- 4. Tricks.** Duelists roll 1d6 for each Trick die they have and add it to their attack roll, keeping the die visible.
- 5. Faults.** Duelists roll 1d6 for each Fault die they have and subtract it from their attack roll, keeping the die visible.
- 6. Strategic Twist.** Depending on their chosen Style, duelists may have the opportunity to reroll Trick or Fault dice. The duelist with the *lowest* Initiative count resolves their style first, then the duelist with the higher Initiative count acts.
- 7. Determine the Result.** Once all Trick and Fault dice have been rolled, and any Strategic Twists have been resolved, the character with the highest result wins the duel. If there is a tie, both duelists suffer the effects set by the Stakes!

## THE SCORE

When the dust settles, and the winner of the Shot has been decided, the duelists determine the consequences according to the Stakes chosen by the victorious duelist.

**Pride.** The loser loses one Hit Dice. Alternatively, if the winner is able to cast at least one spell of the following schools, they can choose one of the following options instead:

- *Necromancy:* The loser is Poisoned for 1 minute.
- *Abjuration:* One random spell or magical effect on the loser ends. The spell must be of a level equal to or less than the spell slot expended by the winner.
- *Divination:* The winner learns the surface thoughts of the loser—what is most on their mind in the moment of the duel's end.
- *Enchantment:* The loser is Charmed by the winner for 10 minutes.
- *Illusion:* The loser is Frightened of the winner for 10 minutes.

**First Blood.** The loser is reduced to a number of Hit Points equal to half their Hit Point maximum (rounded down). If they have fewer than half their Hit Points remaining, they instead are reduced to 1 Hit Point.

**Death.** The loser is reduced to 0 Hit Points.



# DROAAM RISING

Dragonmarked houses and others are heading to the Western Frontier. House Orien is extending the lightning rail toward Graywall. But this is no story of Brelish colonialism. Breland isn't expanding across this frontier—it's being driven away from it. Throughout the history of Galifar, the people of the Barrens were divided. The medusas of Cazhaak Draal, the changelings of Lost, and the tieflings of the Venomous Demesne were isolated city-states, which avoided contact both with Breland and with one another. These cultures were all but unknown in the east, so the dominant impression of the region was of the chaotic chib culture. The Daughters of Sora Kell brought these diverse factions together. Force was a factor in the creation of Droaam, and fear of Maenya's Fist still plays an important role in keeping the old chibs in line. But the common depiction of Droaamites as squalid villages of goblins dominated by slow-witted ogres is driven by ignorance and Brelish propaganda. Under the Daughters of Sora Kell, each of the cultures of the region is a thread of a growing tapestry. New villages and towns are rising up from the Barrens, their construction driven by ogre strength, goblin enthusiasm, and the brilliant architects and masons of Cazhaak Draal. Magewrights from the Venomous Demesne are implementing an arcane infrastructure that could in time outshine the everyday amenities of the Five Nations. Droaam is a very young nation, still finding its footing and establishing traditions. But it is growing stronger every day, and it's only a matter of time until its great cities—like Graywall and the Great Crag—rival Wroat and Fairhaven. And it is this that is drawing the influx of travel and trade from the east; the glimpse of opportunities as Droaam grows and prospers.

With that said, it is largely in the great cities—such as Graywall, Vralkek, Cazhaak Draal—that this renaissance is occurring. The Droaamites who dwell on the Western Frontier are remnants of the old system of chib rule, where a family of ogres or minotaurs would dominate a community of goblins and kobolds. Under the leadership of the Daughters, Droaamite workers are assured food, shelter, and security. Today, the chibs are expected to protect their people, not to oppress them; a modern chib serves as both mayor and sheriff. The Daughters are likewise encouraging the spread of Droaamite species into all communities. Though goblins may make up the majority of a village's population, there could be a harpy songbird in the inn, a tiefling magewright teaching a class of kobold sorcerers, and the old ogre chib may have been replaced by a wise medusa. So, at first glance, a Droaamite village in the Barrens might seem primitive... but look closer, and you'll see a well-fed population, working together to improve the

conditions of the community. But again, this system is new and the idea of Droaam is still finding its footing along the border. The old chib system still lingers, especially in the villages around Turakbar's Fist; Rhesh Turakbar and his reavers still enforce order with force and fear.

When dealing with a Droaamite community—or envisioning the background of an adventurer from Droaam—keep these things in mind. Droaam has only existed in its current form for a decade, and any villages along the Border Road will be younger than that. Because of this, a village will have been built for a *reason*—taking advantage of water, a manifest zone, mineral deposits identified by House Tharashk, or something else that makes the spot worth building on. And more so than in the typical Brelish village, Droaamites often have a sense of hope; they are working together, and their nation is on the rise. The exception to this is in the vicinity of Turakbar's Fist. Here the villages are older, as Turakbar's Fist has dominated the region since before the rise of Galifar. And many of those villages are ruled by tyrannical chibs and weighed down by despair.

Droaam has a few institutions that play a vital role in the nation, and whose agents can be encountered on the frontier.

**Katra's Voice** is the diplomatic arm of Droaam, and Voices are envoys, entertainers, diplomats, and mediators. Their task is to maintain morale and lines of communication, and to help resolve disputes before they get out of hand. Agents of Katra's Voice are usually changelings, medusas, tieflings, or harpies. Many highlight their role as entertainers, sharing stories with the common folk and painting tales of the bright future that lies ahead. Others focus more on mediation, especially if there is unrest between the local chib and the inhabitants of the community. Katra's Voice also includes wandering magistrates, who typically travel with two soldiers of Maenya's Fist. The current fashion is for medusas to serve as magistrates; if they consider a plaintiff's complaint to be frivolous, they petrify them. However, there are a few changeling magistrates with exceptional telepathic abilities who excel at unraveling difficult situations.

**Maenya's Fist** is the personal army of Sora Maenya, which acts to defend the nation and to enforce the rule of the Daughters when Katra's Voice fails to resolve an issue. The foundation of the Fist is a corps of armored war trolls and skullcrusher ogres that are fanatically devoted to Sora Maenya; a single war troll can scatter a band of insubordinate ogres. However, over the last decade, the Fist has expanded to include a broader range of forces, including centaur cavalry, air support from gargoyles and harpies, rangers and scouts drawn from the Dark Pack, and more. As a general rule, warlords are expected to use their own forces to maintain order in their domains; near Turakbar's



Fist adventurers are more likely to encounter a band of minotaurs than a squad of Maenya's Fist. Fists are either dispatched directly by Sora Maenya to deal with known threats, or found in the company of a Voice or an Eye whose mission they are supporting. Consider them Droaam's answer to the Westwind Riders—or in the case of a large company of Maenya's Fist, the equivalent of Breland bringing Argonth into play.

**Teraza's Eye** gathers information for the Daughters, and its members serve as sages, inquisitives, and chroniclers. Droaam is a new nation, and the Daughters need to know if their experiment is working. Often, Eyes simply travel and observe, gathering information without interfering; if they uncover dangerous situations, they will call on the Voice or the Fist. However, they can be tasked to investigate intriguing mysteries—typically supernatural threats, as diplomatic or judicial matters will be handled by Katra's Eyes.

**The Znir Pact** is another force adventurers on the Western Frontier will come to know. These gnolls are mercenary soldiers. Half of the Pact has been hired by the Daughters to serve as general peacekeepers, supplementing the forces of the local warlord and dealing with troubles that don't require the full power of Maenya's Fist. Znir gnolls can also be found serving a local warlord. So Znir patrols can be found on the Border Road or on the old roads, but they will generally ignore adventurers unless there is a threat that needs to be dealt with.

So, new villages are springing up along the Border Road. Graywall is expanding. The lightning rail is heading west. And a squad of Maenya's war trolls showing up should be legitimately frightening. *Droaam is on the rise.*

## CULTURES OF DROAAM

One of the most distinctive elements of an adventure on the Western Frontier is the presence of Droaamite species traditionally thought of as monsters, whether as adventurers or as NPCs. Due to the efforts of House Tharashk, Droaamites are starting to appear in cities across the Five Nations. But on the Western Frontier, they are a part of everyday life. Travel on the Border Road, and you'll run into Znir patrols and wandering worgs. Stop in a village west of the road, and you'll find a harpy singing in the tavern, delighting a crowd of goblins and kobolds. Communities east of the road usually have a Brelish majority, but you may still find an ogre unloading crates from the *Thunder Coach*, a gargoyle watching from a roof, or a family of goblins starting a new life. This section provides a closer look at the species that are presented as character options in chapter 4, along with an overview of many other denizens of Droaam. Whether creating characters for

a Western Frontier campaign or choosing NPCs for a scene, keep these ideas in mind.

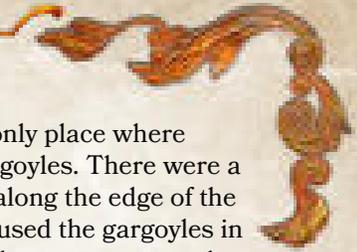
### THE GARGOYLES OF GRIMSTONE

*The ruins that run along the edge of the Byeshk Mountains are remarkable in many ways. They are almost perfectly preserved, seemingly shunned by the brutish creatures found in this region. Friar Alasant attributes this to the “guardians”—every ruin has a host of statues, posed as sentries on walls and at strategic points within. The friar says Dhakaani statuary typically depicts goblin champions, but these figures are fiendish creatures with horns and wings. Alasant believes that these guardians were carved during a period of great upheaval and intended to terrify prospective enemies. They are indeed fearsome, but it takes more than stone to frighten templars of the Flame. Brightstone Keep will soon be operational.*

—Templar's log recovered from Grimstone Keep

Until recently, gargoyles were virtually unknown in the Five Nations. When the Church of the Silver Flame established Brightstone Keep in 870 YK, the friars were intrigued by the guardian statues. As Friar Alasant speculated, the denizens of the region shunned these ruins due to the *kurarguls*—“deadly stones.” The templars weren't frightened by these stories, and they ignored the fearsome statues, dwelling in the keep for over a century. Then Sora Katra came to Brightstone Keep. She came alone. The wind carried her whispers through the stone, and the gargoyles perched on the walls and crouching in the corridors of the keep turned on the templars.





With no need of sustenance, the gargoyles of Grimstone and the Stonelands had been slumbering for thousands of years. Katra's voice called them back to the world. Many now serve the Daughters directly. Others have signed on with House Tharashk, and can be found working as couriers and scouts across the Five Nations, especially in Sharn. And a few follow their own paths, driven by curiosity or by the bonds they've formed with places or people. Some are tireless workers, while others spend days at a time resting on a wall or in a square. The denizens of Droaam have gotten used to gargoyles and their quirks, and the stone folk are generally seen as being stoic and reliable.

### OLD STONE

Evidence suggests that Dhakaani stoneworkers in the region became obsessed with these “guardian statues” in the decades leading up to the first open conflict with daelkyr forces... and it was during that battle that the daelkyr Orlassk breathed life into the countless guardians. Orlassk never controlled the gargoyles directly, but they came into existence with an instinctive revulsion for organic life, a reaction much like most humans have when encountering mold or viruses. Creatures of flesh are fundamentally repulsive, rotting monstrosities filled with disgusting fluids and leaking foul excrement. The first gargoyles lashed out against the dar surrounding them, and claimed the fortresses they had once guarded as their own. But they soon realized that they were vastly outnumbered by the creatures of flesh. Beyond this, they didn't need anything from the world beyond their walls. They didn't need food or other supplies. So they remained at their posts, and eventually fell into a deep torpor. In this state, their spark of life was so weak that they couldn't even be sensed by *Detect Good and Evil*, which is how the templars of Brightstone Keep failed to recognize them for what they were. But they were still aware of their surroundings on a deep level. When Katra spoke to the gargoyles of Brightstone, each heard something different, the perfect story to pull them from their slumber. Some heard tales of the wonders waiting to be seen out in the world. For others, she painted pictures of the excitement to be found in battle, or the satisfaction to be found in protecting someone one cares about. Her magic roused them, but not all the stone host joined the hag. A small force of gargoyles had heard the songs and teachings of the Silver Flame even while they slept, and found the vision of the Flame to be compelling. These gargoyles helped a group of friars escape and return to Flamekeep, where they have embraced the Silver Flame and fight alongside the templars to this day; these gargoyles are now known as the *wingwyrd*s.

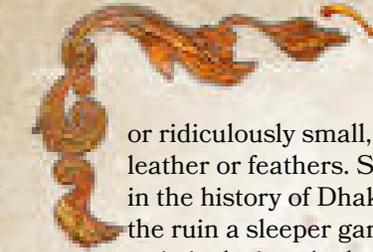
Brightstone Keep wasn't the only place where Sora Katra woke slumbering gargoyles. There were a handful of other shunned keeps along the edge of the Byeshk Mountains, and Katra roused the gargoyles in each. And there was one place where some gargoyles were already awake: Cazhaak Draal, the city at the heart of the Stonelands. When the medusas laid claim to the city, their queen spoke to the slumbering gargoyles. Some chose to remain in their torpor, but a handful awoke and were eventually convinced to work with the medusas. It was through this alliance that the gargoyles learned how to reproduce, as described later in this article. Medusa and gargoyle alike chose to remain isolated from the warlike denizens of the Barrens, and the gargoyles of Cazhaak Draal rarely left the fortress city. But the Cazhaak gargoyles have been awake for over a century; they are more used to the world and to working side by side with organic creatures, and some have adopted the Cazhaak faith. When the Daughters of Sora Kell established a new province centered on the newly-christened Grimstone Keep and appointed Cairngorm to serve as warlord and guardian of the province, many of the gargoyles of Cazhaak Draal flocked to their new prince.

In creating a gargoyle, consider which of these categories you fall into. Did you slumber in the ruins for thousands of years? Did you live alongside the medusas of Cazhaak Draal? Are you a newborn, hewn in the gravel pits of Cazhaak Draal and still crafting your final form? Or are you a gargoyle with no connections to Droaam whatsoever... a statue infused with life elsewhere in the world?

### STONE IN FORM

Gargoyles are elemental creatures, and their physiology defies all natural laws. When a gargoyle stands still, it is *indistinguishable from a stone statue*. They are made of light, inanimate stone... And yet, when they choose to move, they can. This same illogic applies to their wings. Gargoyle wings can take many forms, but the vast majority couldn't possibly keep a gargoyle aloft, and yet somehow they fly. Some scholars believe the gargoyles fly through an instinctive manipulation of elemental air, but nothing has been proven. With that said, the fact that gargoyles have the elemental type doesn't mean that they have any planar connection or any bond to other elemental creatures. They are elementals because they are creatures of animate stone.

The majority of gargoyles follow the model of the Dhakaani guardian statue—the classic horned, bat-winged humanoid. However, this is only due to the fact that these statues were produced in mass quantities. Firstly, the Dhakaani gargoyles weren't stamped out of a mold. The horned, winged design is common, but some gargoyles have ram's horns, tribex horns, or no horns at all. Likewise, gargoyle wings can be long



or ridiculously small, stone carved in the likeness of leather or feathers. Someone exceptionally versed in the history of Dhakaan could potentially identify the ruin a sleeper gargoyle comes from based on its artistic design. And yet, when Orlassk animated the statues of the Barrens, it affected more than just the guardians. There are wingless gargoyles carved in the shape of ancient Dhakaan heroes. The Dhakaan were especially infuriated by this mockery of their champions and made an extra effort to destroy these creatures, but there are still a few scattered among the host of Grimstone. In creating a gargoyle character, consider how your appearance reflects your choice of class. Unlike warforged, gargoyles weren't built for a specific purpose; the Dhakaan artisans had no idea their creations would come to life. But the material used or design of a gargoyle could influence its capability. A gargoyle Druid could be carved from densewood instead of stone, while a gargoyle Sorcerer could have dragonshards or slivers of demonglass incorporated into its stone body.

This highlights the fact that *not all gargoyles have wings*. The classic Dhakaan guardian—represented by the gargoyle stat block in the *Monster Manual*—has wings and claws, and is formed from dense stone. But a gargoyle with the shape of a bugbear hero or a Cazhaak newborn may be made from softer stone and lack both claws and wings. These traits are reflected by the feats Wings of Stone and Hewn for Battle (see chapter 4). If your gargoyle character begins at a high level, you may start with these traits. If you're playing a 1st level gargoyle character, you have yet to assume your final form, or perhaps you've simply chosen not to add wings to your design.

This choice is reflected in the way gargoyles reproduce and grow. Gargoyles have no functional reproductive organs. To reproduce, two or more gargoyles work together to carve an egg. During this ritual, they infuse the egg with a fraction of their own life force. The egg is buried in a pit of gravel or stone shards. Over time, it absorbs the surrounding chunks of rock, instinctively assimilating these and reshaping them to build its own body. The appearance of a newborn gargoyle usually reflects a blending of its parents, but this is a foundation. Gargoyles don't need to eat, but a growing gargoyle will consume chunks of stone that will be added to its mass. As it continues to grow, its appearance will shift to match its own evolving self-image.

### GARGOYLES BEYOND GRIMSTONE

Grimstone and the Stonelands are the largest single source of gargoyles in Khorvaire, created en masse during the days of Dhakaan. But this isn't the only source of gargoyles in Khorvaire. The elemental version of gargoyles presented in the *Monster Manual* reflects a creature of living stone; but there are other

ways this can occur. You could be a natural elemental, born from rock in a Lamannian manifest zone. You could be a servant from the domain of the archfey King Grayfinger. You could be a statue carved in the likeness of a famous figure from history, who one day awoke on your pedestal—are you animated by the spirit of that historical figure? Were you animated by the peoples' desire that this figure return? Or are you the result of an enigmatic experiment—the work of the daelkyr Orlassk or Mordain the Fleshweaver? The Grimstone gargoyles are distinct in that there's a host of them, and they have a culture. But there are other ways to play a gargoyle.

### GARGOYLE NAMES

Gargoyles are inorganic creatures that reproduce asexually. Most creatures assume that gargoyles have no concept of gender. However, it's possible that gargoyles have a complex and subtle understanding of gender that transcends their physical forms and simply don't try to explain the complexities of this to their organic companions. Likewise, among themselves, gargoyles use names that can only be formed by the subtle grinding of stone teeth. Any other name is chosen for the purpose of interacting with other creatures. Some gargoyles choose descriptive terms, often related to the form of stone their body is formed from. Others use nicknames given to them by their organic associates. A few just pick random words they like, even if there's no obvious connection to them; as such, you could meet a gargoyle named *Spoon*, *Sunset*, or *Breland*.

**Gargoyle Names:** Alabaster, Basalt, Boulder, Chip, Cliff, Crag, Devotion, Flint, Granite, Graywall, Lime, Marble, Maul, Obsidian, Peak, Pebble, Rift, River, Rocky, Serpentine, Shale, Shard, Slate, Sunset

### PLAYING A GARGOYLE

An immobile gargoyle is inanimate stone. In creating a gargoyle character, the crucial question is **why do you move?** You could sit in one place for centuries without moving, and there are gargoyles who have ignored Katra's call. What is it that drives you and gives you a reason to move and to interact with the world? Here are four of the most common gargoyle drives—but this is a starting point, not an absolute list!

**Seekers** are driven by *curiosity*. They want to see new things, to have new experiences and meet new people. As a seeker, you could be driven by a broad delight in the countless wonders of the world. Or, you could have a few specific things you're searching for. Perhaps you like birds, or strange weather conditions, or humanoid hairstyles; you're always delighted to encounter a new variation of one of your interests. Seekers often work with House Tharashk, as they are interested in travel and exploring distant lands.

**Movers** delight in *action*. After centuries of stillness, they love flying, fighting, and any form of action. Gargoyle movers are often fighters, rangers, rogues, or monks; they yearn to *move*. Movers often serve the Daughters as scouts and soldiers, but a mover could just as easily yearn to fly as far away as possible.

**Guardians** are driven by love of a person, place, or thing; their lives revolve around defending their wards. Guardians are typically stationary; these are the traditional gargoyles found on fortress walls, remaining perfectly still until something threatens their charge. However, a guardian could form an attachment to another character or even to an idea, like the wingwyrds of the Silver Flame. When playing a guardian gargoyle, consider: what drove your choice of ward? Could anything break this devotion?

**Thinkers** are rarely encountered, because even more than guardians, they often have no reason to move. A thinker enjoys contemplating weighty concepts. This could be religion, philosophy, arcane science, or any other topic. As a gargoyle thinker, you are likely adventuring to gain access to new sources of information related to the topic that interests you. But whenever there is no need to move, you may fall into a still reverie; during downtime, you could spend days without moving, as you consider the information you've gained.

Most gargoyles have little interest in clothing or material possessions. There's very little that they need. However, one of the greatest challenges for a gargoyle is *boredom*. Rather than gold, gargoyles often want to be paid in stories, songs, or jokes; they then use these as social currency in dealings with other gargoyles. Most gargoyles are tone-deaf and struggle to master musical pursuits, but the rare gargoyle bards and entertainers are held in high regard.

## THE GNOLLS OF THE ZNIR PACT

*Surprisingly, the gnolls proved to be more loquacious than the Thranes. Thorn noticed that each of them wore cords around their necks or wrists, with bits of metal, hair, or cloth, bound by leather. Their leader, Ghyrryn, explained that gnolls of the Znir Pact retained souvenirs to remember each kill. "The Keeper takes us all," he told Thorn. "When you come to the final lands, the prey of past hunts will be waiting. Honor them in life and they will honor you in death. Let them be forgotten, and they will be hungry and filled with rage."*

The first gnolls were born in the Age of Demons, a product of the endless war between Rak Tulkhesh and the Wild Heart. Even after the overlords were bound, their fiendish influence drove gnolls to engage in vicious acts of brutality. For countless generations,

gnolls fought trolls, ogres, other gnolls, and any other creatures they could find, seeking blood for their hungry idols. But in time, leaders arose who urged their clans to resist the call of endless war. They dragged their idols to the place now known as *Znir* ("Stone") and shattered them. Though they might be many clans, from this day forward, they would be one pack. They would allow no one—not chib, god, or demon—to hold dominion over them. This was easier said than done. Fighting the fiendish influence within was challenging enough, but the Barrens were a chaotic tapestry of battling forces. The leaders of the newly forged Znir Pact had no desire to rule over other creatures, but even holding territory could invite attack. And so they developed the path that has carried them forward to this day: the road of the mercenary. The gnolls would claim no territory beyond the lands around Znir. They would fight for any who would pay a fair price. But if anyone sought to enslave a gnoll, or to strike against Znir itself, they would face the wrath of all the united clans. This was a lesson that had to be taught many times, but after a century or so, the point was made. To those who paid them, the gnolls were as reliable as stone. Those who betrayed them or who picked a fight would fall before the might of the full Pact. They have followed this path ever since. One could look at the Pact and say that they serve many masters. But the Znir gnoll would respond that they serve only themselves: that they choose who they fight for, they set the terms of their service.

## ZNIR CLANS

The Znir gnolls include a dozen different clans, each of which holds distinct traditions. Once, the clans were devoted to different faces of the overlords, but when they shattered their statues, each clan chose one of the moons. All gnolls skillfully hunt and fight, but the Barrakas are known to be the finest trackers of the Pact; the Aryth, the deadliest archers; the Olarune, the strongest warriors and most forceful in the vanguard. Typically, mercenary units are composed of gnolls of a single clan, assigned based on the nature of the task that lies ahead, and contracts are usually negotiated for a period based on the cycles of the clan's moon. The clans maintain distinct territories within the Znir region, but all gnolls are welcome around the hearth of any clan; the Znir take pains to crush any tension that arises between the clans. Shamans and leaders from each clan maintain a council at the Znir, around the broken idols. Here they mediate disputes, assign contracts to clans, and allocate funds and equipment. The Eyre clan has honed their skills as smiths and tanners, and they craft much of the equipment used by the Znir gnolls—though there is still a strong tradition of scavenging among the Znir, and warriors often claim trophies from fallen foes.

The Znir defied the overlords when they shattered their statues, but there's still a spark of a fiend in the blood of each gnoll. Young gnolls learn how to resist this influence—to channel the strength of the fiend without giving it power over them. For most gnolls, this is a matter of discipline; Znir gnolls are known for remaining calm in the face of provocation, and having learned to fight their own demons, they aren't easily manipulated by mortals. However, some gnolls learn to draw on their unnatural heritage and to channel this power in useful ways. Znir gnolls have their own equivalents of rangers and barbarians; the ranger's primal magic draws on the Wild Heart, while the barbarian channels the fury of the Rage of War. Znir shamans are similar to warlocks, typically following the path of the Fiend. However, in all of these examples, the Znir don't serve the dark power. Rather, they can be seen as *stealing* their strength from it; learning to draw on it without giving anything in return. In their determination not to let fiendish forces hold dominion over their people, the Znir gnolls have also developed their own techniques for fighting supernatural threats. Champions trained to face fiends and undead are known as *hwyri*—Gnoll for “warden”—and wield powers similar to those of paladins in other lands. However, *hwyri* don't worship any divine power. Their abilities come from training and understanding of the demon within; they aren't crusaders, they're mercenary demon hunters. Most *hwyri* come from the Vult clan, and in a land that shuns the Silver Flame, these gnolls can be the best hope for people facing fiendish threats.

### MERCENARY SERVICE

While Droaam has risen around them, the Znir Pact continues as it always has. They don't work for shelter and grist, and expect to be paid for their service. This is perfectly acceptable to the Daughters of Sora Kell, who have placed a full half of the Pact forces on extended retainer. Most large communities have a Znir garrison employed by the Daughters. These troops are present to protect the region from brigands or invaders, and to help maintain order. But they serve the Daughters, not the local chib; it's understood that if the chib or their warlord turns against the Daughters, the local Znir will act against them. The remainder of the Pact serves other masters, and many warlords of chibs employ Znir gnolls as bodyguards, enforcers, or hunters.



The Znir take their contracts seriously. If the client breaks the terms of the agreement, the contract immediately ends; but as long as the terms are met, Znir will face any danger and never betray a client. They have earned this reputation over the course of centuries, and this gives them a place much like the Sentinel Marshals of House Deneith in Khorvaire; everyone knows that the word of the Znir is as unbreakable as stone.

House Tharashk has begun brokering the services of Znir gnolls within the Five Nations, but the Pact leaders are cautious about this arrangement. Within Droaam, Znir customs are known and respected, and the Znir can unite against anyone who defies them. The Znir recognize that they don't hold such power over the rulers of the Five Nations, and are concerned about serving so far from their stones. In addition to those who serve through House Tharashk or Daask, a number of Znir have been sent east to study the Five Nations, gathering knowledge of its people and customs so the Znir council can determine how to engage with the wider world. This scouting role is a reasonable path for a gnoll player character; it's their job to travel the world beyond and learn its ways, and to make friends and allies.

## THE MYRNAXE

As mercenaries in a land of monsters, the Znir gnolls prepare to face a wide variety of opponents. With this in mind, the Eyre clan produces a weapon they call the *myrnaxe*, named for the smith who created it.

A myrnaxe has a sturdy wooden haft with a curved axeblade on one end and a long spearhead on the other. Functionally, a myrnaxe is a Battleaxe, but it can be used to inflict either Slashing damage (with the axeblade) or Piercing damage (with the spearhead). It's common for each head to be made of a different metal, so the spearhead might be silver while the axeblade is made of byeshk—thus maximizing its versatility against multiple foes. The Znir consider the myrnaxe a signature weapon of their pact and don't sell them to outsiders. The only way to acquire a myrnaxe is to be given one or to take it from a fallen foe.

## GNOLL NAMES

The most important identifier for a Znir gnoll is its whoop. While deceptively short, a whoop includes a range of ultrasonic inflections that indicate clan, a personal identifier, and a suggestion of family affiliation (the Znir trace lineage through the mother). Because it's impossible for most nongnolls to properly replicate a whoop, gnolls also use *contract names*—names intended to be used with clients and other outsiders. There is a basic structure of contract names used by all gnolls; the inflection of the name indicates gender, though few people recognize this if they don't speak Gnoll. The Znir typically attach clan name to a formal introduction: “*Ghyrryn Barrakas, Znir.*”

**Gnoll Contract Names:** Dagnyr, Dhyrn, Ghyrryn, Gnasc, Gnoryc, Gnyrn, Gnyrl, Hyrn, Lhoryn, Lhyr, Lhyrl, Mognyr, Myrl, Sorgnyn, Thyrn, Toryc, Yrgnyn, Yrych

## PLAYING A GNOLL

Here are some common characteristics of gnolls—some of them biological, others cultural—that can help make a Znir character come alive.

**Physical Appearance.** A typical gnoll stands over seven feet in height, but this is belied by their hunched posture. Males and females are similar in appearance, and other species have difficulty telling them apart. Gnolls have thick fur over their bodies; depending on the clan, this can be uniform in color, or broken up with spots or stripes. Their eyes are yellow or green, and gleam with reflected light. While these are common traits, the fiendish heritage of the gnoll sometimes manifests itself in its appearance. An unusual gnoll could have glowing red eyes, fur with stripes that glow like flames, or other unusual traits. Typically, these don't grant special abilities, though you could attribute a class ability or feat to such a mutation.

**Bone Eaters.** Gnolls possess powerful jaws, as reflected by their Bite attack. They can chew through and digest bone, and dislike letting food go to waste. When feral gnolls raid a village, they consume even the bones of their victims. Znir gnolls won't eat their fallen foes if they're in the company of creatures who are uncomfortable with such behavior. But they often eat a small piece of any creature they slay—even if it's just a finger—to form a bond with the victim. The Znir believe that those you kill wait for you in the realm of death, and honoring them ensures that they won't be hungry when you travel to that land.

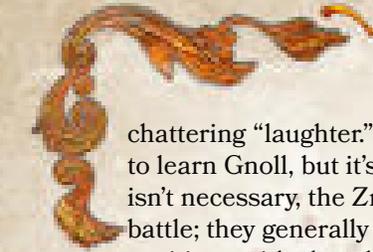
**Pack Instincts.** Gnolls have very strong pack instincts. They instinctively work together in combat, and think nothing of placing themselves in harm's way to protect their kin. Znir gnolls won't deceive members of their pack; if there are problems, they call them out directly. If a gnoll character adopts a group of adventurers as their temporary pack, these things apply to the other characters—but the gnoll will be surprised and angry if their non-gnoll packmates don't show them the same respect.

**Casual Aggression.** Gnolls often seem very aggressive to other creatures. However, gnolls themselves don't consider casual intimidation to be a hostile act; it's just a way to establish a place in the hierarchy of the pack, largely ignored once that hierarchy is established. This manifests in how gnolls make demands rather than requests, and use active statements rather than passive queries.

**Cunning Hunters.** Gnolls are strong and aggressive by nature. But both the Znir gnolls and their uncivilized kin are cunning hunters rather than simple brutes. Gnolls work together as a pack, always searching for weaknesses in enemies and supporting injured allies. Znir gnolls won't break their word, but they don't hold to any idea of honorable conduct on the battlefield; they are ruthless and efficient, and see nothing wrong with ambushing or tricking a superior foe. Some gnolls have a supernatural knack for mimicry (which could be represented by the use of *Minor Illusion* or the Actor feat) and use this gift to draw enemies into danger.

**Working Relationships.** Droaam is a diverse region, and the Znir gnolls have always been prepared to work for any master. They don't judge people by appearance or by their beliefs; just as they put up with demon-worshipping minotaurs in Droaam, a Znir hwyri can work alongside a templar of the Silver Flame or a warforged paladin of Dol Arrah. They may not like the people they are working with, and they may think that the beliefs of their companions are vile or foolish. But they place duty before such personal concerns, and won't insult allies or pick fights with them.

**Communication.** The Gnoll language is unique, with a range of pitches that are difficult for humans to hear, let alone duplicate. At first, it sounds much like the vocalizations of hyenas, with whining and



chattering “laughter.” It’s possible for non-gnolls to learn Gnoll, but it’s a difficult feat. When stealth isn’t necessary, the Znir are often quite vocal in battle; they generally coordinate actions and confirm positions with short bursts in Gnoll. Each Znir gnoll has a *whoop*, a unique call it uses as a sort of verbal signature; while these are extremely short, they convey both personal identity and clan loyalty. These are used to coordinate in the field, and it’s common for a gnoll to whoop when entering a friendly location, as a simple way of identifying itself and giving allies an opportunity to respond. Beyond this, body language and posture—usually slumped—are an important part of gnoll communication; for example, when a gnoll feels threatened or angry, its thick crest of fur down the spine rises. The Znir dislike written communication, though they use it for contracts.

## THE HARPIES OF THE BYESHK MOUNTAINS

*“I can’t help it if you’re drawn to my voice. I sing what I feel. If my song draws you closer, you have a choice; will you fight what you feel, or will you dance with me?”*  
—*Taleth of the Forgotten Choir*

To be a harpy is to *feel*. Harpies are intense and passionate, experiencing all emotions deeply, and they channel these feelings into their songs. A harpy’s voice is an outlet for all the passion they feel, and singing is a joyous release. The same is true of motion; for a harpy, soaring through the air isn’t just a way to get from one point to another, it is a dance with the currents and the wind. Throughout most of the history of Galifar, harpies remained on their mountain peaks. Now they have descended to work with Droaam and Tharashk, and the harpy’s song plays a vital role in holding the new nation together.

Harpies are winged humanoids. The harpies of the Byeshk mountains have birdlike legs, and rough skin and claws on their hands. Other cosmetic details vary by bloodline; some harpy lines appear largely human, while others are more elven in their features. The harpies of the Last Dirge have hobgoblin features; it’s said that the legendary duur’kala Jhazaar Dhakaan learned the secrets of song from an elder of this line. Male harpies are rarer than their sisters, but they do exist.

## MONSTERS OF MYTH

Until the last decade, the people of the east only knew harpies through tales told by explorers and templars. The sage Dorius Alyre ir’Korran wrote *“Taking glee in suffering and death, the sadistic harpy is always on the hunt for prey. Its sweet song has lured countless adventurers to their deaths, drawing them in close for the harpy to kill and then consume.”* They were said to

be children of the Fury and the Shadow set on Eberron to torment innocents and drive people to madness; the name harpy was a pejorative term. Scholars can point to historical examples of explorers drawn into chasms and other hazards. However, in many of these cases, the luring harpy wasn’t even aware of the adventurers doomed by her voice. She sought only to sing, to express her joy or her sorrow—and those who heard her wanted nothing more than to hear her better, ignoring all dangers as they pursued the haunting song. Most harpies take no glee in suffering or death, but they cannot help the impact their voices have on the people around them. This is why the harpies have long dwelt in the highest mountains—to avoid harming innocents, to live in a space where they can dance with the wind and sing with full throat.

Harpies have dwelt in the Byeshk Mountains for countless generations. They carve roosts into cliff faces with the power of their songs, and have felt no need to build cities or raise monuments; in their isolation, they don’t need walls to defend themselves from enemies. Culturally, the Byeshk harpies are split into flights, and within flights they are further split into communities known as choirs. Flights are defined by traditions and by their songs; much like the Phiarlan elves, certain songs are treasures of a flight, heirlooms passed down to a single chosen singer.

A decade ago, Sora Katra came to the high peaks and spoke to the elder voices of each flight. She painted a picture of a nation united, of the scattered creatures of the Barrens singing one song, and she asked the elders to descend and make this vision real. Harpies are passionate, and the leaders of the flights were passionate in their views. Four flights—the Carrion Callers, the Last Dirge, the Rotwings, and the Stormsingers—embraced Katra’s vision, choosing to leave their mountain homes behind and lead their entire flights behind. Others refused. Some had no desire to leave their high mountains. Others doubted Katra’s ability to achieve her dreams or questioned her motives. Callain of the Bloody Word said that the people of the world weren’t meant to sing with one voice. The harpies of the Haunting Song took this further, swearing to use their voices to break Katra’s vision. This led to the Carrion Callers and Stormsingers joining their voices together to break the Haunting Song. Katra chose to leave the other six dissenting flights in peace. They do not harm Droaam in their high peaks, but they take little part in it. While down below, the harpies of the four flights that are bound to the Daughters have spread across the realm. Harpy song is the mortar that binds the nation together. Songbirds rouse people’s spirits at the start of a work day, and soothe them when work is done. Harpies inspire and delight; they can give hope to those who doubt, and end conflicts with a peaceful word. And when it comes to war, they can use



their voices as weapons. Most harpies take no glee in suffering and death—but in the first attack on Orcbone, harpy songs had defenders flinging themselves off the walls of the fortress to reach the source of the song. And the harpies serving with Daask have learned that a lure can be a devastating weapon in a city formed from bridges and towers...

### THE VOICE OF THE FURY

Harpies love what they do. If they don't love it, they won't do it. For a harpy, singing isn't merely a magical tool; it's an ecstatic act, a work of art and communion with the Fury combined. Whether singing goblins to sleep in a grist mill or carrying messages in Sharn, harpies embrace life with absolute zeal. But they hate just as strongly as they love. And little is more terrifying than a harpy roused to anger.

Byeshk harpies revere the Fury, though they generally refer to her as *Ur'kala* or just *Kala*—the First Song, or simply the Song. They don't care what others believe, and will use the name of the Fury when speaking Common as it's the name others know. Each flight has its own story of the Song. The Stormsingers say that the Fury and the Devourer are one and the same, that the Song shapes the storm even as she drives the currents of the heart. The Last Dirge believes that the Song began at the first moment of creation, and that when it reaches its end the world will fade away. Regardless of belief, harpies feel the power of the Song flowing through them when they sing. However, it is power that must be mastered. The legendary lure isn't something all harpies can do; it is an art, and among the harpies those who can perform this are called sirens. But all harpies have power. The most basic gift that all harpies possess is the power

to cast *Friends*—shifting emotions with a word. All harpies have access to a particular set of effects—*Charm*, *Suggestion*. But beyond the abilities granted by the Harpy species, many class abilities can be linked to voice. It's easy to see how a harpy Bard can tie her magic to her song, but a harpy Cleric will sing her prayers; a harpy Druid channels the power of nature with his voice; and a harpy Warlock could depict her *Eldritch Blast* as sharp words that strike with physical force. Rangers are common among the Byeshk harpies. Archery is a useful art for flying hunters, and Ranger magic can likewise be tied to song; the *Hunter's Mark* of a Byeshk Ranger is sung as a curse.

### HARPY NAMES

The full name of a Byeshk harpy is a song that can take minutes to sing. They use diminutive names for common use and for dealing with strangers. Harpies are fond of deed names—*Callain of the Bloody Word*—and if they have no deed to share, will often invoke their flight—*Taleth of the Forgotten Choir*.

**Female Names:** Baeleth, Callain, Cazha, Daeraleth, Jalira, Lharrain, Mazalara, Sorasara, Surrain, Taleth, Zoryanna

**Male Names:** Barakan, Bakar, Canto, Daralan, Jakar, Lurran, Morro, Sorran, Surakar, Taluran, Zakaro

### PLAYING A HARPY

When playing a harpy, consider your driving passion. What do you love most in life? What do you want, and how do you express that desire? Consider that your voice has power; that for you, it takes an effort *not* to cast *Friends* when you speak passionately about something, because the effect is just part of your voice. Embrace your path, speak your mind, and live a life without regrets.

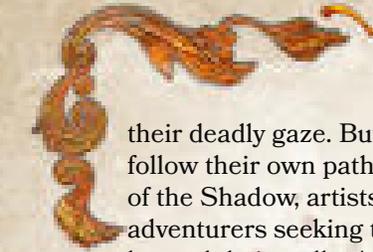
### THE MEDUSAS OF CAZHAAK DRAAL

*"You aren't in your Five Nations any more," Sheshka said. She had sheathed her sword, but her voice was deadly. "You have come to my home. Your soldier threatened me with a blindfold. A blindfold, on my soil. Would I come into your castle and strip away your sword, or demand that you wear chains?"*

*"We can't kill with a glance," Beren said.*

*"And that excuses your threat to pluck out my eyes? Should I cut off your hands so you cannot strangle me?" The medusa's eyelids fluttered, but remained closed. "Hand, tooth, steel – we are all deadly."*

Proud and deadly, medusas have long been feared by both the denizens of the Barrens and the people of the east. Today, the medusas of Cazhaak Draal are a vital part of Droaam, serving as priests, architects, magistrates, and more. Throughout Droaam, they are valued for their intelligence and discipline as well as



their deadly gaze. But there are also medusas who follow their own paths—mystics guided by the whispers of the Shadow, artists in search of inspiration, adventurers seeking to learn more about the world beyond their walls. A handful of medusas served with House Tharashk during the final years of the Last War, and as long as they follow local ordinances, medusas won't be met by mobs or hunted by templars in the cities of the Five Nations. But they will draw attention and will often be met with suspicion or fear when dealing with those who have little experience with Droaamites.

### SERPENT AND STONE

Medusas are Monstrosities; whether they were shaped by the daelkyr or the Shadow, they're supernatural creatures with inhuman features. From a distance, they can be mistaken for humans. Up close, the differences become clear. Medusas blend aspects of mammal and reptile; some medusa bloodlines have scaled skin, while others appear to be carved from stone. Culturally, Cazhaak medusas tend to present themselves as calm and confident, cool as stone. This reflects both the weight of their power and the confidence it gives them; to a medusa, all other creatures are fragile, and a medusa must take care not to break them. Beyond this, the Cazhaak faith is strong among the medusas and there is a serenity that comes from being one of the Shadow's chosen people. Many Cazhaak medusas are asexual; they value companionship and love, but aren't strongly influenced by sexual desire. However, not all medusas share these characteristics! There are medusas who embrace the passions of the Fury, and those who feel no devotion to the Cazhaak Six and follow different paths. Cazhaak medusas can live up to 250 years; they rarely show the effects of aging until the very end, and even then it's common for respected elders to be petrified and preserved in Cazhaak Draal. Most Cazhaak medusas are female, but roughly one in five are male; there's no mechanical difference between the medusa genders.

### WHISPERS IN THE STONE

The Cazhaak priests state that the first medusas were held in bondage in a realm of stone, where they were forced to carve strange monuments and mazes, to labor endlessly in mines, to build towers only to raze them and start again. The Shadow recognized their potential and ambition and gave them the power to break their chains; after an exodus that led them through many strange demiplanes, they finally reached the shelter of Cazhaak Draal. While the medusas thank the Shadow for their gifts, other scholars feel that this story shows that the medusas were created by the daelkyr Orlassk, and rebelled against their creator. Whether their gifts flow from the Shadow or from the daelkyr, medusas have an affinity for stone

and for other creatures that possess the power of petrification. This isn't a primal bond like that of a druid or a Lorghalan gnome; it's in many ways a deeply *unnatural* connection, a reflection of the fact that, for a medusa, the line between flesh and stone is flexible. Most medusas say that they can hear stone whispering in its sleep; others say that it sings to them. Medusas who have an especially strong affinity for the stone can master a number of supernatural powers, from being able to mold and shape stone to locating veins of minerals and ore by listening to the songs.

As a medusa, consider your relationship to the stone. If you're playing a character with spells related to stone, you could tie these to this gift; a Ranger with a spell like *Entangle* could cause tendrils of stone to rise up from the earth rather than plants. Even if you don't have any magic, consider that statues and walls may be whispering to you; what do they have to say?

### THE SERPENT MANE

From a distance, a medusa can be mistaken for a human. The serpent mane is the first thing that dispels that illusion—a wreath of writhing snakes coiling around the medusa's face. Typically, the actions of the serpents are an expression of the medusa's mood. If you're playing a medusa, consider how your serpents may react to situations or to strangers. If you're angry, do they hiss and snap at your foe? If you're curious about someone, do your serpents follow their movements even while you try to play it cool?

While the serpent mane is usually driven by subconscious reflexes, it is as much a part of a medusa as their fingers and toes, and a medusa can exert full, conscious control over their mane when they wish to. There are a few scenarios when this comes into play:

- Serpentine is the language of the medusas of Cazhaak Draal. It blends traditional speech with the hissing and writhing motions of the serpent mane. There's a distinct subset of Serpentine that relies solely on the motions of the serpents, allowing medusas within 60 feet of each other to silently communicate, provided that they can see one another. Any creature can learn Serpentine as a rare language or understand it through the use of magic, but only a creature with a functioning serpent mane can speak Serpentine.
- A medusa can see through the eyes of their serpent mane. This requires them to exert control over the mane, focusing all the serpents in a singular direction. As such, it's easy for an observer to tell when a medusa is using this ability and where the serpents are looking. The most important aspect of this is that it allows a medusa to operate without penalty while their primary eyes are closed or covered. It's more *natural* for a medusa to view the world through their primary eyes, and most prefer it, but they can act normally even while wearing a



blindfold or while their eyes are closed.

- Some medusas can use their serpent mane as a weapon, attacking nearby enemies with a venomous bite. However, just as there are many snakes in the world that aren't venomous, there are many medusa bloodlines that don't have venomous manes, and this includes the playable medusa presented here.

### THE MEDUSA'S GAZE

If there's one thing people know about medusas, it's the deadly power of their gaze—that a single glance can turn a victim to stone. On the streets of Graywall, trolls and gnolls alike will lower their eyes and step aside to let a medusa pass. This infamy serves medusas well, but like much of what's known about medusas, the stories aren't entirely accurate. All medusas possess a petrifying gaze... but the power of the gaze varies dramatically. Cazhaak tradition recognizes three degrees of power.

**The Gray Gaze** is the most common level of power.

Meeting the eyes of a medusa with the Gray Gaze disrupts the victim's life force, slowing them for an instant. Extended disruption will cause petrification, but a quick glance will only cause discomfort. The medusa can consciously boost this effect—think of this like glaring at someone you're angry at—but

there's a limit to how often they can summon this power.

**Stone Eyes** is the intermediate level of power. A medusa with Stone Eyes can potentially petrify a creature nearly instantly, without wearing them down with the Gray Gaze. However, this still requires a conscious expenditure of energy and focus, and this energy is a limited resource.

**Shadowswift** is the most potent level of power.

Petrification is swift and there are no limits on the power of the gaze.

The medusa presented in the *Monster Manual* is Shadowswift, able to petrify instantly and continually. By contrast, the traits presented in chapter 4 are for a medusa that possesses the *Gray Gaze* cantrip. Their gaze is painful but not instantly lethal, and they must focus their energy to generate a more dramatic effect. Over time, they can build up to Stone Eyes—or they can simply maintain Gray Gaze. Medusas generally don't discuss these differences with outsiders; it's generally to their benefit for outsiders to assume that every medusa has the Shadowswift gaze.

The gaze of a medusa is dangerous even to friends, and as a result, Cazhaak medusas are quite skilled at avoiding eye contact. In conversation, where a medusa directs their eyes reflects their esteem for the person they're speaking with. A Cazhaak medusa will drop their eyes toward the ground to show respect, or look up and over the person if they wish to indicate disdain; when speaking to an equal, they glance to the left or right. If a medusa wishes to show trust, they direct their gaze at the person, but close their eyes.

While the medusa's gaze is a constant effect, it is a supernatural gift as opposed to being biological. Over time, a medusa can learn to enhance this power—using their gaze as a focus for the spells presented in the Shadow's Magic trait, whether to increase the power of *Gray Gaze* or to restrain multiple creatures at once. While this may consume a spell slot, the power is channeled through the medusa's gaze; this is a potent emotional experience for the medusa.

**Mechanics vs Story.** In the story being told here, anyone who directly meets the gaze of a Cazhaak medusa suffers. The fact that a medusa has the choice not to harm the people around it reflects a lifetime of practice and the fact that they can always close their eyes. The fact that it requires a Bonus Action to use *Gray Gaze* reflects the challenge of actively meeting someone's gaze, especially when people know the consequences. So, while mechanically the gaze is presented as a cantrip the medusa casts, that is just the cleanest way to mechanically represent the concept within the system; the IDEA is still that anyone who meets the medusa's gaze would suffer the effects of the Gray Gaze.



## MEDUSA NAMES

Cazhaak medusas typically use a single name, usually two or more syllables with a sibilant sound. This is accompanied by additional elements in Serpentine—hissing and a particular shaping of the serpent mane—that other creatures can't reproduce, so there's an additional layer of complexity that typically goes unappreciated.

**Female Names:** Arasha, Ashaka, Hashkanel, Lillis, Orashka, Sheshka, Shahara, Slynter, Syskanel, Tashka

**Male Names:** Ashlak, Euryshal, Hasslak, Hymliiss, Orrass, Sarrash, Slynter, Stoliss, Tarrash

## PLAYING A MEDUSA

In playing a Cazhaak medusa, the crucial question to answer is *why are you adventuring?* Cazhaak Draal is an insular community united by faith and devotion to its queen. Over the last decade, the Queen of Stone has bound her people to the cause of Droaam. So, as a medusa adventurer, are you somehow serving your queen and your people, or have you broken ties with them? Are you an envoy, an explorer, or an exile? Perhaps you're a Hermit who's following the whispers of the stone or an Acolyte guided by visions of the Shadow; or maybe you're a Folk Hero who believes all malefactors must face the gaze of justice!

If you follow the Cazhaak faith, the Shadow urges the faithful to pursue their ambitions and achieve their full potential—whatever the cost. What are your ambitions? What do you see as your greatest talents, and how can you improve upon them?

## THE TIEFLINGS OF THE VENOMOUS DEMESNE

Sora shook her head. *"I don't get it, Cin. Why did you leave the Demesne?"*

*"It's only now that I could leave," Cinderan said. "Our ancestors feared their enemies, and hid our demesne behind potent wards—shields that kept us within even as they protected us from whatever lay without. We have had great gifts from our ancestors; knowledge and power. But trapped within their wards, we had to find ways to pay for magic without the ease of dragonshards."*

*"What did you come up with?"*

*"Our traditions of magic are not... kind. We pay the price with blood. With pain. With tears." He touched his eye, and looked at the drop on his finger; for an instant it burned with crimson light, then it was gone. "Some days I miss the many wonders. The gardens of sensation. The pool of infinite reflection. But every night I pray my family never calls me home."*

In the tales of the Five Nations, tieflings are touched by malevolent planar powers from beyond Eberron.

Throughout much of Khorvaire, tieflings are seen as ill omens and heralds of misfortune, even more so than those who carry aberrant dragonmarks. Such planar tieflings don't pass their traits to their children, and their rarity is part of what fuels fears. But there is a place where entire families of tieflings rule over a city of wonders. These tieflings are descended from the lords of the fallen nation of Ohr Kaluun. During the Sundering of Sarlona, these lords fled to Khorvaire and established a refuge, shielded from mundane and mystical sight. The tiefling lords and their human subjects remained in this shielded sanctuary for over a thousand years, building a city-state of arcane wonders. But the shields that protected the Venom Lords prevented them from leaving the demesne, and they had to take extreme measures to control their numbers and to power their many wonders. Ohr Kaluun was a harsh land, and the power of the tiefling lords came from old pacts with malefic forces; they were more than willing to walk the road of painful sacrifice to achieve their goals.

It was Sora Teraza who first came to the Venomous Demesne. Her blind eyes were not fooled by illusions, and she walked through the wards as if they didn't exist. She spoke with the Venom Lords and told them of their futures. None know just what she said, but the next day the artificers of the Maze of Making were ordered to craft a gate that would allow passage to the world beyond the wards. Today, humans and tieflings of the Venomous Demesne can be found across Droaam. Human magewrights are helping to develop the arcane infrastructure of the new nation, while the noble tieflings bring greater powers to bear. Some tieflings see the world beyond the wards as a miserable backwater, hopelessly primitive. But others take real pleasure in helping to build something new, in exploring lands unbounded by wards, in walking beneath the sun and finding new paths to power that don't carry the burdens of the Demesne.

The tieflings of the Venomous Demesne don't use the options presented in chapter 4 of this book. Instead, they can use any of the Fiendish Legacies presented in the *Player's Handbook*—Abyssal, Chthonic, or Infernal. These are hereditary traits reflecting the experiments and pacts of their ancestors; the noble families of the Demesne are tied to specific legacies.

## THE FOUR MAZES

The Venomous Demesne is a place of arcane wonders. While the Demesne is sending its magewrights and scions out into Droaam, it refuses to allow outsiders in through its gate. Because of this, little is known of the Demesne beyond the stories shared by its wandering denizens. What is known is that the Demesne is governed by four power groups, which act both as political factions and as practical institutions.



**The Maze of Mysteries** is the seat of wizardry—power that can be harnessed through formula and skill. The Maze of Mysteries is focused on research, including innovations that can be shared with the Maze of Making. Tieflings of the Maze of Mysteries are often the proudest denizens of the Demesne, maintaining that they need not rely on tools or outside forces.

**The Maze of Promises** is the seat of the petitioners—the practice of bargaining with and binding supernatural forces, including fiends, fey, and elementals. The maze maintains relationships with a number of powerful entities and holds a menagerie of minor spirits bound. Its archives contain records of all pacts and entities dealt with in the past. The Maze of Promises also deals with extraplanar travel and communication. It has long been the largest and most powerful of the four mazes, in part because diplomacy and intrigue are vital parts of its function. It is located within a manifest zone tied to Daanvi, and Daanvian fiends are some of the strongest patrons of the Demesne. While petitioners learn to bind and banish fey, pacts with fey are discouraged; an adventurer with ties to an archfey may have defied their family's traditions.

**The Maze of Faith** is the seat of the eremites. It is something of a paradox, as its members approach the divine from a dispassionate, scientific perspective—as a source of power to be harnessed—yet also recognize that doing so requires transcendental faith. Some adepts of Faith are capable of believing anything they put their minds to, while others use potions or other techniques to temporarily enter a state of devotion. It is the

smallest of the four, but its access to *Resurrection* ensures its continued influence. The eremites are often seen as eerie even in a nation of tieflings, but they also produce some of the greatest artists in the Demesne.

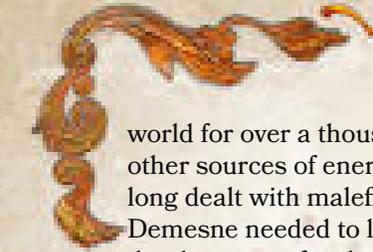
**The Maze of Making** is the seat of artifice, built within a Fernian manifest zone. It bears the practical duty of maintaining the infrastructure of the Demesne, and is focused more on this concrete work than on research. While Making plays a crucial role in daily life and now, a key role in producing goods that can be exported from the Demesne, it is the least prestigious of the four mazes.

In the parlance of the demesne, *petitioner* is the common term for “warlock”, while *eremite* is used for divine spellcasters; a paladin would be a “warrior eremite.” Artificers are generally called *makers*. While certain classes are obviously associated with particular mazes, concepts can be reskinned to fit the theme of a particular maze. For example, a Demesne Bard who casts magic due to their knowledge of arcane science would come from the Maze of Mysteries, and might be determined to unlock greater mystical secrets. But a Bard could come from the Maze of Promises, emphasizing their reliance on their charisma, and presenting their spellcasting as the product of bargains made with a host of minor spirits. A Demesne Zealot Barbarian could be a product of the Maze of Faith, driven by ecstatic trances; or they could be from the Maze of Promises, drawing their rage from a lesser fiend bound to their flesh.

The heads of the tiefling families are known as the Venom Lords, but the Demesne is ruled by the Council of Four—the current masters of the Four Mazes. These tieflings set aside their names upon taking their seats; thus, the current council is composed of Lady Faith, Lord Maker, Lady Promise, and Lord Mystery.

## ARCANE WONDERS AND THE PRICE OF POWER

The civilization of the Venomous Demesne possesses a level of arcane science beyond that of the Five Nations. Overall, spell effects of up to 5th level can be seen at work in daily life and effects of up to 7th level can be encountered; the Maze of Making can reliably produce Rare, Very Rare, and even Legendary items. Teleportation and extradimensional spaces are incorporated into transit and housing. Casual illusions are used for entertainment and practical purposes. While the Maze of Mysteries is familiar with necromancy, the use of undead is quite rare in the Demesne... not because of any squeamishness, but simply because the traditions of the Demesne have other uses for the resources involved. Because all magic comes with a price. In the wider world, Eberron dragonshards are used to fuel arcane industry. But the Venomous Demesne was cut off from the outside



world for over a thousand years; they had to find other sources of energy. The lords of Ohr Kaluun had long dealt with malefic powers and beyond that, the Demesne needed to limit its population. This led to the development of techniques that draw on the living for power. Two common currencies of the Demesne are **pain** and **time**—each of which is transmitted through the medium of blood, drawn out in drops or carried in vials. *Pain* involves the immediate experience of pain, and is measured in loss of Hit Points. *Time* draws on the life force of the subject, providing a far greater yield than temporary pain, but resulting in a permanent reduction of an individual's maximum Hit Points. There are many other forms of currency, depending on the needs of the project and what the subject has to offer. Heartfelt tears have power. True and dangerous secrets can be useful. But the greatest power is the soul itself. There is a vast engine beneath the Maze of Promises that catches the souls of all who die within the wards of the Demesne. Souls with value may be set aside and given to the Maze of Faith for the possibility of resurrection. The rest are drawn into the great engine and distilled into crystal shards, which are capable of fueling magic just like an Eberron dragonshard.

This is the world a Demesne tiefling is used to—a life in which you might pay for a meal with a minute of your life or purchase a gift with a sliver of your father's soul. It is a world of wonders, in which the gods themselves are seen as tools to be used. But it is a harsh life, and there are many scions of the Demesne who take some joy in leaving their home behind.

On a practical level, the cost of magic is something that only affects player characters in a cosmetic fashion. There is no cost to casting a cantrip, unless the adventurer wants to say that they jab their palm with a needle to trigger a jolt of pain. The soulshards of the Demesne function just like Eberron dragonshards; they can be used in place of other costly components. So a Demesne hermit can use a soulshard to cast *Divination* instead of burning incense... but a Demesne Wizard doesn't need to burn a fragment of a soul to cast *Magic Missile*. Like dragonshards in the wider world, it is the fuel of *industry* more than it is used by the typical adventurer. However, this is a key element in the fact that, as powerful and wondrous as the Demesne is, it lacks House Cannith's capabilities for mass production. The Maze of Making can produce legendary magic items—but it can't produce them quickly or in vast quantities.

### THE VENOM LINES AND ESOTERIC TITLES

The nobles of the Demesne are proud of their blood, charged as it is with the Fiendish Legacies of their ancestors. The founders of the Demesne stated *poison runs in our veins, power that would kill any too weak to bear it*. The noble families are thus known as the

Venom lines, and this in turn is why the realm is the Venomous Demesne. There are a dozen major Venom lines, four tied to each of the Fiendish Legacies. When a child is born from the union of two lines that carry different legacies, they take the name of the line whose legacy they manifest. Here are a few of those twelve lines; the others are left to the DM to develop.

**Bhar Doluun** is an Infernal line with strong ties to the Maze of Promises. They have pacts with powerful fiends of Daanvi and often serve as justiciars within the Demesne. Their Warlock patrons can be classified both as Fiends and Great Old Ones; the latter being fiends that pry into the minds of others, ripping out secrets and crushing resistance. They are proud of their power and role.

**Kotharoth** is an Abyssal line with equal ties to all the Mazes. They have a strong tradition of alchemy and are especially adept in the creation and use of poisons. Kotharoth mages have developed variant spells that replace the usual damage type with poison damage—*Toxic Shield* as a variant of *Armor of Agathys*, *Vengeful Venom* in place of *Hellish Rebuke*. Kotharoth heirs are known for their subtlety and for never releasing a grudge.

**Orncaex** is an Infernal line traditionally tied to the Maze of Mysteries. They focus on war magic and evocation, but the line also possesses a powerful sentient artifact from Ohr Kaluun—the Blade of Twilight Flame, which they say will be driven into the heart of the sun on the last day of the world—and this occasionally empowers Hexblade Warlocks. The Orncaex are exceptional arcane duelists.

**Vulkhesh** is a Chthonic line closely connected to the Maze of Faith. Its heirs are often seen as gloomy or introspective, but the line has produced some of the most gifted poets and bards in the history of the Demesne. When a Vulkhesh Bard uses *Vicious Mockery*, they don't mock the victim; they speak tragic truths that unsettle even the most confident of warriors. Vulkhesh has also been the source of some of the greatest diviners and oracles of the Demesne, though none can match Sora Teraza.

Beyond family, Demesne society is driven by *esoteric titles*. The Demesne has very limited space to parcel out to its nobles, but it has heirloom objects, ranks reflecting mystical skill, and positions in a few arcane orders—and competing for these titles has been a major source of entertainment for the Venom Lords in their long isolation. So a tiefling noble might be *Baelan Bhar Doluun the Seventh Seal, Keeper of the Black Wand and Magister of the Iron Hand*.

## HUMANS OF THE DEMESNE

The tiefling families are the nobility of the Venomous Demesne. Their tiefling nature is seen as proof of their power and their ties to the ancient history of their civilization. But the majority of the population of the Venomous Demesne are human—well, *mostly* human. Over the course of countless generations and isolation within the Demesne, many of the humans of the Demesne have developed minor mutations, as shown on the Demesne Human Quirks table. These might be tied to a trace of noble blood, or they could be the result of the human's work for one of the Mazes. A human who has the *Unnatural Skin* quirk could have vivid red skin due to a trace of an Infernal Legacy, or they could have been a magewright in the Maze of Promises and have the terms of an arcane contract inscribed across their body. The society of the Demesne is loosely feudal, and humans begin their lives as vassals of a noble family. Those that display sufficient skill can earn positions of authority within one of the Mazes. The humans of the Demesne can be artisans and merchants as well as menial laborers, but even a successful family of merchants are vassals to a Tiefling family. In addition, justice in the Demesne is exceptionally harsh when dealing with humans; in a society where blood, pain, bone dust, and souls are the fuel of the magical economy, any crime can carry a death sentence. As such, the chance to leave the Demesne and to engage with the rising nation of Droaam is an exciting prospect for many humans—although many do find the primitive state of Droaam a sharp change from the Demesne.

The Demesne is a mystically advanced civilization. While humans are functionally servants, they are still citizens of the Demesne and the last legacy of its glorious past; as such, they are educated and receive basic mystical training. Most humans from the Demesne have a background that provides the Magic Initiate feat. The Magewright background (see chapter 4) is the most common option, but Acolytes serve in the Maze of Faith and Scribes are found within all the Mazes. *Prestidigitation*, *Thaumaturgy*, and *Magecraft* (from *Exploring Eberron*) are all common tools in everyday life, even more so than in the Five Nations.

### DEMESNE HUMAN QUIRKS

d8	Quirk
1	Unnatural Skin
2	Unusual Hair
3	Small Horns
4	Extra Digits
5	Inhuman Eyes
6	Sharp Teeth
7	Strange Odor
8	Roll Twice

## TIEFLING NAMES

The names of the Venom Lords draw on both Draconic and Infernal roots. Four of the noble houses have been mentioned, and the DM and players can name and create new lines. However, a tiefling who has chosen to leave the Demesne might not wish to share their true name for fear of the power it might grant over them, and might adopt a nickname or something with an eastern style.

**Female Names:** Aesthyr, Aurix, Baelu, Eremyssa, Khalara, Miirik, Nytha, Sulaa, Tokara, Tessalyn, Uxala, Xarala

**Male Names:** Andar, Baelan, Cindaron, Dol, Edar, Kholan, Orn, Rakhar, Sulaan, Tokar, Xuusan

## PLAYING A DENIZEN OF THE DEMESNE

Here are a few things to consider when playing a human or tiefling from the Venomous Demesne.

**Why have you left?** Are you on a mission on behalf of your family? Are you on a path that will help you gain power and prestige when you return to your home? Have you left the Demesne to pursue a path your family doesn't approve of—such as becoming an Archfey Warlock when you were supposed to be bound to a Daanvian fiend? Or are you an exile or a renegade, perhaps fleeing the aftermath of a feud between houses?

**What do you miss?** Your home is a place of arcane wonders, and, by comparison, both Droaam and Breland are extremely primitive. What is the thing from your home you miss most?

**What is your secret?** The Venom lines have pacts, promises, and webs of intrigue. Are you involved in an ancient feud? Are you sworn to an abyssal marriage? Are you carrying a subtle curse? Did you do something terrible in your youth to get the power that you possess?

## THE WORGs OF THE WATCHING WOOD

*"Just look at you. It breaks my heart. Your tiny nose can't catch the stories carried on the wind. Your ears are flat and useless. You wobble so slowly on your two feet... each moment, I fear that you will fall. And all for what? Your clever hands and what you build with them? You wouldn't need steel if you had real teeth, nor walls if you weren't so afraid of rain and snow. It is so sad to see you. But we cannot all be worgs."*

—The worg Ja'taarka

What is a worg? The people of the Five Nations generally think of them as talking wolves. In his *Codex Carnivorous*, Dorius Alyre ir'Korran concluded that worgs were wolves that had been altered by Dhakaani magebreeders. He further stated that "... the worg is an evil predator that delights in hunting and devouring

creatures weaker than itself.”

Everything about this is wrong. The word “worg” is a flawed form of what these creatures call themselves—*wuura’gaa*, the children of the wood. They are a unique canid species, distinct from wolves and dogs. The Dhakaani worked closely with worgs, and because of this, small populations of worgs can be found across Khorvaire in places where the Dhakaani had strongholds. But the goblins didn’t create the worgs... and worgs are no more inherently evil than goblins, gnomes, or humans.

### THE WATCHING WOOD

There is a vast, dense rainforest located southwest of the Great Crag. The worgs call it *Wuura Chotaa*, The Watching Wood. It is a hypernatural environment, like some Lamannian manifest zones; it is impossible to tame the Wood or to establish outposts within it; any structures will be overcome by accelerated growth and decay. This is the birthplace of the worgs. Despite its traits, it is not tied to Lamannia. It doesn’t look outwards; the Wood watches what lies within. There is a vast pit in the center of the Watching Wood, surrounded by rotting vegetation and sludgy soil. The Worgs call this *Nuushka*, the Wound. They say it is a wound inflicted on the First Mother at the dawn of creation—an injury inflicted on Eberron by Khyber’s claws. The hypernatural traits of the Watching Wood are a response to the Wound. The fiends and foul things that emerge from the Wound are torn apart by the denizens of the Wood, never reaching the world beyond. Because of this, the Watching Wood is home to a vast array of monstrosities and beasts, both dire and horrid. It’s worth noting that these monstrosities may seem monstrous to humans—but they are children of Eberron, distinct from aberrations. And it is the hypernatural power of Eberron that resisted both the corruption of Avassh and the force that shaped the Barrens.

There are thousands of worgs in the Watching Wood. Their packs are united by common traditions and an instinctive bond to contain the threat of the Wound, but there are a number of unique subcultures—not unlike the Lhazaar Principalities. The *Stone Fangs* are the fiercest warriors of the inner woods. The worgs of *The Menagerie* have developed a shapeshifting tradition that mirrors the druidic Circle of the Moon. The *Marrowbound* turn the power of the Wound against its spawn, pursuing a warlock path. But these packs dwell in the deep woods, and most have never seen or been seen by humanoids. It is the worgs of the outermost woods that interact with outsiders. In the past, they have been known as the *Calador*, loosely translated as *the Uncaged* or *the Restless*. It is the Calador who left the wood to work with the Dhakaani. But a century ago, the elf werewolf Zaeurl came to the Watching Wood, leading an exodus of lycanthropes



from Aundair and the Eldeen Reaches. Zaeurl forged an alliance between her refugees, the Calador worgs, and other sentient predators of the outer woods. Together they became the *Ghaal’kechan*—the Great Pack. Where the Calador had previously kept to the woods and kept others out of it, under Zaeurl’s leadership they began to interact with the humanoids on the edge of their domain, forming ties with the gnolls of the Znir Pact and the changelings of Lost. As Droaam rose from the Barrens, Zaeurl accepted the title of warlord—and many among the *Ghaal’kechan* chose to leave the Watching Wood and become a part of this greater pack.

**Dark and Dusk.** The worgs loyal to Zaeurl call themselves the Great Pack. The alliance includes an elite force of worg and werewolves known as *Vanon’kechan*, the Dusk Pack. These canid commandos were much feared by Brelish forces during the Last War. Due to poor translation, the easterners called the enemy “the Dark Pack” and applied this name to all Droaamite worgs. So, people of the Five Nations—and prior sourcebooks—often refer to the faction as the Dark Pack, but Droaamites know it as the Great Pack, or *Ghaal’kechan*.

## CHILDREN OF THE WILD

Worgs are a unique canid species, larger and stockier than the common wolf, with a heavy build that allows them to serve as effective mounts for Small or Medium creatures. They have keen senses and powerful jaws; their feet are clawed, but these are not effective weapons. Different bloodlines have distinct patterns of fur and other minor cosmetic differences. A trait shared by most bloodlines is that the upper snout is hairless—something that immediately distinguishes a worg from a dog or a wolf. Worgs are innately capable of speech and adopted the Goblin language long ago. When among themselves, worgs often rely on body language, speaking only when necessary. A worg can convey simple concepts—emotions, intention, warning—to any worg that can see them.

There are many worg subcultures within the Watching Wood, each with its own unique traditions and beliefs. However, they are united by a few common concepts. They revere *Ur'niianu*, the First Mother—their term for Eberron, the natural world. And they have a general belief that they are guided by the spirit of the wild, a force that drives the predator and the hunter. Many among the Great Pack have adopted the Cazhaak faith, and identify this guiding force as the Devourer. Others respect the Wild as a pure and nameless force, a power that speaks to them through their instincts, through the scents on the wind and the stirring in their blood. Unlike the minotaur clans who fight over the different faces of the Horned King, the worgs of the Watching Wood respect all other worgs as children of the Wild, no matter how they choose to interpret it. There are feuds and vendettas among the packs of the deep woods, but they do not fight over the name of the Wild.

**Varied Children.** The wuura'gaa are the children of the wood, granted sentience by the powers at play in the Watching Wood. While the canid species is by far the most common form of worg, the Wild has granted sentience to other creatures; deep within the Watching Wood, there are wuura'gaa with ursid and felid traits. As a worg character, you could choose to be one of these rarer variations. This has no mechanical effects and is purely a cosmetic decision. While such non-canid worgs are rare, Droaamites know they exist. For this reason, it's not unusual for a Droaamite to say *ta kuur*—you speak?—to a beast they've never met before.

## STEEL AND HIDE

The worgs of the deep woods do not bother with tools. They rely on their fangs and their hide, occasionally supplementing their natural abilities with magic. However, the worgs of the Great Pack have been working with humanoids for over a century, just as they dealt with the Dhakaani long ago. Droaamite smiths craft armor that can be worn by worgs—cleverly designed with straps that can be fastened and undone

with worg teeth. Steel Jaws are weapons that help worgs face armored foes, and which can be enchanted just like weapons of steel and wood. Worgs can also wear enchanted jewelry, and some other items can be redesigned for their use. Many worgs of the Great Pack find some way to cast *Mage Hand* to facilitate living in cities built by people with thumbs, but others are content to rely on humanoid allies to deal with obstacles. Some worgs refer to their humanoid partners as *Kada*—the Goblin word for “thumbs”.

## WORG NAMES

A worg's true name uses sounds that can't be easily expressed or properly heard by most humanoids. Because of this, worgs of the Great Pack have a “Barrens Name” for use with non-worgs. This is something that generally changes over a worg's lifetime. Some worgs shift their name to reflect a great achievement or deed; others adopt names given to them by their companions. Descriptive names are common, often using Goblin words. Note that the goblin word *taarka* is often used to refer to both wolves and worgs; the goblin *Taarka'khash* generally ride worgs!

**Worg Barrens Names:** Calador, Chot, Draldor, Gantii, Grim, Golin, Hunter, Jaduur, Ja'taarka, Khash, Kortaash, Lhash, Longstrider, Redfang, Saar'daask, Saaruuska, Sehndor, Spot, Strider, Swift, Taarka'chot

## PLAYING A WORG

In playing one of the wuura'gaa, the first question is where you're from. If you're from the Great Pack, you're familiar with the wider world and have a place in Droaam. If you're from the Pack, are you on a mission? On leave? Or were you exiled from it due to a crime or feud? If you're not from the Great Pack, you could be from one of the packs of the deep woods, such as the Marrowbound or the Menagerie. In this case, you may have only recently left the woods for the first time; humanoids and their customs may be strange to you. Alternatively, you could be a worg born in the Barrens, with no tie to the Watching Woods; you may feel the call of the Wild, but you don't know your roots like the wuura'gaa do.

One reason to play a worg is to do something distinctly different. As a quadruped without thumbs, you face certain challenges in environments designed for humans. Embrace this! Make friends and complain to them about all the stupid doors and chairs. Consider how the human world looks through worg eyes, and have fun with it. If it gets too frustrating, *Mage Hand* is your friend!



## OTHER SPECIES

One of the great strengths of Droaam is its diversity of species. The following species don't have unique mechanics presented in this book, but they play important roles in Droaam and can be found on the Western Frontier.

### CENTAURS

The Sehn'te are nomadic centaurs who roam across the northern Barrens, blending an equine lower body with an upper torso that's reminiscent of a hobgoblin. Academics debate whether the Sehn'te were created by the Dhakaani or whether they were the work of one of the daelkyr; the centaurs themselves have no written records and their oldest tales speak only of the chaos after the empire's collapse. The Sehn'te are nomadic hunter-gatherers; throughout the history of the Barrens they clashed with minotaur clans and the Gaa'aram orcs, but they largely chose to evade such threats rather than stand and fight. Since the rise of Droaam, the Daughters have convinced some of the Sehn'te to serve as scouts and couriers, and Maenya's Fist has an elite unit of Sehn'te cavalry that has had some legendary clashes with the Westwind Riders. Some Sehn'te have settled with the blended villages along the road, and adventurers could potentially encounter a centaur sheriff in a goblin village!

Mechanically, the Sehn'te are Monstrosities. But there's another form of centaur that can be encountered on the frontier—fey centaurs, traveling south from the Eldeen Reaches. The Twilight Harras are an alliance of centaurs that dwell around the Twilight Demesne in the Towering Wood. Twilight centaurs are fey creatures and take a wide variety of forms, combining elf and stag, dwarf and dog, horse and human, and many more—though all have the same mechanical abilities regardless of their cosmetic appearance. Twilight centaurs have no permanent presence in the region, but can be found serving as Eldeen merchants or couriers, or accompanying other Eldeen travelers.

As adventurers, a fey centaur from the Twilight Harras could be a Druid or Ranger with ties to one of the Eldeen druidic sects. A Sehn'te Fighter or Barbarian could have broken away from their herd; perhaps they're on a quest for revenge, or maybe they want to become a Westwind Rider!

### CHANGELINGS

Changelings encountered on the Western Frontier are as likely to come from Breland as from Droaam. Changelings make up approximately 4% of the population of Breland; they can be found living in Brelish communities, or wandering the Western Frontier as merchants, wandslingers, brigands, or any other role a human might play. To the west, the changelings of Droaam come from the nomadic city of

Lost, a hidden community that is both disguised and in constant motion. Those changelings that leave Lost are often part of Katra's Voice, moving among the people of Droaam as mediators or entertainers; in this role, they usually walk openly as changelings, often using their shape-shifting abilities aesthetically to add colors and patterns to their skin. Others gather information as part of Teraza's Eye, and these changelings typically use their gifts to blend in and move unnoticed.

Changeling adventurers could come from either side of the Border Road. Skindancing is an artistic tradition developed in Lost, which blends motion and transformation; a Changeling Bard of the College of Dance could be a master of this art. The denizens of Lost also hone their innate telepathic powers, and this would be a logical path for a Soulknife Rogue or Great Old One Warlock; in the case of the Warlock, their patron might be the telepathic gestalt of Lost itself.

### GOBLINS AND KOBOLDS

Both goblins and kobolds have historically been oppressed underclasses within the Barrens, dominated by almost every other species in the plains. Over time, they developed their own shared culture that's entirely different from the cultures of either species elsewhere in Khorvaire; when someone says "goblins" in Droaam, it's understood that they mean "goblins or kobolds." Most goblins and kobolds feel a close kinship and look out for each other when possible. They learned long ago to value their cunning over strength; the heroes of their tales are quick and clever. They are patient and enduring, and tolerate endless suffering while waiting for an opportunity to present itself.

Those goblins who serve the Daughters of Sora Kell lead far better lives than their ancestors in the Barrens, and they are among the most numerous inhabitants of the large cities—and the most devoted supporters of the Daughters of Sora Kell. Most are especially excited about Kethelrax the Cunning, the kobold warlord of Shaarat Kol; they believe that this marks the beginning of a new age where goblins will be recognized and rewarded for their work. However, there are still goblin servants in the domains of some warlords—notably Turakbar's Fist—who live miserable, short lives. While most goblins are content to focus on their work, some seek to help their oppressed kin or take petty vengeance on ogres and giants for the vast suffering inflicted on their people.

While the majority of the smallfolk of the Barrens were oppressed by the chibs, there are a few clans that come from beyond the Barrens and which avoided this fate. The Khaar'paal are a society of kobolds who dwell in the Graywall Mountains, who have learned to harness their innate sorcerous talents. House Orien has hired Khaar'paal kobolds to work on the expansion of the lightning rail. As described in chapter 3, there is a community of Khaar'paal in the town of Quickstone;

they might also be found traveling with Orien caravans on the Border Road.

A goblin or kobold adventurer could be a hero of Shaarat Kol on a mission from Kethelrax the Cunning, a proud champion fighting for their people. They could have escaped bondage in Turakbar's Fist and be driven by a desire for revenge on all minotaurs. They could come from Graywall or the Great Crag, having seen the rise of Droaam but now looking out for their own interests. A kobold adventurer could be a Khaar'paal wandlinger who's come down from the Graywalls; a goblin could have come from the slums of Sharn, or they could be an undercover agent of the Dhakaani Khes'dar.

## MINOTAURS

The minotaur clans of Droaam are spread across the plains. It seems likely that their origins can be traced back to the fiendish overlord Tol Kharash. Almost all the minotaur clans revere the Horned King, and believe that the greatest champions will join their king after death. However, each clan has their own private name for the Horned King, and their own beliefs about the conduct he expects from his followers. Regardless of his name, most interpretations follow the basic principles of Tol Kharash: warfare and conquest, using fear and force to crush all enemies. However, the *Red Hooves* worship He Who Walks Behind, who is much like the Mockery; they focus on the use of terror and in deceiving their enemies. The *Blade Breakers* worship One Horn, who rewards strength and courage—much like Dol Dorn. The *Dawn Harvest* was a clan whose version of the Prince—the Dawn Gorer—encouraged followers to fight with honor and to defend the weak, two traits rarely seen in Droaam. The Dawn Harvest was destroyed by Maenya's Fist after refusing to accept Rhesh Turakbar as the warlord of their region; a few members of the clan survived and are now scattered across Droaam.

Throughout history, devotion to the Horned King has driven the minotaur clans to dominate goblins, kobolds, orcs, and other creatures. However, this aggression prevented the minotaurs from becoming a major power in the region, due to the long, destructive feuds between the clans themselves. The clans were delighted by the decade of conflict with Breland, and minotaurs continue to be the most common reavers found crossing the Border Road in search of glory. Minotaurs are fierce and brave, but they generally lack patience and discipline. They are terrifying raiders, but most lack discipline and have no patience for careful tactics. Most of the minotaur clans are tied to the warlord Rhesh Turakbar, but some clans have integrated with Droaam as a whole, and minotaurs can be found serving with Maenya's Fist, the Flayer Guard, House Tharashk, and others.

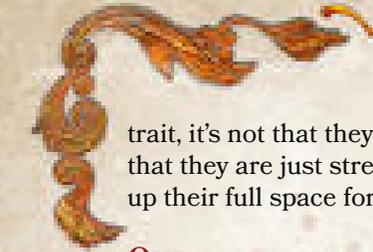
The archetypal minotaur is a Barbarian, eager for battle and to defeat enemies in the name of the Horned King. This devotion doesn't prevent a minotaur from being a heroic adventurer; the Horned King accepts all worthy kills, no matter the cause or motives of the minotaur. Fiend Warlocks are also common among the clans that dwell near Turakbar's Fist. However, a minotaur adventurer could have turned their back on the traditions of their people. A minotaur Paladin or Cleric could be one of the last surviving members of the Dawn Harvest, seeking vengeance on Rhesh Turakbar and his masters.

## OGRES

The ogres of Droaam are physically powerful, but they are slow—in every sense of the word. They have a slower metabolism than many other humanoid species and generally interact with reality at a slow pace, taking their time whether they are moving or considering a problem. They're used to their strength and durability carrying them through life and don't generally have to think quickly; everything will work out in time. Ogres typically pursue simple pleasures: food, drink, and crushing small creatures that annoy them. The various warlords charm them with harpy song and fill them with grist, then set them to work lifting heavy things and smashing things that need to be smashed. They're often recruited into local brute squads and serve as basic shock troops in the armies of Droaam. But they aren't innately aggressive. As chibs in the Barrens, ogres would use their strength to gather what they needed to live a comfortable life, including tiny servants. But unlike the Gaa'aram or the minotaur clans, they would rarely raid others or seek conflict for pleasure; in many ways, they can be seen as mighty children. While physically powerful, they're easily swayed by strong personalities and compelling stories. They are very emotional—though they can shift between emotions rapidly—and love stories and songs, even if stories need to be kept simple. It's not uncommon for an ogre to develop a deep attachment to their favorite harpy or changeling storyteller. As long as they are happy, ogres can be kind and even gentle.

It's worth noting that the common ogres of Droaam are a different subspecies from the ogres of Borunan in Sarlona... and that while ogres often serve in brute squads, the skullcrusher ogres of Maenya's Fist are yet another subspecies of ogre—a clever, aggressive line said to have some of Maenya's own blood running in their veins.

An ogre adventurer can be represented by using the Goliath species and taking Hill's Tumble or Stone's Endurance as their Giant Ancestry. As a Medium creature, the character is small for an ogre, but they tend to hunch and huddle, not wanting to take up too much space. When they use the Goliath's Large Form



trait, it's not that they are mystically growing in size; it's that they are just stretching out and standing up, taking up their full space for a short time.

### ONI

Oni do not have a culture in Droaam; each one is unique. There are two distinct origins for the oni found on the frontier. Some oni are the children of hags, possibly even the Daughters themselves. Other oni are ogres who have been infused with the essence of a lesser fiend, as a form of living prison. The two have similar abilities and use the same stat block, and few outsiders can tell them apart. A hagborn oni may have an ongoing relationship with their parent, who they could call on for guidance or who might demand assistance. A fiend-bound oni might struggle with the fiend trapped within their blood; they could pursue rituals that would suppress the bound spirit or allow the oni to draw on its power. Within Droaam, oni are often invited to serve with Maenya's Fist or Katra's Voice; others serve as administrators or chibs in important communities.

Oni are powerful creatures, and there are no rules for playing an oni. An oni adventurer could use the Goliath species as a base, taking the Cloud's Jaunt ancestry option. As a Wizard, Warlock, Eldritch Knight Fighter, or Arcane Trickster Rogue a player character could present their class abilities as being tied to their oni nature. An oni adventurer could serve the Daughters of Sora Kell, work with their hag parent, pursue ways to manipulate the fiend bound within them, or just seek their fortune on the frontier.

### ORCS

The orcs of the Barrens developed into two distinct cultures over countless generations of life in the region. The larger of the two are the *Gaa'aram*—Children of Wrath. The *Gaa'aram* embraced the chaotic, raiding lifestyle of the Barrens. Where the goblins and kobolds were often enslaved by more powerful creatures, the *Gaa'aram* voluntarily rallied around the most powerful leaders and served as fierce warriors. To an orc of the *Gaa'aram*, who you fight for is less important than the fact that you fight and fight well. As such, *Gaa'aram* orcs were often encountered as raiders; they're the reason for the name of the fortress that guards the gap between the Graywall Mountains and Silver Lake; Orcbone. *Gaa'aram* orcs can be found in all the diverse cities, and they're passionate supporters both of Droaam and their local warlords.

In the days before Droaam, few people of the Five Nations had even heard of the smaller of the two cultures, the *Gaa'ran*—Children of Sacrifice. The *Gaa'ran* orcs are pacifists and farmers—one of the few cultures to farm in the open Barrens. They believe that violence stains the soul—that those whose souls

are pure when they die will pass beyond Dolurrah, but that killing another forever destroys a piece of your soul. The *Gaa'ran* held firm to their beliefs even in the face of torment and slavery, and over time it became common for the Barrens chibs to allow *Gaa'ran* settlements to stand—with the understanding that the local raiders would regularly show up and take their produce. While this was a harsh life, the *Gaa'ran* have prospered under the Daughters of Sora Kell. Though grist is the primary source of sustenance in Droaam, the Daughters recognize the value of agriculture, and *Gaa'ran* tribes have been given resources and placed in charge of a number of agricultural projects.

There is, of course, a third source of orcs one might meet on the frontier: House Tharashk. The House of the Mark of Finding has come to an understanding with the Daughters of Sora Kell. Tharashk prospectors are searching for dragonshards in the Barrens, Tharashk bounty hunters ply their trade across the frontier, and Tharashk recruiters urge Droaamite mercenaries to broker their services through the house. The house has its local seat in the Calabas district of Graywall, where viceroy Kundran Torn oversees the enclave and the district. While Tharashk scions may be orcs, humans, or jhorgun'taal (half-orcs), orcs make up the majority of the house agents on the frontier.

An orc adventurer on the Western Frontier could be a fierce *Gaa'aram* Fighter who's forged a bond with a former enemy; a *Gaa'ran* Druid on a quest to restore the fertility of the Barrens; or a Tharashk bounty hunter waiting for their next assignment.

### SHIFTERS

Shifters encountered on the Western Frontier may have come from any direction. Within Droaam, there are fierce shifters among the *Gaa'aram*; the orcs call them *taarka've*, wolf brothers. The Ur'hakaar are a tribe of shifters who live in the Watching Wood, alongside the worgs and other creatures of the Great Pack. Beyond that, shifters are part of the general population of the Droaam. They lived alongside goblins and kobolds when the chaotic chibs dominated the Barrens, and can be found in Droaamite villages along the Border Road. But shifters also travel south from the Towering Woods, where many have ties to one of the druid sects. They can also be encountered as citizens of the Five Nations; in the town of Quickstone, the smith Beleth is a shifter from Cyre.

So, shifter adventurers could have a variety of origins. They could be Eldeen rangers, Cyran refugees, Droaamite warriors, or just settlers trying to find a safe haven on the frontier.



## CHAPTER 2: THE WESTERN FRONTIER

**Y**ou never know what you'll see on the Border Road. Wasn't so long ago, sight of a gnoll would be reason to circle the wagons. These days, we'll stop and see what they've got to trade. I've come across *Vadalis* monarchs leading herds of tribex like you've never seen. Eldeen druids riding giant bears. Once, I saw a hundred kobolds heading north, looking to settle on the shore of Silver Lake. Those were good days. On the bad days, I've seen Brelish deserters looking for easy prey and bellowing minotaurs searching for a challenge. You never know what you'll encounter on the road—just gotta hope you'll live to see the morning.

—Jasco d'Orien, caravan master

The Western Frontier is the contested region that lies between Droaam, Breland, and the Eldeen Reaches. This chapter deals with the people and places you might encounter during your travels in this region. Perhaps you'll visit the quickstone quarries of the aptly named town of Quickstone, plumb the depths of Silver Lake, or try to impede the malevolent powers stirring beneath Turakbar's Fist. Whether you're just passing through or whether you've decided to make this region your home, you can be sure that adventure is waiting for you on the Western Frontier.

### THE BORDER ROAD

The heart of the Western Frontier is the vast stretch of plains that lies between the Korlaac Rift to the west and the Whitehorn Woods in the east. In the south, the Graywall Mountains serve as a simple dividing line between Droaam and Breland, but there's no clear natural boundary in the central plains. As a result, people have turned to an unnatural feature; the Orien trade road that runs between Ardev and Sylbaran. For centuries, this road has been a crucial channel for trade and supplies. During the Last War, Breland maintained forces at the Eldeen Ford, but the agreements with the Dragonmarked Houses kept Aundair from targeting the road. In the wake of the war, it has continued to serve as a crucial path for commerce between Breland, Aundair, and the Eldeen Reaches. As they are working to forge alliances with the dragonmarked houses, the Daughters of Sora Kell are reluctant to disrupt the trade road—and Breland is determined to hold it, recently assigning Argonth to patrol the edge of the road. While Breland has yet to acknowledge Droaam's sovereignty, the common people recognize the trade road as the line between the two nations—and this idea was strengthened when House Sivis used the road to define the boundary between Droaam and Breland. While its official name

is *Orien Route 7*, if you've spent any time on the Western Frontier, you know it as the *Border Road*.

The Border Road isn't a hard line. There are kobolds camping in the more fertile lands east of the road and Brelish settlers seizing opportunities to the west. If a patrol of Westwind Riders is chasing brigands on the Brelish side, they won't stop the instant the bandits cross the Border Road into Droaamish lands. However, the Border Road is a definite line of truce between the two nations. The Westwind Riders won't cross the road unless they have reason to—and the Znrir gnolls serving the Daughters of Sora Kell keep their patrols to the west of the road. If they're on the western side of the Border Road, the minotaurs of Turakbar's Fist are soldiers of Droaam defending their nation; if they're encountered to the east of the road, they're raiders seeking glory. Such raids often go both ways; the Brelish draw attention to these minotaur attacks, but prefer not to address the fact that the Black Crown brigands are just as brutal when they attack Droaamite settlements on the west side of the road. If you're Brelish, you can consider yourself generally safer if you stay to the east, and Droaamites feel more secure west of the Border Road—but there's no absolute security anywhere on the Western Frontier, unless you're inside Argonth.

As an adventurer, your travels will likely lead you off the beaten trail, but the Border Road is at the center of the Western Frontier, and the focus of commerce and travel. The plains around the road are sparsely populated and filled with dangers: wandering monstrosities, brigands, sinkholes, and other unexpected hazards. You can easily blaze your own trail across the plains, but if you do, there's a chance you could go a day or more without even seeing another humanoid, let alone an inn—and if you're set upon by bandits, there's little chance the Westwind Riders will show up to save you. The Border Road is paved and maintained. Brelish forces patrol the road. There are Gold Dragon Inns waiting for you at Sylbaran, Unicorn Point, Quickstone, and Ardev. There are a host of hamlets and farmsteads along the road; like a river, this channel of trade and travel provides a strong foundation for new communities to build on. These benefits come with a dark side though; because the Border Road is the safest, best maintained route for commerce, it's also the prime target for brigands and highwaymen. Think of it like pirates on the sea, but instead of galleons there are *Orien Thunder Coaches* laden with goods. While there are many forces that work to counter banditry—the Westwind Riders, Argonth, the Blades of Orien—the road is long, and successful bandits move quickly.

## THE SHAPE OF THE ROAD

Orien Route 7 is a major trade road, constructed by House Orien and designed to support trade caravans. It is thirty-five feet across, designed to allow a steady stream of traffic in two directions. The road is paved with a mixture of tar and gravel, similar to asphalt. This mixture is infused with a dash of finely ground Siberys dragonshards, which facilitates the magical effects employed by Orien heirs; this causes the road to glitter faintly in Bright Light, and harmless sparks sometimes rise under the hooves or wheels of Orien-enhanced vehicles and mounts. There are no guardrails or barriers along most of the length of the road, but in regions where the terrain is particularly hazardous to vehicles—for example, a stretch in the north with swamplike terrain—there are two-foot railings along the edge of the road.

The even, well-maintained surface of the road helps travelers maintain a swift pace—while traveling exclusively on Orien trade roads, travelers gain a 10% bonus to their travel pace. A vehicle or mount carrying a passenger with the Dragonmark of Passage can add an additional 10% to its pace; the passive enchantments worked into the road are triggered by the Mark of Passage, enhancing the momentum of the Orien heir and their mount.

Breland maintains watchtowers that are spaced every 20 miles along the road. These are simple towers—often just a platform atop a pillar—where a handful of soldiers keep an eye out for trouble. The guards at these watchtowers aren't sufficient to battle bandits or raiders alone; but if they spot trouble, they can trigger an *Alarm* that alerts Orcbone, while sending up a flare to summon any nearby Brelish forces. Aside from this, there are villages, hamlets, and farmsteads all along the road. Most of these are small communities without dragonmarked services; they rely on the constant stream of traffic for news and services. However, villages usually have some form of pub or inn that travelers can take Advantage of, even if services are somewhat limited. The primary stopoff for travelers is Unicorn Point, an Orien outpost halfway between the Graywall Mountains and the Eldeen border.

## TRAFFIC

The bulk of the traffic on the Border Road is commercial. Caravans carry Brelish and Droaamite goods north to Aundair and the Eldeen Reaches, returning with Aundairian wine and arcane wares, and crops and herbs from the Reaches. Most focus on the larger communities—Sylbaran, Shavalant, Unicorn Point, Graywall, and Ardev—but there are smaller caravans that service the villages and hamlets found along the road. Traffic is steady on the Border Road,

but not overwhelming; it's possible to travel an hour without encountering traffic in the opposite direction. On the other hand, travelers can sometimes find themselves stuck traveling behind a long convoy of vehicles; even aside from planned caravans, merchants and teamsters leaving Unicorn Point often choose to travel together to deter brigands and raiders.

## ENCOUNTERS ON THE ROAD

As a group of adventurers makes their way along the Border Road, what might they encounter along the way? This section provides a number of options for a DM looking for a quick hook.

### GROUP ENCOUNTERS

There are a number of powerful factions on the Western Frontier. If adventurers run into a group of Turakbar's reavers, what does that actually look like? The encounters presented here are *examples*, not absolutes; a DM can always adjust these to match the level of a party or to better meet the needs of a story. Stat blocks for many of the creatures listed below can be found in chapter 6.

#### BANDITS (750 XP)

- 1 Half-elf **Wandslinger**
- 1 Gnome **Spy**
- 4 **Bandits**

Tyman Greensparrow (Khoravar **Wandslinger**) was born to a noble family in Western Aundair. He was 20 when the region was claimed by the Eldeen Reaches and his family lost their holdings, and he's never forgiven the Reachers. He's taken to crime and has become a flamboyant highwayman. After a recent theft drew the attention of the Wardens of the Wood, Tyman decided to leave the Reaches and spend a little time on the frontier. He'll take on any target he feels he can handle, but he's always eager to rob coaches headed to or from Sylbaran. Esta (gnome **Spy**) has worked with Tyman for a decade, and she excels at evaluating targets and running simple cons between robberies. The four **Bandits** are local talent, mostly Brelish deserters, and they aren't well-disciplined. Tyman has expensive tastes and tends to gamble away his ill-gotten gains, so he's usually looking for a new mark.

#### THE COMPANY OF THE BLACK CROWN (1400 XP)

- 1 Halfling **Priest**
- 1 **Bandit Captain**
- 1 Changeling **Spy**
- 3 **Black Crown Spellswords**

The Black Crown bandits are more disciplined and efficient than Tyman and his crew. The halfling **Priest**, Jeb Quicksilver, is in charge of this squad; he is devoted to the Mockery and is adept at spotting and employing the weaknesses of his enemies. In battle, the **Black**

# THE WESTERN FRONTIER



RECORDED & ILLUSTRATED BY VILNA LYRRIMAN D'SIVIS

**Crown Spellswords** will follow Jeb's lead, focusing fire on whoever he targets with *Guiding Bolt*, while the **Bandit Captain** is more independent. The changeling **Spy**, Torx, wears a *Shiftweave* outfit that allows them to quickly shift between a few basic guises: spellsword, merchant, farmer, barmaid. In town, Torx usually remains apart from the rest of the squad, watching the crowds to see who is watching the Crowns and identifying threats. Torx won't engage an enemy unless it's a decisive opportunity that will assure victory. If victory is in doubt, Torx will remain disguised and aloof so they can report the outcome to Breggan.

### STONE CULTISTS (3600 XP)

- 1 Stone Speaker
- 1 Quickstone Gargoyle
- 3 Stone Listeners

Maia Astalen is a potter who works with quickstone. She was surprised when the stone began to speak to her, and even more surprised when the voices told her how to craft an angel out of quickstone and bring it to life. The more she worked with the stone, the more it became a part of her, and soon she found she could speak with its voice; now she has recruited her own listeners from among her family and others who work with the stone. Depending on where the cultists are encountered, this group could be the entire cult, or this could be a squad Maia has assembled to investigate a potential threat. The Quickstone Gargoyle is called Hadan; Maia sculpted them herself and believes they hold her brother's spirit. Hadan's default appearance is that of a Shavaran angel, though they can shift their shape as they wish. Despite Maia's beliefs, Hadan doesn't contain her brother's spirit and is entirely loyal to Orlassk.

### THE SWORDS OF LIBERTY (5300 XP)

- 1 Mage
- 1 Knight
- 1 Spy
- 3 Veterans

*Toil in Silence, Sing at the Feast.* These are the words of Beggar Dane, advising hard work until the job is done. The Swords of Liberty have many supporters hidden along the villages of the Border Road, and could field a larger force with the statistics of **Bandits**, **Guards**, or **Scouts**. But numbers alone are rarely useful for the work that has to be done. This is an elite squad prepared to do hard work—kidnapping a Brelish envoy to Droaam, striking a blow against Count ir'Blis, killing a Droaamite ambassador. They fully believe that the Brelish monarchy is working against the interests of the common people—that Breland could have won the Last War, and that the monarchs are in league with the monsters. The leader of this cell is Uthar Roole, an exceptional war-mage who served on Argonth during

the Last War. In addition to his personal prowess, Roole is adept at the use of arcane artillery and can create makeshift *Blast Disks*. His younger brother, Orsen Roole, was a sergeant on Argonth, and he keeps the three **Veterans** in line. The final member of the squad is Isti Smyth. She served with the King's Dark Lanterns until she was dismissed for insubordination. She is an exceptional **Spy**, and has a +2 bonus to all skill checks. She serves as a scout for the squad, helping them gather information and avoid threats.

### TURAKBAR'S REAVERS (2250 XP)

- 2 Minotaurs
- 4 Gnolls
- 1 Orc Eye of Gruumsh

*All use the Demonglass Warrior template*

On the western side of the Border Road, Turakbar's reavers enforce the warlord's rule and intimidate his subjects; on the eastern side, they strike hard and fast, sowing terror and disappearing into the darkness. All of them are **Demonglass Warriors**. The squad's commander—the minotaur Byraka—has greater power; she is a **Demonglass Champion** with the Devil's Sight and Wrath of the Horned King traits, a +4 bonus to Stealth checks, and she wears a *Cloak of Elvenkind* woven by the changelings of Lost. In battle, the minotaurs strike hard and fast while the **Gnolls** use their Longbows to provide focus fire. The group is accompanied by Haagor, an old Gaa'aram orc... but Haagor is actually the name of the fiend wearing orcish flesh. Haagor is a **Demonglass Champion** with the Hollow One trait, and is guided by a **Barbed Devil**. If the DM wants to add a dangerous twist to the encounter, Haagor could have the Shape-Shift trait—allowing him to become a **Barbed Devil** for one minute. If so, he would wait to use this power until it's absolutely necessary.

### WESTWIND RIDERS (1500 XP)

- 1 Knight
- 4 Westwind Riders

The Westwind Riders patrol the Border Road, keeping the peace and enforcing the Code of Galifar. The Knight Soranna ir'Blis is a cousin of the count of Ardev; she is a skilled leader and strives to uphold the honor of her family. Her squad is among the finest riders in Orcbone, ready to face any threat. Soranna despises corruption and is always watching for smugglers and criminals; if adventurers are engaged in shady business, Soranna may press them to learn more about their plans.

## RANDOM ENCOUNTERS

Encounters on the road can be a welcome distraction or trigger a story of their own. Here are just a few of the people you might encounter on the road:

- Orien coaches, caravans, and couriers. Orien stagecoaches carry passengers, while caravans focus on freight transport. The most impressive vehicles on the road are Orien *Thunder Coaches*, massive carriages pulled by tribex. Details on these can be found in chapter 5.
- Independent merchants from Droaam, Breland, or the Eldeen Reaches, often catering to the communities along the road.
- The forces of the law—Breland’s Westwind Riders, the King’s Assessors (who collect taxes for the Brelish crown), or Droaamite peacekeepers. When it comes to peacekeepers, the Znir gnolls are generally disciplined and reliable, but other Droaamite forces can potentially be just as dangerous as the bandits they’re supposed to deter.
- Entertainers—classic bards, bringing news and entertainment to the communities along the road—or missionaries, spreading the good word of the Silver Flame, the Sovereign Host, or even the Eldeen druidic sects along the frontier.
- Settlers making their way to a new home on the frontier; these could be Cyran refugees, Brelish veterans, or Droaamite goblins! It’s also not unusual to find Droaamite mercenaries—whether mercenary soldiers, laborers, or artisans—heading to work or returning from an assignment.

The Border Road Encounters table provides 37 specific ideas. The Strangers on the Road table generates a starting point for an encounter, but it’s up to the DM to flesh out the details.



### STRANGERS ON THE ROAD

d10	A...	From...	Who...
1	Wandslinger	Sylbaran (Eldeen Reaches)	... is actually an undercover spy.
2	Merchant or Artisan	Ardev (Breland)	... is transporting a valuable object.
3	Bounty Hunter	Graywall (Droaam)	... is seeking revenge.
4	Criminal or Gambler	Quickstone (Breland)	... just wants to get home.
5	Farmer	The Venomous Demesne (Droaam)	... is being pursued by an enemy.
6	Soldier	Sharn (Breland)	... is afflicted by a disease or curse.
7	Priest or Druid	Metrol (Cyre, destroyed)	... is following a divine vision.
8	Mage or Scholar	Border Road Village	... has a map to buried treasure.
9	Noble	Fairhaven (Aundair)	... has a dangerous magic item.
10	A Child	Flamekeep (Thrane)	... has been left for dead by brigands. Roll again.

## BORDER ROAD ENCOUNTERS

### 4d10 Encounter

- 4 A family of goblin immigrants are headed to Silver Lake to start a new life.
- 5 A halfling Ghallanda barber has set up shop by the side of the road.
- 6 A warforged peddler offers an assortment of goods, including pickled sand fruit from Quickstone.
- 7 A Thuranni entertainer wants to trade news and stories from the other end of the road.
- 8 A patrol of six Znir **Gnolls** seeks to keep the peace in the name of the Daughters.
- 9 A **Sentinel Marshal** is hot on the trail of a wanted war criminal.
- 10 Three **Ogres** are hauling the luggage of a **Kobold** who made a fortune by discovering a byeshk vein.
- 11 The **Wandslinger** Tyman Greensparrow (see **Bandits** encounter) could be on a job, or just passing through.
- 12 A **Harpy** from a nearby village flies over the road, singing an uplifting song.
- 13 An Orien stagecoach carries a Dragonmarked viceroy with a mission in the region.
- 14 A **Tharashk Hunter** has captured their quarry, and is escorting the prisoner to Ardev or Graywall.
- 15 Three **Gargoyles** are resting on the road, watching the people going by.
- 16 A Vadalis team drives a herd of **Riding Tribex** along the road.
- 17 Epitaph is a tiefling missionary of the Silver Flame, who seeks to spread light on the Frontier.
- 18 A patrol of **Westwind Riders** are searching for smugglers.
- 19 Briar is a Greensinger druid with a story to share—and perhaps, a mischievous **Sprite** or two.
- 20 A group of hunters are taking their bounty to the nearest village.
- 21 Minotaurs (see **Turakbar's Reavers** encounter) are on the road... are they on a raid or just passing through?
- 22 A group of merchants from Sylbaran are traveling south, accompanied by an **Awakened Shrub**.
- 23 A **Medusa** priestess of the Fury is traveling with a raucous entourage of **Goblin** and **Kobold** revelers.
- 24 Daff d'Jorasco from Quickstone was acquiring medical supplies, and has an experimental elixir for sale...
- 25 A pair of farmers riding in a tribex-drawn wagon filled with crops. They're definitely not smugglers.
- 26 Three traveling **Worgs** are actually entertainers—a Graywall-based band called The Dogs of War.
- 27 An Orien coach is carrying a wedding party from Sharn to Sylbaran.
- 28 A patrol of **Westwind Riders** is escorting one of the King's Assessors, a Brelish tax collector—anything to declare?
- 29 Two **Wandslingers** are squaring off for a duel.
- 30 A chronicler from the *Sharn Inquisitive* is looking for a compelling story.
- 31 An Orien *Thunder Coach* (see chapter 5) has stopped while the crew repair a broken wheel.
- 32 Three **Plains Tribex** are wandering down the road. Are they unattended, or are they shapeshifted druids?
- 33 A small wagon pulled by an awakened bear carries barrels of honey from Sylbaran.
- 34 The Dog & Pony is a Ghallanda traveling tavern wagon. Hassal d'Ghallanda offers both chilled drinks and delicious snacks.
- 35 A group of **Bandits** is in the process of robbing a merchant's coach.
- 36 Six Brelish settlers are traveling between villages. Are they honest folk, or **Swords of Liberty**?
- 37 An Orien *Thunder Coach* approaches rapidly, accompanied by an unusual number of guards. What is it carrying?
- 38 Six members of the **Company of the Black Crown** are returning to their camp.
- 39 A gilded carriage transports the wealthy dwarf Honoria Soldorak, who's been inspecting a possible investment.
- 40 Argonth is making its way toward you.

# TOWNS OF THE WESTERN FRONTIER

There are more people living in Sharn than in the entirety of the Western Frontier. It's a vast region with relatively few inhabitants, and that means even the smallest communities can play an important role in a story. A tiny village may be hiding a secret weapons cache, serving as a sanctuary for bandits, or the only source of a spice that makes sand fruit taste better. The larger towns are islands of commerce and adventure. If you're playing a campaign on the Western Frontier, work with your DM to decide which of these communities you call home. If your character was born on the frontier, consider which town or village you're from, and if you still have connections there.

This section describes the most important towns on the Western Frontier. All of the information provided in this section is public knowledge. There are people who know the commanding officers and firepower of Argonth or that there's a candy shop in Ardev. However, that doesn't mean that *you* know these things. In reading this section, it's up to you to decide if your *character* actually knows this information, and if so, how. If you're a Soldier, you might have served on Argonth during the Last War; if you're a Charlatan, you might have played cards with a medusa merchant from Cazhaak Draal. Beyond that, keep in mind that this is information that is publicly known... and it may not be true or up to date! It's entirely possible that Argonth has doubled its firepower for this mission on the frontier, or that Argonth is actually in the process of being decommissioned and only half of its *Siege Staffs* are currently operational.

Details such as population are approximate; there are always people passing through these towns or moving on. It's mainly useful for understanding the relative size of the towns—the fact that Ardev is the largest town on the Brelish side of the frontier, nearly ten times the size of Quickstone. Likewise, descriptions of businesses and interesting locations are a foundation for the DM to work with, not an absolute accounting of all interesting locations. As a DM, if you want to add a restaurant specializing in Mror cuisine to Ardev, go right ahead!



## ARDEV

**Population:** 18,000

**Overview:** County seat, largest town on the Western Frontier

**Key NPCs:** Count Thavius ir'Blis (male human noble), Mason Trembo (male human mayor), Nirra Tayne (female dwarf sheriff), Cantor Devir (male half-elf priest), Rustav Gant (male human businessman), Voryla Halamar (female halfling criminal), Mesa (female stone giant sculptor)

Ardev is the largest town in western Breland and the county seat of the ir'Blis line. If you're afraid to go to Graywall, Ardev is the best source for the types of goods and services you simply can't find in smaller towns and villages. It's got a general mercantile, a church of the Sovereign Host, a Gold Dragon Inn—but you can find all of those things in Quickstone or Shavalant. What you can't find in those places is a wizard's circle, a church of the Silver Flame, or a candy store—all of which are present in Ardev. Looking for the latest fashions from Fairhaven? Want to browse a library with more than a dozen books? Well, welcome to Ardev, where the library has two dozen books. It's not much when you set it next to Sharn, but on the Western Frontier it's the seat of justice and trade.

Ardev marks the eastern edge of the frontier. It's not as close to the action as Quickstone, Orcbone, or Graywall, making it a safe haven, far from minotaur reavers and the Company of the Black Crown. There's a strong, honest city watch that will actively intervene in dangerous situations in order to keep the peace—a far cry from Quickstone (where the sheriff only has a few deputies) or Graywall (where the Flayer Guard will take bets on who's going to win a street brawl). On the other hand, this also means that there's less opportunity for adventure. There are no ancient ruins hidden beneath Ardev. The city watch can solve most problems without your help, thank you. As a result, it's a great place to visit when you need to consult with an expert or demand an audience with the count. With that said, the very fact that Ardev is the largest, richest, and most stable city in the region also means that it's an inviting target for anyone who wants to make a

statement, such as the Swords of Liberty. The streets of Ardev are safer than Graywall... but when something bad does happen, it's likely to be very bad.

Old maps of Breland often omit an important detail about Ardev: It's adjacent to Chalice Lake. The Copper River isn't large enough to support galleons or other large boats, but there are a number of hamlets along the river and small boats travel to and from Ardev.

## INTERESTING THINGS ABOUT ARDEV

- Ardev is home to Mesa, a stone giant and sculptor. Mesa and her art are celebrated local curiosities.
- Ardev has a free-roaming herd of magebred goats—a gift from Viceroy Kyara d'Vadalis of Shavalant—that can eat almost anything. They're trained to eat weeds and trash, and they keep the streets of Ardev exceptionally clean. The people of Ardev love their goats, and anyone seen mistreating one of these beasts will draw a lot of unwanted attention.
- The *Sharn Inquisitive* used to have a news office in Ardev, but it recently relocated it to Quickstone to be closer to the Droaam border. This is a sore point for the people of Ardev, who (quite rightly) feel it's a statement that they're not newsworthy.

## BUSINESSES AND LOCATIONS

Unless you have dealings with the count, the two main reasons to stop in Ardev are services and shopping.

### DRAGONMARKED SERVICES

Almost all of the dragonmarked houses are represented in Ardev, providing the standard services the citizens of the Five Nations have come to rely on. Here's a breakdown of some of the best.

**Ardev Station.** This Orien station handles a steady stream of coaches and caravans. The lightning rail runs two routes. There's a daily, full-sized train that runs east to Galethspyre and Sharn. Twice a week, a train runs to Quickstone; this smaller train has no passenger coaches, so passengers sit in one of the freight cars.

**Bank of Ardev/Stone 32.** House Kunderak operates the Bank of Ardev, which has an on-site vault as well as a connection to the extradimensional Kunderak vault network. House Sivils also operates its *Speaking Stone* message station out of the Bank of Ardev, providing notarization and translation services in addition to long-distance communication. The Bank of Ardev is far smaller than the massive Kunderak enclave currently under construction in Quickstone, but for the moment it is the only location on the Western Frontier with a connection to the Kunderak vault network. And unlike Quickstone, the *Speaking Stone* here actually works.

**The Blademark.** This outpost of House Deneith provides a variety of services. It serves as a garrison for up to 40 Blademark mercenaries, who can be hired as soldiers or bodyguards. Commander Harryn d'Deneith brokers the services of the local mercenaries, but given time and gold, he can call in additional forces should a client have need. Beyond this, the Blademark provides comfortable lodging for all members of the house who pass through Ardev. In particular, it serves as a base of operations for Sentinel Marshals. The Sentinel Marshals are an elite force and they choose their own assignments; if you want to hire a marshal, you hope there's one in town and you deal with them directly. The Sentinel Marshals table provides information about four Sentinel Marshals known to work on the Western Frontier.

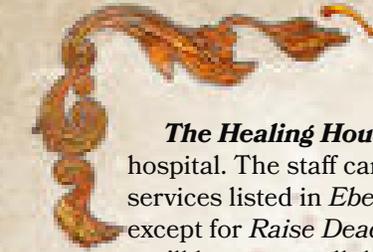
### SENTINEL MARSHALS

#### d4 Sentinel Marshal

- 1 **Ram d'Deneith.** One of the youngest Sentinel Marshals in the history of his house, Ram is enthusiastic and idealistic. He's skilled, but has a few lessons to learn about life on the frontier.
- 2 **Taash.** Sola d'Deneith has a great deal of experience working in Droaam. She's respected in Graywall and has even pursued a quarry into Turakbar's Fist; it was Rhesh Turakbar himself who named her Taash ("Razor"). She's skilled at both stealth and intimidation, and knows you can't always play by the rules in Droaam.
- 3 **The Bloodhound.** Calab d'Deneith is one of the oldest Sentinel Marshals in service. He may not be as strong as he once was, but he's the best tracker in the house and has many stories to tell.
- 4 **Marshal.** The only warforged ever granted the title of Sentinel Marshal, Marshal is utterly relentless in the pursuit of her prey. Her position was granted by Baron Breven himself, and many other marshals resent her; she doesn't care what anyone thinks, only about doing her job.

**The Crystal Theater.** A relatively new development, House Phiarlan's crystal theater allows viewers to watch illusions of live performances going on elsewhere in Khorvaire. In addition to scheduled performances from the grand theaters of Sharn and Fairhaven, the Crystal often shows performances of a company of the Carnival of Shadows in the afternoon.

**The Goat Hole.** The largest stable in the town, House Vadalis's outpost in Ardev takes its name from the fact that it takes care of the roaming herd of street-cleaning goats. A fine stable boasting skilled farriers and veterinarians, the Goat Hole sells horses and tribex bred in Shavalant, and occasionally has more unusual beasts for sale.



**The Healing House.** Ardev has a sizable Jorasco hospital. The staff can provide all of the Jorasco services listed in *Eberron: Rising from the Last War*, except for *Raise Dead*. If you're looking to cheat death, you'll have to go all the way to Wroat or Sharn... Or go to Graywall and negotiate with Zerasha, the priestess of the Shadow.

**Lyrandar Tower.** Currently there is no airship docking tower in Ardev, but House Lyrandar is constructing one. If nothing goes wrong, the tower will be operational within a few months. There have been some mysterious problems with construction, and some say that House Orien is behind these issues—that they don't want Lyrandar airships to eclipse the importance of the lightning rail.

**House Tharashk.** Due to the troubles with Droaam, House Tharashk isn't especially popular in Ardev; they find a better market for their monstrous mercenaries further east, where residents don't have the tensions of Turakbar's raids and the shadow of the Daughters looming over them. However, Tharashk has an outpost in town. Primarily, this serves as a waystation and safehouse for Tharashk bounty hunters and mercenaries, but there is a resident dragonmarked inquisitive, Cainen Velderan. Cainen's no bounty hunter; he helps solve mysteries and finds lost things, but he prefers to avoid violence whenever possible.

## SHOPPING

Ardev may not match the exotic and illegal goods that can be found in the Bloody Market of Graywall, but it has a fine selection of mundane and legal goods. In addition to the Cannith Mercantile, there are guild-licensed artisans covering almost any trade—smiths, tailors, purveyors of fine baked goods. Here are a few of the more noteworthy shops.

**Ardev Market.** The town square is an open market. Farmers, hunters, and artisans from all around the region come to Ardev to sell their goods. Occasionally there are merchants from more distant lands; now and again a Droaamite trader sets up a stall, or Lakefolk come down from Silver Lake with an especially remarkable catch to sell.

**The Gorgon.** House Cannith is typically more invested in the production of goods than in the selling of them, but Rory d'Cannith is a man with a dream. The Gorgon is more than just a general mercantile; it's a department store, highlighting all manner of goods. There's Zil perfumes at the cosmetics counter, fashions out of Fairhaven, and a selection of practical common magic items produced by the house. While impressive, Lord Rory has invested a great deal of gold in his stock—and it remains to be seen if Ardev and the frontier can support such a store. Lord Rory is always looking for ways to draw business to the Gorgon, and may have work for adventurers—whether acquiring some exotic goods for the store or assisting with some sort of spectacle that will generate attention.

**Haskal Harralyn's Empire of Sweets.** While candy may not be a necessity on the frontier, Haskal Harralyn's Empire of Sweets is a must-see for anyone passing through Ardev. The gnome Haskal Harralyn is a remarkable alchemist and illusionist, though his talents are narrowly focused on the creation of candy. From hard candy in an impossible array of flavors to spun-sugar birds that actually sing, if you can imagine a truly magical dessert, there's a decent chance Haskal already has it on his shelves. A Zil expatriate, Haskal Harralyn won't discuss his past and only uses two of his three names; there may be a story there waiting to be uncovered.

**Ink and Quill.** The only bookstore on the Western Frontier, Ink and Quill is a remarkable shop. The owner, the gnome Twyla Tun Carralan, is also the chapter head of the local circle of the Esoteric Order of Aureon. Her shop includes both books and writing supplies—including *Spellshards* and special inks for artificers and wizards. As many people in Ardev don't actually have a need to buy books, Twyla also operates a lending library; patrons pay a small fee for the ability to borrow a book from the store. Twyla claims that anyone who fails to return a book will trigger a curse; most assume she's lying, but no one wants to take the chance. Twyla is a capable diviner and sells spellcasting services of up to 3rd level, and she often has a few *Spell Scrolls* for sale for those who have the gold.

**Seven Wonders.** A foundling with the Mark of Making, Maza Caine is a self-taught artificer with a great love for unusual magic items. Seven Wonders is a pawn shop and general store that includes a bizarre collection of trinkets and minor magic items. Maza will buy anything she finds intriguing, and regularly buys up the estates of people who pass without heirs. As a result, Seven Wonders is a maze of odds and ends; Maza herself doesn't have a perfect inventory of everything in the shop. Seven Wonders typically only has common magic items for sale—some created by Maza herself—but it's always possible that she's acquired a few true wonders.

## ROOM AND BOARD

For those who want to play it safe, House Ghallanda's **Gold Dragon Inn** offers exactly the same quality you'll find at every other Gold Dragon Inn in Khorvaire, with a plentiful supply of modest and comfortable rooms and a single wealthy-quality suite. For those on a budget, the **Mouser** is a poor-quality inn run by an old shifter named Scratch. If you want a roof over your head with no questions, or much of anything else, the Mouser is your stop; just don't ask what's in the stew. Between these two extremes, you'll find a wide assortment of taverns and inns. **Arrah's Light** caters to Brelish soldiers and veterans. The **Silver Bough** is a farmer's tavern, while the **Golden Claw** caters to

the halflings of the Halamar Clan; the sign bears what purports to be the gilded claw of a swordtooth titan, one of the largest dinosaurs in the Talenta Plains. The **Scarlet Lyre** is a comfortable tavern that's renowned for bringing in the best entertainment in the region. If you're from Breland and have the Entertainer background, you've probably played the Lyre; some say it's an outpost of the Circle of Song (see chapter 3 of *Eberron: Rising from the Last War*). If you have gold to spare and want to show off, the **Fatted Calf** is a restaurant of wealthy quality; it serves fine steaks from Shavalant, along with a rotating menu of ever-more-unusual game.

## RELIGIOUS SERVICES

Ardev is a Vassal town. The largest temple is the **Church of the Nine**, which is dedicated to the Sovereign Host. The priest, Cantor Devir (that's his name, not a title!), is a **Magewright** adept who can only cast *Thaumaturgy* and *Ceremony*, but he always has good advice for the faithful and gives an inspiring sermon. While the church serves its purpose, the Vassals of Ardev are more excited about **Boldrei's Kitchen**. In 996 YK a group of adventurers recovered an artifact called *Boldrei's Ladle* and gave it to Nola Dan Doras. The gnome adept established the Kitchen as a shrine to Boldrei and as a refuge for the poor. *Boldrei's Ladle* transforms hot water into sludgy soup; it's a poor quality meal, but it is definitely better than nothing, and anyone can stop by Boldrei's Kitchen for a bowl. Nola Dan Doras is relentlessly cheerful and optimistic, and is always looking for ways to strengthen community ties. She's always raising funds for the next festival or checking in on how people are doing.

Ardev also contains **The Bastion of the Silver Flame**, the only temple dedicated to the Flame on the frontier. The Bastion is a small, fortified church capable of serving as a redoubt and sanctuary should the town be overrun by a supernatural threat. It was built centuries ago, and has the capacity to support a hundred templars. However, support for the Silver Flame faltered during the Last War. There are currently only 12 templars stationed at the Bastion: eight local recruits and four templars from Thrane. Minister Pentti Faldren commands the Bastion; she is a **Magewright** adept, and while she doesn't perform magic for profit, she can perform a few rituals related to defense and exorcism. Minister Faldren is truly devoted to the noble principles of the Silver Flame; she seeks to protect the innocent from supernatural threats and to guide the people of Ardev toward unity and the light. However, she is still working to undo the damage caused by the Last War and regain the trust of the people of Ardev, and she has limited resources; most of her energy is devoted to maintaining the Bastion and performing services. The most active champion of the faith is Ralo—a halfling urchin who

was called by the Flame on his sixteenth birthday. Ralo is irrepressible, bursting with enthusiastic altruism. He's not naive—he's seen the worst Ardev has to offer—but he truly believes that *people can be better than they are* and that he can clean up the streets. He's especially determined to deal with the Halamar Clan, though he wants to redeem these gangsters rather than kill them.

These are the known temples of Ardev. Followers of the Three Faces of Coin have migrated to Quickstone, and the town has never had a following for the Path of Light or the Blood of Vol. While there are a few people who've picked up the faith of the Cazhaak Six through interactions with Droaam, in general, Ardev has no love for the Droaamite beliefs; if there is a temple of the Six in Ardev, it's well hidden.

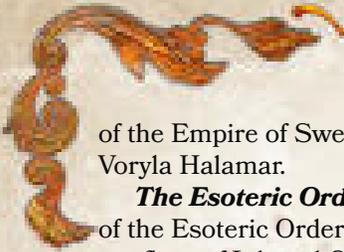
## OTHER LOCATIONS AND SERVICES

There's quite a few locations and guilds in Ardev that aren't exactly businesses, but still capable of playing a role in your adventures.

**Aureon's Gift.** This large public school teaches the Galifar standard curriculum, providing students of all ages with a basic grounding in history, geography, mathematics, and the Common tongue. It's the largest public school on the frontier, and if you're an educated person from the region, there's a good chance you attended Aureon's Gift. If you did study at Aureon's Gift, you know Master Kelvin Norn. Other teachers have come and gone over the years, but Kelvin Norn is old even for an elf; he's been teaching at Aureon's Gift for over four centuries, and he never forgets a student. If you attended Aureon's Gift, Master Norn remembers you—were you a good student, or a troublemaker?

Master Norn is a historian, and is working on a treatise on the history of the frontier and the rise of Droaam. He's usually happy to consult with former students on matters of history. Between his age and his duties, he's not able to go adventuring himself; he may have some interesting leads you could explore. The library of Aureon's Gift is largely filled with copies of the *Galifar Standard Primer*, but it does have a small but excellent history section. If you're interested in doing research on arcane matters, you might have more luck at Ink and Quill.

**The Aurum Hall.** While there are some sinister rumors swirling about the Aurum, the actual facts are pretty mundane; it's a fraternal order and philanthropic organization, a club where members can discuss opportunities and common interests. It's no great secret that members of the Aurum are interested in increasing their own wealth and influence, but they also engage in philanthropy and invest in the town. The Aurum Hall of Ardev is located in the center of town. It's small, but secure and luxuriously appointed. Rustav Gant—described in "Important People"—is the master of the hall and a member of the Gold Concord. Other members of the Ardev Aurum include Haskal Harrayln



of the Empire of Sweets and halfling “merchant” Voryla Halamar.

**The Esoteric Order of Aureon.** Ardev’s chapter of the Esoteric Order of Aureon has its “hall” on the top floor of Ink and Quill, and shopkeeper Twyla Tun Carralan is the head of the circle. While it’s a far cry from the Order’s grand hall in Sharn, the Order has a small arcane workshop, access to Carralan’s library, and a guest room that can accommodate two visiting members in a wealthy lifestyle. Local members include Maza Caine of Seven Wonders and Haskal Harrayln of the Empire of Sweets.

**Gnometown.** Ardev has a well-established community of gnomes. Many have roots in Zilargo and are proud of their heritage, but most have been native-born Brelish going back at least two generations. “Gnometown” is the neighborhood in Ardev where most of these gnomes live. It’s marked by vivid colors and *Minor Illusions*, along with a surprising number of songbirds; the residents feed the birds and enjoy talking with them. There’s almost always someone playing a *Thurimbar rod* on the street, perhaps accompanied by an illusionist. Shops in Gnometown include Ink and Quill, Haskal Harrayln’s Empire of Sweets, Boldrei’s Kitchen, and a few others. **Suralara** is a market that sells imported Zil foods and goods, while the **Waterhouse** is a small tavern—literally, all the furnishings are sized for small creatures—that serves bread and water flavored with *Prestidigitation*, a Zil tradition. Finally, the shop simply called **Glamerweave** is a haberdashers specializing in *Glamerweave* clothing; it also sells bolts of *Glamerweave* cloth imported from Zilargo. While some people believe that the Trust has agents in Gnometown, most residents consider themselves to be Brelish and there’s never been any proof of a Trust presence.

**Ir’Blis Keep.** The ancestral home of the ir’Blis line is a small castle with high walls that overlooks the town. While Ardev was never attacked during the last war, the count takes no chances; ir’Blis Keep is a solid fortress garrisoned by the ir’Blis Guard. The mayor, sheriff, and magistrate deal with matters of local justice at the town hall. However, there is a weekly opportunity for citizens to bring their troubles before the count, and the count also performs a number of ceremonial functions—such as accepting the fealty of immigrants who wish to become Brelish citizens. The ir’Blis Keep maintains its own smithy and stable within the walls of the Keep. It is also equipped with three *Siege Staffs*—a *Blast Staff* and two *Force Staffs*.

## IMPORTANT PEOPLE

Ardev is on the edge of the frontier. It’s an old, established town and, unlike Quickstone or Graywall, it’s not expanding significantly; most of the families here have lived in Ardev for generations. It has the standard mix of species found across Breland—predominantly human, with significant numbers of halflings, half-elves, and dwarves and a few shifters, changelings, and goblins. There’s an unusual number of gnomes; gnomes make up almost a fifth of the population. Many of the more interesting members of the community are mentioned in the “Businesses and Services” section, and Count ir’Blis himself is discussed later in the chapter. However, there are a few residents of Ardev that deserve a special mention.

**Mesa.** There are many stories about the Giant of Ardev. It’s a fact that she once dwelt in the caves in the Arakhain Hills to the north of Ardev. One tale says that the young Thavius ir’Blis freed her from a crystal prison. Another says that young Thavius visited her on multiple occasions and intrigued her with stories of the wonders of Ardev, finally convincing her to leave her caves. A third suggests that Mesa was actually driven from her home in the hills by some sort of gibbering Aberrations—that while she won’t speak of it, some day she intends to return and reclaim her caves. Whatever the truth, what is known with certainty is that Mesa is both a stone giant and a master stoneworker. She occasionally helps the Gant stonemasons with new constructions, but she prefers to sculpt. Her work has a surreal aspect, and seems designed to evoke feeling rather than to perfectly recreate the subject. There is a statue of the late Countess Thalia—Thavius’s mother, slain by the Daughters of Sora Kell—in the town square, that evokes a sense both of Thalia’s courage and the tragedy of her loss. Other works are more abstract, but have a way of evoking strong feelings in the observer. Mesa and her work are both celebrated as curiosities in the region; her smaller works can be purchased in the Ardev Market, and Mesa herself often performs feats of strength and participates in other ways in local festivals.

**Rustav Gant.** A middle-aged human man, Rustav Gant runs a company of stonemasons and carpenters that does most of the construction in Ardev. This is a family business with deep roots in the region; Gant helps with repairs and new construction at Castle Arakhain, and has built most of the farms around Ardev. Rustav is more ambitious than his forebears. He established the Ardev Aurum Hall and convinced a number of influential citizens to join. He currently serves as a member of the town council, supporting a strong pro-business agenda. But there are two rumors circulating about Gant. The first is that he despises the dragonmarked houses—that he doesn’t want House Lyrandar to complete its airship docking tower and

that he yearns to sabotage the Gorgon department store. The second, potentially more serious, claim is that Rustav hates both the monarchy in general and Count ir'Blis in particular, and that he's a strong supporter of the Blades of Liberty. Of course, these are just rumors; perhaps you'll learn if they're true!

**Voryla Halamar.** For a century, the Halamar Clan of Ardev has been something of a joke—a pale shadow of the Boromars of Sharn. It could be that this is all they'll ever be, but if anyone can change things, it's Voryla Halamar. When she was 18, Voryla left Ardev; she sometimes talks about spending time in Sharn, other times she mentions Droaam. She returned seven years later, with a confidence and drive rarely seen in a Halamar. Her father, Toran Halamar, decided to take a trip of his own in 997 YK and hasn't been heard from since. Voryla has taken over the daily operations of the family. She's built up their legitimate businesses—a gambling club, a little trade with Graywall—but some believe that she is also bringing new energy to the clan's criminal activities, right under the noses of the Ardev Watch. Now in her late twenties, Voryla is a charismatic halfling woman with a sharp wit and compelling sense of confidence. She's learned *something* in her travels; the question is where exactly she went, and what it is that gives her such confidence. She carries a dueling wand, though as of yet she's never been drawn into a public duel.

## LAW AND ORDER

Out of all the towns in this chapter—except perhaps for Castle Arakhain—Ardev is the most diligent in upholding and enforcing the Code of Galifar and the laws of Breland. You can get away with an arcane showdown on the streets of Quickstone, and in Graywall the guards actively encourage street brawls. But in Ardev, the city watch is truly devoted to protecting both the people and the town of Ardev, and they will actively intervene to stop any sort of crime they encounter. This includes smuggling; wagons entering the town are searched for dangerous contraband and must either show a writ of duty paid or pay taxes on applicable goods. This system is hardly foolproof, but the Watch at least makes an effort, which is more than can be said for many of the frontier towns. Here are a few forces to be aware of.

**The Ardev Watch.** There are sixty-six full-time members of the Ardev Watch. People accustomed to the corruption that runs rampant in Sharn will find the City Watch of Ardev to be cut from a different cloth; they are proud to serve Breland, and are largely immune to corruption and bribery. With that said, they *are* Brelish, and there are some who don't consider light smuggling or justified dueling to be crimes; it's also rumored that some of the Watch are members of the Swords of Liberty. But in both cases, these are matters of principle, and not driven by greed.

The dwarf Nirra Tayne serves as sheriff of Ardev and commands the Ardev Watch. Strong in both her body and her convictions, Tayne is devoted to the ir'Blis line and her city and holds her guards to her high standards. The templars of the Bastion and the Sentinel Marshals of House Deneith often assist the Ardev Watch; though few in number, these are capable forces and the Watch is usually happy for the help.

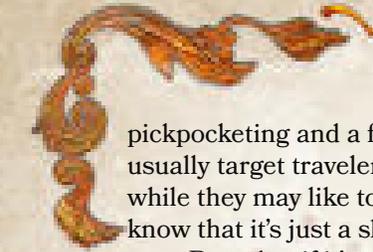
**The ir'Blis Guard.** Ardev is the county seat and Droaam remains an unknown threat. Count ir'Blis has 120 soldiers under arms at ir'Blis Keep, and an equal number in ready reserve. For now, the Guard protects the Keep and provides support to the Ardev Watch if a need arises. Both the active Guard and the reserves carry out regular drills on the grounds around Ardev Keep, maintaining combat readiness in anticipation of Droaamite aggression.

**The Mayor and the Council.** Ardev is governed by an appointed mayor and an elected city council, which has six members. The current mayor of Ardev is Mason Trembo, scion of an old human family with deep ties to the county. The council is a microcosm of the town, and its members represent the farmers, the gnome community, the Halamar Clan, and the local merchants. Magistrate Adara Trembo—the mayor's cousin—administers justice in the local court and serves as a liaison between the mayor and the count.

## CRIMINAL ACTIVITIES

Overall, Ardev is one of the safest and law-abiding towns in Breland. The City Watch are mostly honest and the townsfolk respect the law and the crown—likely influenced by the fact that the town is literally in the shadow of the ir'Blis Keep. There are always a few drifters and bad apples, but the City Watch will intervene if there's violence and will usually attempt to apprehend known criminals who come into town. Breggan Blackcrown might stride into Quickstone and buy a beer; she won't do that in Ardev unless she's prepared for a fight.

With that said, low crime doesn't mean no crime. It's an open secret that the **Halamar Clan** runs crime in Ardev. The Halamars are an extended halfling family that broke off from the Boromar Clan of Sharn. The Halamars like to present themselves as peers of the Boromars, but anyone who knows the underworld knows that this is essentially a joke. The Boromars are a massive organization with guard captains and city councilors in their pocket; they effectively run a few districts in Sharn. The Halamars are a relatively small family that's tolerated by the Ardev Watch as long as they don't cross certain lines. They may do a little harmless smuggling—not even dreamlily, just harpy sugar—but they're mostly legitimate merchants who are building connections in Graywall and Shaarat Kol. They run a gambling den called the **Bones...** and pay taxes as mandated by law. They do a little



pickpocketing and a few confidence schemes, but usually target travelers who won't go to the Watch. So, while they may like to swagger, the residents of Ardev know that it's just a show.

... But what if it's not? There are a few stories floating around suggesting that the current head of the family, Voryla Halamar, is sharpening the Halamar blade—that she's using the buffoonish reputation the Halamars have built up over generations to lull the Ardev Watch and the count into complacency. Such conspiracy theories note that Voryla is part of the Ardev Aurum and is working with Rustav Gant, and suggest that the Halamars have indeed been building up connections in Droaam, and are smuggling weapons and other dangerous goods from the Venomous Demesne. In these stories, the Halamars have actually built up an elite squad of enforcers led by young Tragan Halamar—a squad so efficient that the Watch hasn't even realized they've been killing anyone who could expose their schemes. A more exotic rumor is that the Halamar Clan acquired a strain of lycanthropy in Droaam, and that they've become a family of wererats. If you've ever met a Halamar bravo, you'll know just how ridiculous these rumors sound; it's hard to believe these swaggering halflings could be a real threat. And yet, it could be that all of the rumors are true, and that the Halamar Clan really is a force to be reckoned with.

## ARDEV CONNECTIONS

- *(Noble or Entertainer)* It's time for Count ir'Blis to marry. He's holding a series of balls over the course of the next few months, and is bringing in the finest entertainers and any nobles who can be found in the region. You have an invitation to the next ball!
- *(Criminal)* You have ties to the Halamar Clan. Talk with your DM to learn the clan's true situation. They may have a few jobs you could undertake over the course of your adventures—and as the Clan gets stronger, they'll be able to help you in various ways.
- *(Gnome)* You grew up in Gnometown. Are you tied to one of the established families or businesses? Are you the heir to the Empire of Sweets? Perhaps you used to make bread at the Waterhouse.
- *(Frontier local)* You studied at Aureon's Gift when you were growing up, and you have a soft spot for schoolmaster Kelvin Norn. Whenever you're in town, you like to check up on the old elf and see if there's anything he needs.
- *(Follower of the Silver Flame)* The Bastion is the only significant outpost of the Silver Flame on the frontier. If you're a champion of the Flame, Penti Faldren will be happy to provide you with lodging and offer spiritual guidance any time you're in Ardev. However, she may want you to investigate suspicious activity or eliminate known supernatural threats.

## ARGONTH

**Population:** 1,600

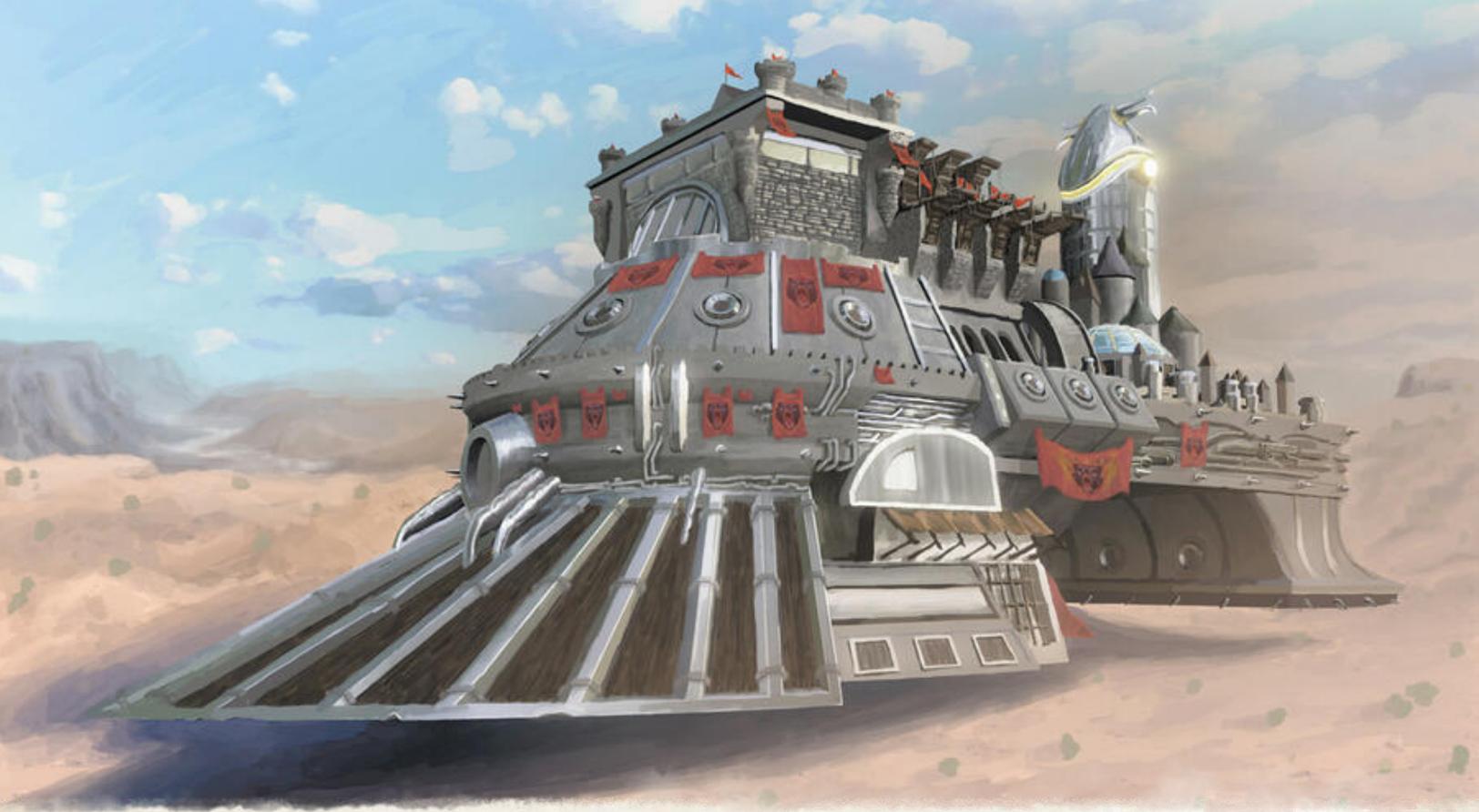
**Overview:** Brelish floating fortress

**Key NPCs:** Field Marshal Alain ir'Ranek (male human commander), Captain Devra ir'Lashan (female half-elf Citadel liaison), Big Bara (female warforged soldier), Magister Quill Carrayne (male gnome wizard)

For generations, the fortress Orcbone and its Westwind Riders have been the primary defense of the Western Frontier. That changed in 998 YK, when King Boranel assigned Argonth to the region. Once the most imposing weapon in Breland's arsenal, Argonth is a floating fortress quartering over a thousand soldiers and enough arcane artillery to level a village. Its presence in the region shows that Boranel recognizes the growing power of Droaam and the potential for renewed conflict. Argonth guards the southern stretch of the border; Orcbone is too far north to be able to quickly respond to an attack against Quickstone or the Westroad, the recently upgraded road to Graywall. While its mobility is useful, Argonth only has a sustainable cruising speed of 2 miles per hour and it can easily be avoided by mounted brigands or smugglers. But while it may not be able to intercept a small force of minotaur reavers, it can hold the Westroad against thousands if it comes to war.

There is a second reason Boranel has assigned Argonth to the frontier. Impressive as it is, Argonth is almost eighty years old and it is one of the last of the floating fortresses. Breland stopped building the fortresses in 970 YK; military strategy has shifted, and Breland is currently following other paths (developing swift, mobile forces; improving artillery; developing air forces). On the Aundairian border, Argonth is something of a relic. But on the frontier, Argonth serves as a check on the Droaamite forces stationed at Graywall and as a symbol of Breland's determination to hold the region.

Argonth is an active fortress. It has the population of a small town, but these people are soldiers. Over fourteen hundred crewmembers are combat-ready, with the remainder being dedicated solely to support and administration. It's not open to the public, but if you're a Brelish Noble or Soldier—or if you have legitimate business that concerns the commander—you may be able to arrange a visit.



## INTERESTING THINGS ABOUT ARGONTH

- When stationary, Argonth hovers approximately 20 feet off the ground. It can rise to a maximum ceiling of forty feet if necessary. It ignores terrain and can float above the surface of water. This is important, as few bridges are wide enough for a floating town!
- Argonth has nine *Siege Staffs*: four *Blast Staffs*; three *Force Staffs*, and two *Focus Staffs*. The *Force Staffs* draw power from the elemental engine and don't require *Breath of Siberys*, but the others must be loaded normally. Argonth also has sixteen *Long Rods*, which can be removed and distributed to ground troops if necessary. This arcane artillery, and the *Breath of Siberys* that powers it, are described in *Exploring Eberon*.
- Argonth employs three bound elementals: earth, fire, and water. Pilots don't have to have dragonmarks, but a side effect of this is that the binding and control process is more dangerous and demanding. Argonth requires a team of active pilots, and pushing the fortress to higher speeds takes a mental and physical toll on the pilots. At one point during the Last War, Argonth maintained a sustained speed of 10 miles per hour for two days to respond to an attack; three pilots died from overexertion.
- Argonth was a joint creation of House Cannith, Zilargo, and Breland. Cannith didn't just build the fortress and sell it to Breland; it worked with Breland and the Zil to produce it, which is one reason other nations didn't have such fortresses.

## BUSINESSES AND LOCATIONS

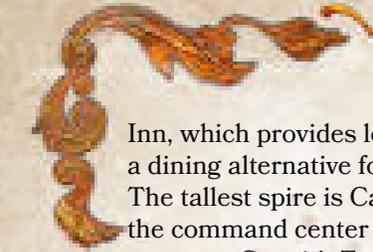
There's only one actual *business* in Argonth, and that's the Gold Dragon Inn. But there are a number of important locations.

**The Prow.** The lower front of Argonth is a massive, solid steel ram. Argonth may not be fast, but at its full speed it can easily crush light walls. A shielded gunnery bay holds a *Force Staff* and emplacements for four *Long Rods*, with three-quarters cover for the gunners. Behind the ram, the forward garrison is designed for rapid deployment of up to three hundred soldiers at once.

**The Keep.** A fortress atop the prow, this holds the bulk of Argonth's arcane firepower: two *Blast Staffs*, two *Force Staffs*, and two *Focus Staffs*. Each staff is mounted in a separate tower and has a 180 degree arc of fire. The *Force Staffs* can fire forward, while the others are mounted to the sides. Four smaller towers house *Long Rods*, primarily to deal with boarders and close-quarters defense.

**Siege Towers.** Behind the Keep, Argonth has a series of extendable boarding towers. If Argonth wants to keep a structure or wall intact, it moves alongside it, allowing its soldiers to deploy from on high. Six *Long Rod* emplacements provide artillery support.

**The Stern.** The aft of Argonth is essentially a fortified town. It holds living quarters, mess halls, infirmaries, and the smithies and other facilities required to maintain the vessel and the equipment of the soldiers. Additional facilities include a temple dedicated to the Sovereign Host and a Gold Dragon



Inn, which provides lodging for visitors as well as a dining alternative for soldiers tired of the mess. The tallest spire is Cannith Tower, which serves as the command center and also contains the officers' quarters. Cannith Tower is equipped with two *Blast Staffs* and a Sivilis message station.

## IMPORTANT PEOPLE

The majority of the personnel on board Argonth are members of the Argonth Legion. This is a true army, incorporating a regiment of archers, a regiment of infantry, and even a cavalry regiment. These forces are prepared to defend Argonth from boarders, but are also prepared to be deployed to seize and hold enemy territory. The legion also includes a corps of a hundred wandslingers trained to maintain and operate the *Siege Staffs* and *Long Rods*. Eight hippogriff riders serve as aerial scouts. In addition to this, there are four separate units of Brelish Rangers and a squad of operatives from the King's Citadel. The Brelish Rangers serve as rapid deployment scouts and skirmishers in wartime, which makes them the logical choice to serve as peacekeepers on the current mission; it's the Rangers who patrol the region around Argonth and who are capable of intercepting smugglers and brigands. The Citadel operatives are an elite force under the direct command of Colonel ir'Lashan, and may undertake covert operations or gather intelligence. Here are a few notable members of Argonth you may have heard of.

### **Field Marshal Alain ir'Ranek, Viscount Argonth.**

The commander of Argonth is a veteran who's served Breland for three decades. Alain ir'Ranek is a true hero of Breland and is proud to command this symbol of its power. Boranel made ir'Ranek the Viscount of Argonth, and also granted him the title of Captain of Argonth, asserting that the fortress is its own domain; as such, ir'Ranek and his troops aren't subject to Count ir'Blis and the Marshal has the power to enforce Brelish law on civilians in addition to maintaining military discipline within his crew. Alain ir'Ranek is in his fifties and prefers to avoid physical confrontations, but he's a clever strategist, a charismatic leader, and an honorable man—all things that differentiate him from Lord Veirner ir'Tajar of Orcbone. With that said, ir'Ranek has only been on the frontier for a few months and he doesn't yet know the community leaders or the ins and outs of how things are done in the west.

**Captain Devra ir'Lashan.** While she is capable of commanding troops of the Argonth Legion, ir'Lashan's primary duty is to the King's Citadel. She commands a small mixed unit comprised of members of all branches of the Citadel. Her team serves both to protect Argonth itself—providing counterintelligence and watching out for any infiltrators—and stands ready to conduct covert operations in Droaam. Ir'Lashan is competent and calm. Her loyalty is to Breland above

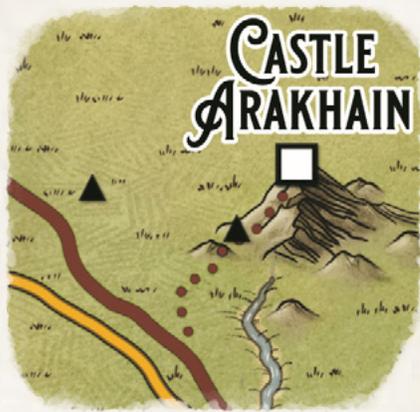
all else, and she will sacrifice anything and anyone in pursuit of her duty.

**Magister Calas "Quill" Carayne, First Wand of Argonth.** Argonth is one of Breland's most devastating platforms for arcane firepower, and Quill Carayne is the man behind the magic. Quill is an energetic Brelish gnome and a clever arcanist. He's one of Breland's most capable field evokers and commands the regiment of wandslingers and magewrights who maintain and operate Argonth's arcane artillery. In battle, he generally operates one of the *Focus Staffs*, and his skill is so remarkable that he can actually spare a few allies even when unleashing devastating blasts of magic (using *Sculpt Spells*). Quill is studying the mystical techniques of the Venomous Demesne; this could bring him into contact with adventurers who make interesting discoveries.

**Big Bara and the Brelish Rangers.** The Brelish Rangers are an irregular force, with less structure and discipline than the Argonth Legion. They're accustomed to operating in small squads, primarily as scouts and skirmishers. This independence is useful on the frontier. The Rangers patrol the region around Argonth on the lookout for bandits, smugglers, and raiders. It's always up to the Rangers how to deal with such forces; the Rangers *are* Brelish, and sometimes they're willing to let smugglers go on their way in exchange for a few casks of rotgut. Big Bara is the leader of Bara's Breakers, one of the most distinguished Ranger units. There's a total of 24 Breakers, though they usually operate in six person squads; twelve of the Breakers are warforged, including Bara herself. The Breaker warforged have chosen ongoing military service over civilian life. Some are devoted to Breland, while others simply enjoy fulfilling the purpose they were made for. Bara herself is surprisingly jovial; she may take pride in being a living weapon, but she also enjoys the flexibility of being a Ranger.

## ARGONTH CONNECTIONS

- (*Brelish Soldier*) You served in the Argonth Legion during the Last War. How did you impress Alain ir'Ranek?
- (*Sage or Wizard*) You've dealt with Quill Carayne before. If you served in the Brelish military, he could have trained you or been a comrade in arms. Otherwise, you may have collaborated with him on research concerning unusual arcane traditions. Are you friends, or rivals?
- (*Frontier local*) Argonth flattened your family's farm when it arrived in the region, and you want to see your parents compensated for the damage.



## CASTLE ARAKHAIN

**Population:** 400 (in the palace and surrounding village)

**Overview:** Brelish royal residence

**Key NPCs:** Princess Brela ir'Wynarn (female human noble), Cavril "Collar" Blackwood (male human gamekeeper), Mistress Green (female elf steward)

If you've harbored dreams of mingling with royalty, you can hold out hope that you'll be invited to a grand ball at Castle Arakhain. Also known as the Winter Palace, Castle Arakhain is the favored retreat of the Brelish royal family when they choose to leave Wroat. King Boranel himself can typically be found at Arakhain during two periods of the year. He spends the winter month of Vult at the castle, remaining through to the end of Long Shadows (the final days of the year). He also generally heads to the palace at the beginning of Barrakas for the Hunt, the festival of Balinor; Boranel loves to hunt, and the gamekeepers spend most of the year searching for a beast that will prove a worthy opponent. While these are generally the only times you'll find the King at Arakhain, there's usually some member of the royal family in residence. Princess Brela—Boranel's youngest daughter—has been dwelling in the Winter Palace for most of 998 YK. Brela will be turning twenty this year on the 9th of Rhaan—which is also the holiday known as Boldrei's Feast—and she expects to have the grandest celebration ever seen on the Western Frontier. An adventurer with the Noble background could receive an invitation, while an Entertainer could be engaged to perform; otherwise, the search for exotic supplies could create opportunities for capable adventurers.

### INTERESTING THINGS ABOUT CASTLE ARAKHAIN

- The west wing of Castle Arakhain suffered significant damage in 996 YK, insurgents tied to the Swords of Liberty burned it. The cell leader known as Beggar Dane has claimed responsibility.

- The Wynarns love to hunt. The lands to the south of the castle are reserved for farming, but the hills and the plains to the north have been stocked with a wide array of beasts, monstrosities, and other surprises. The castle itself includes massive stables and kennels, including a pair of ghost tigers and three massive magebred bears.

Queen Marala ir'Wynarn was a great lover of literature. While the library of Castle Arakhain holds some of her favored tomes, it's said that she hid her greatest treasures—including a copy of the fabled *Codex Ourelonastrix*—in an invisible tower. Many believe that tower is somewhere in the Arakhain Hills.

### BUSINESSES AND LOCATIONS

Castle Arakhain takes its name from the adjacent Arakhain Hills. The village of Arakhain began as a mining community extracting iron ore from the hills. The mine was tapped out centuries ago, and today the village primarily exists to support the palace, growing grain and maintaining the beasts brought to the region for hunting. Arakhain is a tiny community, but thanks to the presence of the castle it does have a Sivils message station (Stone 65) and a Jorasco healer, Izra d'Jorasco. The local inn is called The Queen's Rest; thanks to the presence of the castle, it has a remarkably deep cellar and can provide meals of up to wealthy quality. The royal family recently rejected Ghallanda's proposal to open a Gold Dragon Inn in Arakhain, much to the relief of Queen's Rest innkeeper Wil Wrighten.

### IMPORTANT PEOPLE

The village of Arakhain exists to support the castle, and everyone has a job related to that role—from the farmers growing fresh vegetables to the launderers, farriers, smiths, and more. It's a small community and everyone knows everyone; it's not a place you can just decide to move to. Here are a few particularly noteworthy residents.

**Princess Brela ir'Wynarn.** Boranel's youngest daughter, Brela, has inherited her father's quick wit and love of adventure. She loves to ride and hunt, and prefers Arakhain to Wroat. Many say that she is the best of Boranel's surviving children, but she has no desire to ever wear the crown. She is fond of spectacles, and expects her upcoming twentieth birthday to be a legendary event.

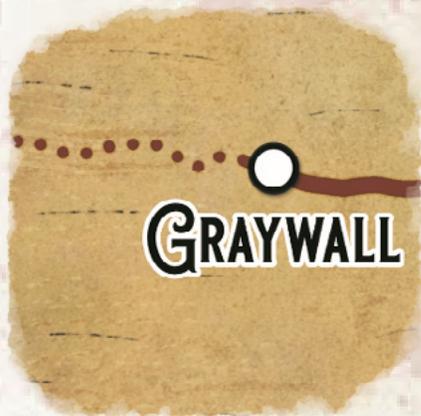
**Cavril "Collar" Blackwood.** Collar is the royal gamekeeper at Castle Arakhain—no small job, given the Wynarns' love of exotic beasts. He's a Vadalis foundling who chose to serve the crown instead of joining the house, though he works closely with Vadalis to meet the needs of the royal family. Collar is an expert at managing fierce creatures, but he still bears a

host of scars from his dangerous work. He's interested in obtaining some of the monstrosities that dwell in Droaam for the next Hunt, and may hire adventurers to capture unusual creatures or simply to find out just how dangerous they are.

**Mistress Green.** This elf has served as the steward of Castle Arakhain for at least three hundred years. No one knows exactly how old she is, and most aren't sure if "Green" is her first or last name. She is a strict taskmaster who makes sure that everything is perfectly in order and maintained in accordance with tradition. She often invokes previous monarchs—*"This would never have happened in Wroaan's day."* She is devoted to Breland and would *never* gossip... But she undoubtedly knows a trove of interesting stories about both modern and past nobles that visited Arakhain.

### CASTLE ARAKHAIN CONNECTIONS

- (*Noble*) Has your family ever visited Castle Arakhain? Have you ever attended the Hunt or a Long Nights celebration?
- (*Entertainer or Bard*) Entertainers are brought in whenever there's a celebration at the Winter palace. Have you ever played at Castle Arakhain?
- If you're from rural Breland, perhaps you grew up in the village of Arakhain and still have family there. Do you know Princess Brela or Mistress Green?



## GRAYWALL

**Population:** 6,800

**Overview:** Droaamite trade center, House Tharashk stronghold

**Key NPCs:** Governor Xor'chylic (male illithid governor), Bahiri (male goblin chef), Jabra (female night hag alchemist), Kundran Torr (male orc administrator), Zerasha (female medusa priest)

Graywall is the gateway to Droaam, the first town you'll come across when you take the newly upgraded Westroad from Quickstone into the kingdom of monsters. It thrives in its role as a border town; it has a foreign quarter devoted to the needs of visitors from the east, and it's actively expanding. In many ways, Graywall is a model for the vision the Daughters of Sora Kell have for Droaam; a host of different species working together to build something durable, a place where the people of the Five Nations can meet and trade with the creatures they once feared. This has been bolstered by the investment of a number of dragonmarked houses. House Tharashk has established a major enclave in Graywall, the hub for its monstrous mercenaries. House Ghallanda has established a luxurious hotel grander than any Gold Dragon Inn. And yet, this is still Droaam. Graywall isn't governed by the laws of the Thronehold nations. It's a haven for fugitives from the east, whether they're political dissidents, deserters, dangerous criminals, or all three at once. Its residents are dangerous and many have no love for humans and their kin. House Kundarak abandoned its plans for an enclave in Graywall, concluding it was impossible to ensure security in the city; now they are building their vaults in the Brelish town of Quickstone. So Graywall may be the safest place to interact with the residents of Droaam... but 'safest' is a far cry from 'safe.'

Graywall presents a host of interesting opportunities. Gnoll hunters, goblin scavengers, and tiefling merchants from the Venomous Demesne sell their goods in the market of Bloodstone, while the faithful offer prayers to the Dark Six on the Street of Shadows. Graywall is the place where your bard can challenge a harpy songbird to a vocal duel, where your warlock can discuss the ways of the archfey with a night hag, or where you can engage in diplomacy with the mind flayer who governs the city. There may be a thousand ways to die in Graywall, but there are also opportunities you won't find anywhere else.

A mind flayer named Xor'chylic governs Graywall on behalf of the Daughters of Sora Kell. Order is maintained by Xor'chylic's Flayer Guard and by a troop of Znrir gnolls, but this is frontier justice. The Flayer Guard protects the interests of the city and of the governor: They don't care what happens to *you*. If a Brelish veteran picks a fight with a Karnathi war criminal, onlookers will place bets on the outcome and argue about who gets to eat the loser. Things are a little better in the foreign quarter known as the Calabas, where House Tharashk keeps the peace. But Graywall is no place for the timid. If you're not ready to spit in a troll's eye and dare her to make the first move, perhaps you should stay in Quickstone.

## INTERESTING THINGS ABOUT GRAYWALL

- Graywall is built atop Dhakaani ruins, and there may still be wondrous treasures hidden beyond the deep doors.
- While the denizens of Graywall may not love the peoples of the east, they're used to dealing with them. Most of the Droaamites in the city speak at least a little Common, and most are at least willing to talk to humans—a warmer reception than you'll get at Turakbar's Fist.
- Many of the inhabitants of Graywall are illiterate and Goblin is the preferred language. Except in the Calabas, signs are more likely to be iconic than to use words, and those that do use words will be in Goblin.
- Graywall is one of the best places to interact with priests of the Cazhaak tradition, and most are happy to discuss their faith with those who know little about it.
- House Tharashk has a strong presence in Graywall, and this is an excellent place for bargaining with Tharashk or forming an alliance with the house.

## BUSINESSES AND LOCATIONS

Graywall is built on ancient Dhakaani foundations. It's actively expanding, and most of the Droaamites who live in Graywall are part of this process. Goblins and orcs work in the quarries, while medusa architects direct ogre work crews hauling stone and building walls. Laborers work in exchange for food and shelter, and out of pride for the growing power of their young nation. Most of the laborers live in mass dormitories, and eat at one of two vast dining halls known as "grist mills." There are a handful of inns for transients and visitors, as well as tenements for residents with means. Overall, Graywall is dedicated to the business of *expanding Graywall*, but it is also designed to be a place where the people of Droaam can do business with merchants and travelers from the east, and there are plenty of opportunities to spend gold or teeth.

Graywall is divided into four quarters, each of which caters to a particular population. Here's an overview of the four.

### BLOODSTONE

The largest district in Graywall, Bloodstone, is home to most of the industry and businesses in Graywall, from the dormitories housing laborers to massive tanneries and slaughterhouses. Most of the medium and large-sized inhabitants of the city live here. This includes orcs, minotaurs, and ogres, but also changelings, tieflings, medusas, harpies, worgs, and more. It's a haven for people from the Five Nations who need to avoid their former compatriots, but if you're going to spend time in Bloodstone, you'd best be prepared

to defend yourself. As an easterner, you may not be attacked without reason, but you can be sure that there are plenty of Droaamites who are looking for a reason.

Bloodstone takes its name from the red stone (also known as quickstone) used in many of its buildings. It's constantly expanding and evolving; businesses can spring up or disappear with little notice. Here are a few noteworthy locations.

**The Arena.** The denizens of Droaam are always eager to watch a good fight, and there's almost always some action going on at the Bloodstone arena. Condemned criminals are often tasked to serve a sentence in the arena, potentially buying back their freedom if they can survive long enough. Gladiatorial combat is a thriving form of entertainment; such matches aren't necessarily fatal to the contenders, though crippling injuries or death are always an exciting possibility.

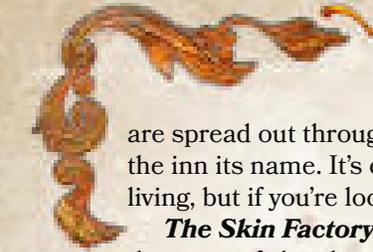
**The Bloody Market.** The open market of Bloodstone hosts a vast assortment of often unsavory merchants. Honest traders from the Five Nations will usually conduct their business in the Calabas, but the Bloody Market is the perfect place for brigands to offload their loot or for kobold scavengers to sell trinkets retrieved from Dhakaani ruins. If you're looking for *Shiftweave* from the changeling village of Lost, Znir metalwork, or new barding for your worg friend, the Bloody Market is the place for you.

**The Broken Sword.** This tavern caters to former soldiers of the eastern nations: deserters from the Five Nations, Tairnadal revenant blades, Darguul chainmasters, and more. It's a haven for expatriates; patrons are expected to leave their national feuds outside, and should anyone start a fight—especially a Sentinel Marshal or bounty hunter—everyone is expected to lend a hand to bring down the instigator. This is where you can find that Karrnathi bone knight who killed your brother, but don't start a fight at the bar. The bartender is a Cyran warforged named Maul, who also serves as the bouncer; the owner prefers to remain anonymous.

**Challenge Rings.** If you want a spectacle, go to the arena. But if you're just looking for a fight or a challenge in Bloodstone, you've got a lot of options. Rough circles are etched into the ground at many major intersections—circles marked with dried blood, char marks, and pieces of broken statues.

At any time, you could see ogres straining under the weight of heavy objects, kobolds matching insults and sorcerous power, or changelings engaged in a complex duel of shifting shapes. Minotaurs and ogres often compete in wrestling matches that end when one of the contestants is forced out of the ring.

**The Labyrinth.** If you're looking for local flavor, the Labyrinth is the inn for you. A mine that ran dry centuries ago, it's been converted by a family of minotaurs into a tavern and boardinghouse. The rooms



are spread out through the maze of tunnels that gives the inn its name. It's on the austere side of modest living, but if you're looking for privacy, it can't be beat.

**The Skin Factory.** This is the general name for the mass of slaughterhouses, butchers, and tanners found on the edge of Bloodstone. The orcs of Horac's Hides produce excellent leather armors, and there's a dizzying—and possibly disturbing—array of rations and preserved meats available here.

**The Street of Shadows.** While the Cazhaak interpretation of the Dark Six is the most common faith in Droaam, it's not the only one. The Street of Shadows contains a host of shrines, icons, and altars. A handful of different idols of the Horned King stand across from a Znir cairn, and the wind whistles through a harpy shrine to the First Song. The street comes to an end at a small, windowless temple of black stone. Known as the Eye of the Shadow, this is the home of the medusa priest Zerasha and hosts the services of the Cazhaak faith.

**The Venomous Voice.** The bards of Sharn gather in the Golden Horn; the harpies of Graywall roost at the Venomous Voice. While the Voice only rents rooms to harpies, anyone can come to listen to the performances—though a duel between songbirds can be a maddening experience for the unprepared. In addition to musical duels and performances by harpy virtuosos, the Venomous Voice hosts spectacular storytellers and training sessions for novice songbirds. The roost is owned by Zoryanna of the Last Dirge, who many consider to be a voice of the Fury.

## THE CALABAS

The Daughters of Sora Kell are interested in trade with the nations of the east, and they've worked with House Tharashk to create the Calabas—a little piece of the Five Nations tucked into a corner of Graywall. While there are a significant number of orcs and half-orcs in the Calabas—scions and servants of House Tharashk—the other Droaamite residents of the city largely shun the Calabas (a Goblin word meaning “kennel”). Tharashk guards maintain order, and there are no challenge rings or brawling in the streets. The architecture feels familiar and comforting to people from the Five Nations, and signs posted in the Common tongue can be seen around the district.

The Calabas is a small district, organized around a central plaza known as the Roar—a reference to the snarling dragonne statue at its center. Most of the businesses in the district are clustered around the Roar. **Hahlo's** is a small Jorasco healing house. Mundane goods can be acquired at **Vorgath's General Store**, while **Far Davandi** is a haberdasher catering to expatriates, capable of reproducing the styles of any of the Five Nations. **The Merry Marcher** is a tavern specializing in the cuisine and spirits of the Shadow Marches, while the ubiquitous **Gold Dragon**

**Inn** serves exactly the same cuisine you can find at any Gold Dragon Inn anywhere in Khorvaire. **The Cracked Keg** is a tavern that gives merchants a chance to sample—and purchase—powerful Droaamite spirits. The owner—a dwarf named Banor Blackbarrel—is generally known to be a smuggler with connections to the Pennyroyals of Quickstone. **House Orient** maintains a small station to resupply coaches and caravans passing through, though house diplomacy is now conducted in the town of Quickstone. Here are a few of the other important businesses in the Calabas.

**House Kundarak and Sivis.** After a series of disastrous robberies—including one rumored to have involved an actual hacking of the extradimensional Kundarak vault network by thieves from the Venomous Demesne—Kundarak has scaled back its services in Graywall. It maintains a single mundane vault and offers letters of credit and money-changing services, but keeps limited funds on site and is no longer tied to the vault network. House Sivis provides scribing services and maintains a *Speaking Stone* in the Kundarak bank.

**House Tharashk.** The fortress enclave of House Tharashk takes up an entire side of the square around the Roar. It is the largest Tharashk enclave outside of Zarash'ak. Since the rise of Droaam, House Tharashk has been brokering the services of monstrous mercenaries; this enclave serves as both a recruiting office and a training center, ensuring that their monstrous contractors are familiar with the customs of the Five Nations. As Tharashk is charged with enforcing the law within the Calabas, the Roar enclave also contains an audience chamber that doubles as a courtroom. While the mercenary trade is the greatest focus of the enclave, it pursues Tharashk's other interests as well, selling the services of bounty hunters and inquisitives and supporting Tharashk prospectors.

**The House of the Nine.** This humble inn serves as Graywall's sole temple to the Sovereign Host. The food and lodging are modest, but Channa Perryn blesses each meal, and Cord Perryn performs Vassal services in the back room. The Perryns aren't spellcasters, but they can offer sanctuary and spiritual guidance to Vassals and could potentially have divine visions.

**The Silenced Stage.** This playhouse specializes in works that have been banned in the Five Nations, along with the new creations of exiled and expatriate artists. It is quickly becoming one of the major tourist attractions in Graywall, drawing patrons from as far away as Fairhaven and Korth. Star performers include Laren Devir, a Brelish playwright known for his sympathies for the Swords of Liberty; half-elf Asta Brand, a Karrnathi singer-songwriter whose opera “Army of the Damned” is a bitter condemnation of both the Code of Kaius and the Karrnathi use of undead soldiers; and Syro Talandro, a changeling from Thrane renowned for their solo performances and their



warnings about the Shadow in the Flame. If you're an Entertainer with a checkered past of your own, you might be invited to perform at the Silenced Stage!

**The Twilight Palace.** Unquestionably the grandest hotel on the Western Frontier, the Twilight Palace is luxurious even by the standards of Sharn and Fairhaven. A joint venture of House Ghallanda and House Phiarlan, it was built on the belief that a prosperous Droaam will result in a wave of merchants who will be happy to have a taste of comfort in this harsh land. While it has a few “budget” rooms of comfortable quality, the standard services of the Twilight Palace are aimed at people who maintain a wealthy lifestyle, while the top floor is devoted to aristocratic suites. Beyond the comforts of the rooms, Phiarlan entertainers perform classic works from the golden age of Galifar and Ghallanda chefs provide food in the finest styles of the Five Nations; it's got everything you need to forget that you're in Droaam for an evening.

## THE KARDA

While Graywall wears the trappings of trade, the Karda is a reminder that it is ever ready for war. This small district is a walled fortress, housing the soldiers of the Flayer Guard and a garrison of Znir mercenaries. Though the gates are open, the only reasons guards have for allowing easterners into the Karda is if they have approved business with Governor Xor'chylic or if they're prisoners; **the Last Tower** serves as courthouse and prison for Graywall, and public executions are conducted in front of the tower. While there are smiths and stables in the Karda, all services are devoted to the upkeep of the Flayer Guard and ensuring that Graywall is ready for any unexpected hostilities.

The mind flayer Xor'chylic dwells in the central keep, looking down on Graywall from his high tower. Xor'chylic had a hand in designing the Karda, and there is something subtly unsettling about the architecture. If you're familiar with psionic tools, you might spot traces of psiactive sentira in the walls, and recognize that the governor feeds on the fears of his subjects and prisoners.

## SAR KURAATH (“LITTLE GRAYWALL”)

Most of Graywall is designed for the comfort of orcs and ogres, creatures of medium and large size. However, a significant portion of Droaam's population and workforce are goblins and kobolds. Ogres perform heavy labor and orcs work in the quarries and mines, but it's the goblins who perform much of the more delicate work; goblins serve as carpenters, tailors, potters, painters, custodians, and more. Khaar'paal elders work with the kobolds to identify those with sorcerous talents and train them as magewrights. Workhouses often have halls and doorways high enough for ogres to haul out carts, but everything else about Sar Kuraath—from the furniture to the flagons at Bahiri's—are designed for small creatures.

Workhouses and dormitories comprise the bulk of Sar Kuraath. Established clans of goblins and kobolds—including the Bone Crows, the Hammer-Knockers, the Hidden Hands, the Stonebreakers, and others—have their own dedicated dormitories, but there are also tenements inhabited by the goblins who have no loyalty beyond Droaam... people who were once oppressed by ogre or minotaur chibs, and who have found new freedoms under the rule of the Daughters of Sora Kell. While there are some feuds and rivalries between clans and families, the people of Sar Kuraath are proud of their freedom and the role they have to play in Droaam's future, and they will unite to deal with any outsiders who start causing trouble in the district.

The grist mill in Sar Kuraath provides free meals for workers, and most of the inhabitants dine there. However, there is one especially remarkable inn that has a reputation even beyond Graywall. **Bahiri** is a goblin chef who has perfected not just goblin and kobold cuisines, but also a number of Talentan dishes; some say that the halfling cooks at the Twilight Palace come to Bahiri's for the *orastaca* (a tender lizard-meat stew). There are a few modest rooms at Bahiri's, and these are usually occupied by gnome or halfling travelers and expatriates. Some people believe that Bahiri's is a center for intrigue, that the Trust and the goblin spies known as the Silent Folk both run operations out of this inn; however, it's likely these rumors are largely exaggerated.

## IMPORTANT PEOPLE

Graywall is one of the largest towns on the Western Frontier and boasts a host of colorful characters. If you're a Talentan halfling, you've surely heard of the wonders of Bahiri's kitchen. But there are four individuals who are known across the wider frontier.

**Governor Xor'chylic.** Giants, minotaurs, medusas—these are all well known in Droaam. But a mind flayer is a horror even to the denizens of this nation of monsters. The common story is that the Daughters of Sora Kell recovered Xor'chylic from the goblin ruins below Graywall, where he had been imprisoned by his own kind. He is thought to be truly ancient—perhaps even a survivor of the original force that destroyed the Empire of Dhakaan. Only Xor'chylic knows the truth of these rumors, but he certainly enjoys the fear he inspires in others. His mental powers are impressive even for a mind flayer; it's said that he can plant fears in the minds of people who anger him, or subtly reshape the memories of people in his presence.

**Jabra.** The night hag Jabra is an alchemist and purveyor of wondrous goods. She sells traditional potions, but she also peddles her own unique concoctions—along with bottled dreams and nightmares, which she often claims as an additional charge for her goods. She has an ever-changing collection of trinkets and magical items, and some say she bargains with beings from other planes. Jabra is said to deal fairly with her customers, but she often asks for unorthodox payments; stories suggest that she can actually deal in luck, or buy years of your life. Jabra sells her goods out of a red tent, but she moves around Graywall and often vanishes for days or weeks.

**Viceroy Kundran Torrn.** As a viceroy of House Kundarak, Kundran Torrn holds the power of the law in the Calabas. However, he has also managed to win the respect and even affection of people across Graywall, especially the local orcs. Torrn has been a generous ally to the town, and he has impressed many with his good humor and his willingness to engage in tests of strength and endurance in the challenge rings of Bloodstone. Of course, there's at least a chance that Kundran's charm and courage are a carefully managed front. Graywall is an important foothold for Kundarak, and while Kundran surely is bold and strong, it's quite possible he's clever enough to have staged a few victories to help bolster his reputation.

**Zerasha.** This black-scaled medusa priest is beloved of the Shadow, or so the faithful believe. She knows dangerous secrets; some say that she sees your greatest shame the moment she lays her eyes upon you. She is a powerful spellcaster capable of raising the dead, and she can teach esoteric secrets of magic—but her gifts always have a high price. Zerasha is held in high regard by the Droaamite citizens of Graywall, both for her power and her wisdom. While

she generally supports the Daughters of Sora Kell and their vision for Droaam, there is no question that she is loyal first to the Shadow and next to Queen Sheshka of Cazhaak Draal. If you've ever met Zerasha, what secret did she share with you?

## GRAYWALL CONNECTIONS

- (*Acolyte*) Depending on your faith, you may have served with Zerasha or at one of the other shrines along the Street of Shadows. If you're a human Vassal, you could be related to the Perryns—the family that maintains the House of the Nine. While you are devoted to your family, you feel the Sovereigns calling you elsewhere on the frontier; but you still check in on the Perryns when you can and want to help to preserve their temple.
- (*Entertainer*) You're fascinated with the Silenced Stage. It could be there are works you've personally created that are banned in the Five Nations and only performed on the Silenced Stage, or you could just be fascinated with these pieces and love performing at the Stage when you have the time.
- (*Mark of Finding*) You are related to Viceroy Kundran Torrn, who effectively governs the Calabas in Graywall. If you are a favored scion, you might take the Noble or House Agent background, and serve the interests of the House across the frontier. Alternately, you could be the lame tribex of the family—you once worked in Graywall until you had a falling out with Kundran, and now there's tension any time you return to the Calabas.

## ORCBONE

**Population:** 500

**Overview:** Brelish fortress

**Key NPCs:** Commander Veirner ir'Tajar (male human commander), Captain Yurell Iff (female half-elf soldier), Magister Grace Allar (female gnome magewright)

For hundreds of years, the fortress Orcbone has guarded western Breland from the monsters of the western barrens and the beasts of Whitehorn and the Towering Wood. While Galifar was intact, the primary mission of Orcbone was patrolling Orient Route 7, dealing with any bandits who threatened the Border Road. For much of the Last War, this region had little strategic value and Orcbone was underfunded and understaffed. This changed with the rise of Droaam. In 986 YK, Countess Thalia ir'Blis was killed by Droaamite forces and Orcbone itself suffered grave damage. King Boranel reinforced the fortress and appointed Commander Veirner ir'Tajar. Orcbone has held the line for the last decade, resisting a siege in 989 YK and serving as an important base of operations for lesser conflicts along the Western Frontier.

However, with the rise of Graywall and Quickstone, most areas of strategic importance are in the southern region of the frontier, far from Orcbone. While the fortress continues to hold the line against Rhesh Turakbar and the forces of Turakbar's Fist, Boranel has deployed the floating fortress Argonth to secure the southern region and to serve as a symbol of Brelish might. Commander ir'Tajar sees this as a stinging rebuke of his command, and he may be right to think this; he's made questionable decisions over the last few years, and the deeds of Breggan Blackcrown—both when she served under ir'Tajar's command and now as a brigand—are a stain on his record. Many wonder when—not if—the king will replace ir'Tajar, and it's common knowledge that the commander would love a new outbreak of hostilities to prove his mettle.

Orcbone takes its name from a series of conflicts that took place centuries ago, when the Gaa'aram orcs held what is now Turakbar's Fist. The Brelish fortress played a vital role in driving back these reavers. According to the tales, the bones of the fallen orcs were scattered across the plains as a warning, hence the name. Some believe you can still find shards of ancient bone around the fortress, while others claim that this was a foolish act that has left the region haunted by the restless spirits of fallen orcs.

The Western Frontier is wide and open. Orcbone is built to withstand a siege, and the forces of the Barrens have attacked it a surprising number of times; the reavers see it as a way to test their mettle. However, given that attackers can easily just circle around the fortress, Orcbone's primary mission is to serve as a base of operations for the Westwind Riders, a cavalry force that patrols the Border Road and quickly responds to threats. There are watchtowers scattered around the region, approximately 20 miles apart. Each tower can signal Orcbone using a form of *Alarm*. This doesn't allow any sort of detailed message; if the alarm sounds, it's a call for the Westwind Riders to respond.

Orcbone is an active military fortress. There are no services here for civilians, and you're unlikely to be admitted unless you possess the Soldier or Noble background. The fortress is made of stone, grim and functional in its design. It stands atop a slight hill that gives it a commanding view of the surrounding plains. Over the centuries, a series of wide ditches have been dug into the hill. To approach Orcbone, you must pass through these trenches while being fired upon by the archers in the keep; the classic Orcbone strategy is to have a force of Westwind Riders approach the attacking force from the rear, crushing them up against the walls of the keep. The keep itself shows its age; the walls are chipped and scorched. The Commander's requests for greater funds are generally met with the statement "*We sent you aid; we sent you Argonth.*"



## INTERESTING THINGS ABOUT ORCBONE

- It's said that the region around Orcbone is haunted by the ghosts of both the Brelish soldiers and the western reavers who have fallen over the centuries. These ghosts are supposed to be especially active on the three nights of Long Shadows at the end of the year, and some say you can see spectral armies reenacting ancient battles during this time.
- Orcbone has four *Siege Staffs*, one mounted in each corner of the keep. However, there are rumors that at least one of the four is currently nonfunctional and that Breggan Blackcrown stole the bulk of Orcbone's *Breath of Siberys* in a daring raid.
- Orcbone is located within a manifest zone tied to Shavarath. This inspires all creatures in the region—both attackers and defenders—to fight fiercely, and may be why the western raiders have often chosen to attack Orcbone instead of going around it. This has two effects, both of which extend in a one-mile radius around the fortress.
  - When a creature scores a Critical Hit with an attack that deals Piercing, Slashing, or Bludgeoning damage, it can roll one of the attack's damage dice one extra time and add it to the extra dice of the Critical Hit.
  - When a creature casts a spell that grants a bonus to AC, attack rolls, or saving throws, or a spell that grants Temporary Hit Points, the duration is doubled. Spells with a duration of 24 hours or more are unaffected.

## IMPORTANT PEOPLE

Orcbone is an active fortress, and almost all of the people serving there are trained soldiers. Even the cooks are soldiers, which is why you don't want to go there for the food. There are around twenty people who serve purely as support staff. Of those four hundred and eighty soldiers, a third are tasked with defending and maintaining the fortress.

The remaining three hundred and twenty soldiers form the Westwind Riders. At any given time, a third of the Riders are outside of the fortress, split into bands that patrol the frontier searching for raiders, smugglers, and brigands. Another third remain on active alert, waiting for a signal from the watchtowers.

The soldiers of Orcbone are Brelish, and many are local to the region. The majority of the soldiers are a blend of humans, half-elves, and dwarves, with a scattering of shifters, halflings, and gnomes. There are only a handful of warforged, and no half-orcs. Given Orcbone's history of conflict with Turakbar's Fist, the soldiers have no love for any of the denizens of Droaam, and orcs and half-orcs are typically lumped into that category even if they're upstanding members of House Tharashk.

**Magister Grace Allar.** This acerbic gnome is tasked with maintaining Orcbone's arcane artillery. Allar loves her work—despite having lost two fingers and collecting an impressive array of burn scars—and is always looking for ways to improve the *Siege Staffs* (these experiments may or may not be why at least one of the staffs is supposedly inoperable...). Magister Allar has an ongoing rivalry with Quill Carrayne of Argonth; if you're an evoker, you may draw her interest as well.

**Commander Veirner ir'Tajar.** Commander ir'Tajar has served at Orcbone for a decade, and many believe the strain is wearing him down. He is both the Commander and Viscount of Orcbone, ruling both as noble and military commander. This title was a gift from King Boranel; the ir'Tajars are a family in eastern Breland, and Orcbone was previously in the domain of Count Thavius ir'Blis. Commander ir'Tajar is increasingly obsessed with obtaining a glorious victory, and yearns to lead an attack against Turakbar's Fist. Orcbone doesn't have the troops for this, Captain Iff doesn't support it, and the king has no desire to start a new war; as a result, Veirner is very frustrated.

**Captain Yurell Iff.** The captain of the Westwind Riders, Iff, is young for her position but has earned the respect of her troops. Born in Shavalant, Iff is an expert rider and competent strategist. She is devoted to protecting the people of the Western Frontier; she fiercely pursues Droaamite raiders, but opposes Commander ir'Tajar's dreams of attacking Turakbar's Fist, considering it foolish and dangerous. While she is devoted to the nation, there are rumors that Iff is sympathetic to the Swords of Liberty and that she may be funneling weapons and supplies to Beggar Dane.

## ORCBONE CONNECTIONS

- (*Brelish Soldier*) You were stationed at Orcbone during the Last War; you may have been there during the siege of 989 YK. Do you consider any of the noteworthy NPCs to be mentors or friends? Or do you have a lingering feud with one of the officers?

- (*Droaamite*) You participated in the siege of 989 YK—but you were one of the people laying siege to Orcbone. You still feel slightly bitter that you didn't bring down the fortress. If you have the Soldier background, you are respected even by members of other armies. In this case, consider what you did that was remarkable during the siege, and which officers in particular would still remember you.



## QUICKSTONE

**Population:** 1,600

**Overview:** Brelish border town; known for quickstone

**Key NPCs:** Brogan Hul (male human innkeeper), The Magistrate (nonbinary warforged administrator), Sheriff Constable (male warforged sheriff), Vesper (female half-elf priest)

Quickstone lies within the foothills of the Graywall mountains, right on the edge of what is commonly accepted as the border of Breland and Droaam. It was originally driven by the mining of quickstone, a magically mutable form of stone. With the rise of Droaam, Quickstone drew the interest of followers of the Three Faces of Coin, who saw the opportunities the border town presents for both legitimate trade and smuggling. Quickstone lies on Orien's Westroad and it has recently become the western terminus of the lightning rail. For those who want to do business with Droaam but don't feel safe in Graywall, Quickstone is the last outpost of Brelish civilization. House Orien has a significant investment in the town and House Kundarak is currently constructing a massive enclave. Quickstone is still small, but it is growing rapidly and many think greater opportunities lie just ahead.

Quickstone was established by miners and adherents of the Three Faces of Coin cult, but in 996 YK Count Thavius ir'Blis granted claims around Quickstone to veteran soldiers who'd served him during the Last War, while also settling a group of Cyran refugees in the region. Both of these groups largely dwell in temporary shelters outside of town

while they wait for more permanent residences to become available. A third group recently joined this tent community—a group of Khaar’paal kobolds, who are using their sorcerous talents to help Orien expand the lightning rail toward Droaam. There are tensions between all three of these groups... and the smugglers and miners who first founded the town aren’t thrilled about the expanding presence of the dragonmarked houses or Count ir’Blis and Brelish law.

## INTERESTING THINGS ABOUT QUICKSTONE

- Quickstone is built on the remnants of an ancient fortress. While little of that original structure remains, a massive segment of wall serves as the foundation of the original town.
- Members of the Three Faces of Coin generally remain hidden in the Five Nations. In Quickstone, however, followers of this faith make up enough of the population that they’re willing to be more open about their beliefs.
- As a border town and the western terminus of the lightning rail, Quickstone has regular contact with denizens of Droaam: traders, immigrants, and Tharashk mercenaries heading east.

## BUSINESSES AND LOCATIONS

Quickstone began as a mining town tied to three quickstone quarries in the nearby mountains. The town church is dedicated generally to the Sovereign Host, but it’s an open secret that the priest, Vesper, is devoted to the Three Faces of Coin. Likewise, the oldest inn in Quickstone, the **Crown**, is a known haven for smugglers and scoundrels, and the innkeeper, Brogan, is the person to talk to if you need services or opportunities that aren’t entirely above board. Over the last few years, Count ir’Blis has invested more deeply in the town, appointing the Magistrate (a warforged who prefers their title to their name) and Sheriff Constable; this has coincided with the expanded presence of the Dragonmarked Houses, including a **Gold Dragon Inn**, **Orien Station**, and a *Sivis Speaking Stone*... which currently doesn’t seem to be working.

Further details about Quickstone—including information about specific businesses, important individuals, and possible connections to the town—can be found in chapter 3.



## SHAVALANT

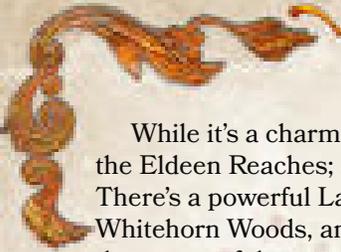
**Population:** 4,800

**Overview:** Brelish town, House Vadalis stronghold; known for livestock and a legendary giant bear

**Key NPCs:** Kyara d’Vadalis (female human viceroy), Danton Redmane (male dwarf businessman), Kestrel d’Vadalis (male human sheriff), Tolan Gray (male shifter magistrate and priest)

Affectionately known as “Tribex Town,” Shavalant lies at the center of a vast array of ranches in the business of raising plains tribex, riding tribex, and a wide range of other livestock; the Vadalis enclave known as the Farm breeds war beasts, including Breland’s famed dire bears. While Shavalant has a smaller population than Ardev or the great cities of the east, it is a *wide* town; ranchers 20 miles away from the town center still consider themselves to be part of Shavalant. The Farm is House Vadalis’s largest enclave in Breland, and almost everyone in the town works for the house in some capacity. This doesn’t prevent the people of Shavalant from being proudly Brelish; most believe their work strengthens both the house and their nation, and they see House Vadalis as a positive in the world.

Shavalant lies just north of Whitehorn Wood, and ranches run along the edge of the vast forest. The town flies a white flag that bears an image of a rampant bear with curling horns. This is Whitehorn, who the locals will tell you is a patron of both Shavalant and Breland. According to the stories, Whitehorn is a massive horned bear—“larger than the largest dragon”—who dwells deep in the Whitehorn Woods. When settlers first came to the region, they cut back the woods and angered Whitehorn, who emerged and crushed their farmsteads. Eventually, Hala d’Vadalis—who the locals generally call “Hala Whitehorn”—established a clear set of edicts about how to deal with the Whitehorn Woods, limiting harvesting and hunting. According to the legends, since then, Whitehorn has dwelled in harmony with the townsfolk, and people even swear that if the town is truly threatened, Whitehorn will emerge from the woods and defend it.



While it's a charming story, this is Breland, not the Eldeen Reaches; Shavalant is an industrial town. There's a powerful Lamannian manifest zone in the Whitehorn Woods, and House Vadalis is harnessing the power of that zone to enhance the production of livestock. Beasts born in the ranches adjacent to the zone are especially strong and fertile. Attempts to cut back the woods or overharvesting of its resources trigger catastrophic effects—including attacks by swarms of birds, dire beasts, and possibly, a megafauna bear. Beyond this, any structures built beyond the “forest line” rapidly rot or corrode. The people of Shavalant have learned exactly where the line is and they push right up to the edge. They *do* harvest lumber and hunt on the edge of the Whitehorn, taking Advantage of how quickly things regrow; it's simply that Hala's edicts set clear boundaries on just what can be harvested from the woods and when. People may love their Whitehorn flag, but there's no druidic reverence here: This is a practical arrangement based on scientific principles.

## INTERESTING THINGS ABOUT SHAVALANT

- During the summer, Shavalant has ongoing rodeos and stock shows. Brightblade (12 Nymm) blends the typically martial festival with nature; jousts, tribex taming, and bullfights are common events. The Hunt (4 Barrakas) often involves unique creations of the house. Every year someone lobbies for the hunt to take place in Whitehorn, but Viceroy Kyara doesn't want to disturb the powers sheltering within the woods.
- Shavalant was briefly occupied by Aundair during the Last War, but they underestimated the deadly capabilities of the war beasts Vadalis had at its disposal. While most of these are well known—notably, the dire bears—many say that the Farm has a host of scorpions and serpents bred to serve as primal assassins.
- A far more dangerous attack came in 993 YK, when a group of Ashbound druids from the Eldeen Reaches caused chaos by turning the beasts of Shavalant against the ranchers. The Ashbound were slain, but there was significant damage and death. Some believe that a wounded Ashbound druid escaped into Whitehorn and may yet return to wreak further destruction.
- Druids and anyone from the Eldeen Reaches receive a cold reception in Shavalant, and anyone openly declaring themselves to be Ashbound will face an angry mob. While this is linked to the Ashbound incident, it also ties to a larger idea that druidic beliefs are directly at odds with Shavalant's way of doing business... and if a Shavalant farmer wants to keep battery hens, you can shut up and eat your damn eggs.

## BUSINESSES AND LOCATIONS

While Shavalant is a decent sized town, most of its business is related to livestock. If you're looking to visit the largest slaughterhouse in Breland, head to Shavalant. But aside from the rodeos—and the inns and taverns that support them—there's not a lot to do in Shavalant that doesn't involve buying, selling, breeding, or slaughtering beasts.

When it comes to food and lodging, Shavalant has a few options. The **Gold Dragon Inn** offers exactly the same services you'll find at the Gold Dragon Inn in Ardev or Graywall; it's reliable and certainly comfortable, but unremarkable. The **Bull's Blood** is a tavern catering to slaughterhouse workers and can be a rough place. The **Milk Bar** is a joint venture of a Ghallanda and Vadalis heir, offering the milk of a vast assortment of beasts and even a few monstrosities. If you can afford better—or at least more local—than the Gold Dragon Inn, the **Brand** is the oldest inn in Shavalant and is especially celebrated for its steaks and savory pies.

There are dozens of ranches around Shavalant. The **Triple Horn** and the **Arrowhead** ranches breed riding tribex, while the **Lazy Dragon** and **Gray Bull** ranches breed plains tribex for meat, leather, and as beasts of burden. These are just a few that focus on tribex; if you live in Breland and own a tribex, the odds are good you can trace its lineage back to Shavalant. A more exotic ranch is the **Royal Bear**, which shifted focus (and name) during the Last War to focus on breeding and training dire bears. A similarly exotic ranch is the **Bright Beak**, which specializes in breeding hippogriffs.

The most important location in Shavalant is the **Farm**, the casual name for a Vadalis enclave that includes a sprawling central keep and a few acres of pastures, stables, and training facilities. The Farm includes an administrative wing where Viceroy Kyara contemplates long-term strategies and evaluates reports from the many ranches Vadalis manages or licenses. Another wing is devoted to evaluating and working with new or exotic beasts and monstrosities; if Vadalis decides to try domesticating cockatrices, they'd start by bringing some to the Farm. The stables at the Farm are devoted to beasts that can't yet be handed off to a ranch. During the war, a few generations of dire bears were bred at the Farm before the work was transferred to the Royal Bear ranch. At the moment, they could be working on a better breed of tribex, a bloodhound with a sharper sense of smell, or songbirds that can mimic the voices of famous entertainers. The most secure branch of the Farm is the War Offices, where heirs work to evaluate and hone the martial abilities of their beasts. This includes developing more efficient means of training existing war beasts—war tribex, war horses, war hounds—as well as working to magebreed traits that could make

such animals more effective on the battlefield. As suggested earlier, there are certainly rumors that the War Office has a division—and perhaps, a secret subterranean facility—devoted to beasts that can be used as tools of assassination.

Thanks to the importance of House Vadalis's operations, Shavalant has a suite of dragonmarked services. The small Kunderak bank and Sivis message station (Stone 124) share a building. Orien has a station that runs a steady stream of caravans, including coaches designed to transport large beasts and preserving coaches that use a form of *Gentle Repose* to transport meat. The local Jorasco clinic is called **Helping Hands**. House Deneith has an office that focuses on providing security for ranchers in need, and Tharashk maintains an outpost that's mainly a waystation for private inquisitives and bounty hunters. Finally, in addition to the Farm and its many ranches, House Vadalis runs a facility formally called **The College of Balinor's Gift** but is more generally just called **Farm School**; this offers training in mundane and magical techniques of animal husbandry and veterinary medicine.

Shavalant has a small temple devoted to the Sovereign Host, and most especially to Balinor—the Sovereign who grants dominion over the animal kingdom. Services are conducted by Tolan Gray, a shifter who asserts that House Vadalis is blessed by Balinor. In return, Vadalis strongly supports the church... and it is likely no coincidence that Tolan Gray also serves as the magistrate of Shavalant.

## IMPORTANT PEOPLE

Almost everyone who lives in Shavalant works with livestock in some capacity—whether as ranch hands, wranglers, butchers, or tanners. Looking to the major ranches, those that lie next to Whitehorn Wood—which see the most benefit from the manifest zone—are largely direct extensions of House Vadalis, effectively branches of the Farm. The majority of the ranches are licensed by House Vadalis, sworn to uphold Vadalis standards and paying a licensing fee to the house, but otherwise independent. Some of these are run by Vadalis heirs, but there are others that have no blood ties to the house. Shavalant has the standard mix of species found in Breland, although there are fewer gnomes than one usually sees in the eastern cities.

**Danton Redmane.** In a town where almost everyone works for House Vadalis, Danton Redmane found an alternative. Vadalis raises animals; the man known as the Slaughterhouse King kills them. Through shrewd dealing—and, some say, blackmail and extortion—this dwarf has consolidated his control over the slaughterhouses and meat packing industry of Shavalant. Danton is also a member of the Aurum, and it's his generous donations that maintain the small Aurum Hall in Shavalant. He may or may not be

engaged in criminal dealings, but there's no question that Danton Redmane is determined to increase his wealth and power and has no qualms about getting his hands bloody.

**Kyara d'Vadalis.** Kyara is the viceroy of Vadalis's operations in western Breland. Following the customs of her family, she disdains the use of titles; despite being one of the most powerful people in the house, she prefers "Kyara" to "Lady Viceroy." Her manner may be casual, but she is in charge of Vadalis operations throughout the region. From the trading of horses to breeding better bears to deciding whether the house can domesticate cockatrices—it all falls to Kyara. Most accounts say that she earned her post due to her competence, confidence, and her ability to handle trading partners or difficult underlings with the same ease with which she calms a stubborn tribex. She has no qualms about working with adventurers, and is always interested in unusual beasts or monstrosities.

**Sheriff Kestrel d'Vadalis.** It's unusual to find an heir of a dragonmarked house enforcing Brelish law, but there's no one the people of Shavalant trust more than Kestrel. An excellent rider who competes in the Brightblade festivities, Sheriff Kestrel is a competent wandlinger and a bearer of the Mark of Handling—a useful trait in a town where problems often involve tribex rustling or rounding up stray beasts. Kestrel has a reputation for honesty and integrity, and the townsfolk believe he will put his loyalty to the town ahead of his house if he has to choose one or the other.

**Tolan Gray.** The mayor of Shavalant is a wildhunt shifter, and a member of a small shifter community within Shavalant. His extended family runs Black Rose Kennels and breeds fine hounds, but Tolan was drawn to the church. He serves as the priest of the local church of the Sovereign Host. He believes that he is especially close to Balinor, and he believes that Balinor favors both Shavalant and House Vadalis. He is a jovial man and an enthusiastic hunter, and regularly tours the ranches to bless the beasts in Balinor's name. Thanks to his popularity with the people and Vadalis, he also serves as magistrate of the town. However, if you have your ear to the ground, you've likely heard that his assistant—Hesta d'Vadalis—handles most of the actual administrative duties, with an eye to what most benefits her family.

## SHAVALANT CONNECTIONS

- (*Mark of Handling*) If you're both Brelish and a member of House Vadalis, the odds are good you've spent time in Shavalant; you may have even studied at Farm School. Are you related to Sheriff Kestrel or to Kyara? Or are your parents independent ranchers?
- (*Druid*) There is a power in the Whitehorn Woods. If you're tied to one of the Eldeen sects, you may have been tasked to investigate this, and perhaps to

see if there's any truth to the rumor of an Ashbound survivor in the Wood. If you're an independent druid or follow a different tradition, you could still feel a primal force calling you toward the Whitehorn Wood. You may wish to develop your powers before you see what destiny awaits you there.

- If you're a skilled rider, you may be determined to try your luck at the Brightblade festivities in Shavalant this year. Are you interested in jousting? Racing? Taming a wild tribex?



## SILVER LAKE

**Population:** 1,700

**Overview:** Brelish fishing villages tied to supernatural forces

**Key NPCs:** Bull Mordran (male human innkeeper), Cask Cooper (male halfling shipwright), Lora Tarn (female human veteran), Mala Cooper (female halfling priest), Tall Bradon (male dwarf ferryman)

When people on the frontier talk about Silver Lake, they're usually referring to the assortment of small villages and hamlets spread across the southern shore of the lake. Because Silver Lake isn't a unified town, it doesn't have a counselor or a sheriff. If there's trouble, the Lakefolk will go to Shavalant or Orcbone to seek justice—though more often than not, they'll just take care of things themselves. On the whole, the Lakefolk are pragmatic, cynical, and suspicious of outsiders. Every lake village has its secrets, and they don't care to have outsiders digging them up. If you've come for fish, they've got fish for sale. But they aren't much for pleasant conversation.

Not all of the secrets the Lakefolk possess are as secret as they'd like them to be. It's a known fact that Silver Lake contains a strong manifest zone tied to Thelanis. This makes the lake a remarkable and dangerous resource, which is discussed in more detail later in this chapter.

What's also known is that there are fey spirits in the lake... and that the communities around Silver Lake have struck bargains with these spirits. For the most part, this involves little or no active interaction between the present Lakefolk and their fey patrons. Deals were made in the distant past, and what matters now is that each village has a pact it needs to maintain to ensure the quality of its catch and the safety of its sailors. Common practice is to refer to these fey patrons as their great-grandfathers or great-grandmothers, though some villages have other customs. Much like the people of Shavalant and the Whitehorn Wood, the Lakefolk don't romanticize these relationships or have any special love for the fey. It's a simple business arrangement they need to fulfill, and some Lakefolk resent these lingering agreements. On the other hand, breaking a pact can have disastrous consequences; there are a few ghost towns along the shore, abandoned because of the enmity between the villagers and the resident fey. Most of the Lakefolk aren't especially knowledgeable about the fey and don't have a way to reliably contact their patron. The wandering Greensinger known as Briar has often sought to serve as an intermediary between the Lakefolk and their patrons, but many of the Lakefolk don't want some outsider interfering with their business. *It's our waters and our bargains. You want to buy some fish? Great. If not, door's right there.*

## INTERESTING THINGS ABOUT SILVER LAKE

- Silver Lake touches Thelanis. While the Lakefolk largely just catch fish, you never know when someone might find a mysterious old lamp or a glittering eel with magical properties in their nets. Driftwood from Silver Lake may be charged with Thelanian energies, making it especially suitable for crafting wands or staffs.
- There are a number of abandoned villages on the shores of Silver Lake. Some are believed to be cursed by fey forces, while others suffered arcane bombardment during the Last War; Aundair tested and deployed magical weapons on Silver Lake, some of which have left lingering effects.
- Every village in Silver Lake has some sort of arrangement with its "great-grandparent." Sometimes these are strange (*no one in the village can wear red*) and sometimes they carry a cost (*they must pour a barrel of ale into the lake each month*). There are always rumors of villages with more sinister secrets. Beyond this, this unusual arrangement could easily serve as cover for a Cult of the Dragon Below, whose quirks are dismissed as favors for the fey patron.

## BUSINESSES AND LOCATIONS

Silver Lake doesn't have a lot to offer, unless you're looking for fish or some clever driftwood sculptures. There's no dragonmarked services, no Gold Dragon Inn; if you're looking for a mercantile, you should have stayed in Shavalant. Some of the villages have no visitor-facing businesses whatsoever, but others have one particular point of attraction. There are around a dozen active villages in Silver Lake; here are notes on a few of the most significant.

**Bradon Ferry.** One of the larger villages, Bradon Ferry takes its name from the service it provides. The Bradon family runs a ferry service between Silver Lake and Xandrar. The ferry runs every other day, as it's a day's journey in either direction. Traveling straight across Silver Lake can be a dangerous journey, but Tall Bradon (who is, in fact, a dwarf) has a special route... and the Bradon family may have pacts that make it possible.

**Cooper Shrine.** The Coopers are halflings. While their ancestors were indeed coopers, today the family uses their magewright woodworking skills to construct and repair fishing boats. Cask Cooper is the oldest shipwright and the nominal head of the family. Mala Cooper is a priest of the Sovereign Host and maintains the small shrine in the village. Everybody in Silver Lake loves the Coopers, and if you've heard any rumors about Mala Cooper making sacrifices to the Devourer, they're damn lies.

**Graywater.** The fishing has never been good in Graywater, and the human Tarn family turned to soldiering to bring in coin. There are a few Tarns in the Westwind Riders and a few serving in the Deneith Blademarks. Thanks to this experience, the Tarns operate as a militia and Lora Tarn sees herself as the de facto sheriff of Silver Lake. There's not usually too much trouble, but Lora deals with fights that break out at Mordran Market and does her best to deal with brigands and ruffians.

**Mordran Market.** With a population of 300, Mordran Market is the largest village on Silver Lake. The market is open on the weekends, and people come from the surrounding villages and farms to sell their catch and crops. Mordran is just north of Shavalant, and merchants and intermediaries from the town will make the journey up to Mordran Market. Mordran also has the only inn on Silver Lake, an unlicensed establishment called the Black Duck. The Mordrans are an extended human family who make up most of the village. Sina Mordran oversees the market; Bull Mordran runs the Black Duck; and Crane Mordran is the patriarch of the fisherfolk. At the end of each week, Sina has to throw an interesting trinket into the lake, so she always looks for intriguing deals at the market.

## SILVER LAKE CONNECTIONS

- (*Warlock*) If you're from Silver Lake, your warlock patron could be the great-grandparent of your village. While most of these patrons are fey, it's possible that some more sinister power is hiding among them. Also, just because you have a fey patron doesn't mean you have to be an Archfey warlock. A spirit of Silver Lake might be fey in nature but grant the powers of the Fathomless or of a Marid Genie. As a warlock, you have a more active relationship with your great-grandparent than most of the villagers have with their patrons. Are you working for the good of your village? Have you broken some rule—possibly transferring the favor of the spirit from your village to you personally—and fled? Or are you just eager to exchange your life of fishing for one of adventure?
- Even if you're not a Warlock, as a Sorcerer or a Druid you could say that your abilities are gifts of the powers within Silver Lake—whether the patron of your village or some greater power that dwells at the heart of the lake. This is especially appropriate for a Storm Sorcerer or a Circle of the Land (Coastal) Druid, but any path could work. Perhaps you helped an ancient gold dragon in the middle of the lake and it imbued you with the powers of a Draconic Bloodline. As with a Warlock, are you working to help your village? Have you been given a mission by your patron? Or are you just excited to put your magical gifts to the test?
- You were born in one of the villages surrounding Silver Lake but left to serve in the Last War. When you recently returned home, you discovered that your village was empty. Your neighbors say that your family were the victims of some sort of mysterious Aundairian magical attack. One day, you'll find out what happened and who is responsible, then make them pay for their crimes.

## SYLBARAN

**Population:** 5,800

**Overview:** Eldeen town, garrison for the Wardens of the Wood, known for fish and insects

**Key NPCs:** Dew-on-the-Leaf (awakened tree), Dosun Oars (male human Warden), The Beekeeper (female druid, species unknown), Mils Holt (male elf acolyte), Raegan Oak (male shifter druid advisor), Stillwater (non-binary half-elf Greensinger), Tala Landon (female human councilor)

A century ago, Sylbaran marked the southern border of Aundair. During the Last War, Aundair made the decision to focus its forces to the east; leaders decided that the agricultural towns to the west were expendable. Brelish troops seized Sylbaran in 950 YK and occupied the city for six years; throughout that



time, bandits and Brelish pillagers wreaked havoc across the region. The Wardens of the Wood brought this chaos to an end, uniting Aundairian peasants and druids of many sects to drive out the invaders and scavengers.

In 956 YK, the Warden alliance drove the Brelish troops out of Sylbaran, and now it marks the southern border of the Eldeen Reaches. Sylbaran is one of the largest towns in the Eldeen Reaches, and it is remarkable in many ways. It serves as a garrison, recruiting center, and training ground for the Wardens of the Wood—maintaining a force that is ready to protect the Reaches from any southern aggression, while also bringing in recruits from the smaller hamlets and farmsteads scattered around the Reaches. While the Wardens are the largest druidic sect and take the most interest in maintaining the Reaches, Sylbaran has representatives from two of the other major sects—the Children of Winter and the Greensingers. While these druids use their powers to help the community, they also act as missionaries and recruiters, sharing their traditions and preparing their students for the pilgrimage into the Towering Wood. In this, it reflects the original alliance forged by the Wardens—the farmers of western Aundair and the druidic initiates of the Towering Wood—working together for the greater good. The notable holdout among the sects is the Ashbound; Sylbaran may be a relatively small town, but it is still too civilized and industrial for the Ashbound extremists.

Warden initiates work with farmers, hunters, and fisherfolk throughout the Eldeen Reaches. Unlike the Ashbound, the Wardens don't oppose metalworking, arcane magic, or basic industry; their focus is on sustainability and minimizing damage to the environment. Gleaners use *Plant Growth*, *Mold Earth*, *Druidcraft*, and other rituals to enhance farming and construction. Beyond this, Sylbaran is a focal point for commerce with the southern nations. There are well developed docks to handle shipping on Silver Lake and warehouses filled with Eldeen produce waiting to be picked up by Orien caravans. Despite

this, Sylbaran is unmistakably an Eldeen community. Much of Sylbaran's illumination is provided by bioluminescence. Swarms of bees support the Warden peacekeepers. The fisherfolk sing fish into their nets. While much of the town still uses the pre-Eldeen infrastructure, the newer buildings are made from shaped earth—not unlike the quickstone structures of Quickstone, though not as durable. Many of these are on the edge of town, but there are a few in the center, replacing buildings that were destroyed during the Brelish occupation.

Overall, the people of Sylbaran are happy folk who love their town and the natural world around it. Sylbarans know their neighbors and are always ready to lend a hand to other members of the community. They prefer harmony to strife and prefer to solve problems peacefully whenever possible. However, they're quite used to dealing with outsiders who don't share these ideals. While Sylbarans are patient with travelers, there are limits to this patience. Animal abuse (such as mistreating mounts) will not be tolerated, and someone seen pissing in the lake is likely to be thrown in it. The townsfolk stick together, and if someone sees a crime being committed, they will typically raise a hue and cry and get involved, rather than passing by. However, there are always new outsiders who don't know the ways of the Reaches, so there's always trouble to be found.

## INTERESTING THINGS ABOUT SYLBARAN

- Sylbaran lies on the shores of Silver Lake, and fishing is an important industry in the town. Silver Lake has ties to Thelanis and is home to fey spirits. The Thelanian connection is strongest in the southern waters—as called out in the description of Silver Lake earlier in this chapter—but there is magic in the water. The Greensinger Stillwater and their initiates help to keep the lake peaceful, and there's almost always a Greensinger gleaner singing on the docks. The fisherfolk of Sylbaran are likewise known for singing as they fish, with songs honoring both the fish and the fey.
- Sylbaran is celebrated for its bees. Honey is a specialty of the town, and its most important export. Beyond this, swarms of bees patrol the town and assist the Warden peacekeepers; outsiders who cause trouble will soon find that the justice of Sylbaran stings swiftly!
- Sylbaran is also home to a tremendous population of feytouched fireflies. At night, these fireflies light the streets. Most homes have shuttered “lightning lanterns;” these are left outside the home or in an open window, and at dusk fireflies flock to these lanterns. Some people like to call Sylbaran the “city of stars,” in reference to the glittering clouds that fill its skies at night.



- Sylbaran has outposts for the Wardens of the Wood, the Greensingers, and the Children of Winter—one of the only open outposts of the Children beyond the Towering Wood. These outposts can support adventurers with ties to those sects or those who wish to contact them.
- There are a handful of awakened animals and plants that call Sylbaran home, a legacy of the Warden uprising. You never know when a shrub or a bird might strike up a conversation with you.

## BUSINESSES AND LOCATIONS

Most of the communities of the Eldeen Reaches are self-sustaining hamlets and villages. Sylbaran is remarkable due to its focus on commerce. As a result, there are many locations that can be of interest to adventurers.

### DRAGONMARKED SERVICES

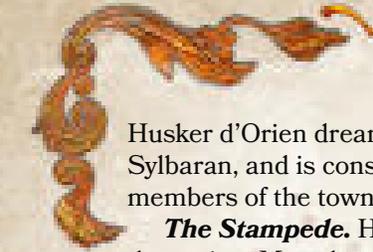
While many dragonmarked houses are interested in Sylbaran, the town council has prevented a number of them from establishing outposts in the town. The Children of Winter vehemently oppose any dealings with House Jorasco, and the council has denied both House Deneith's request to establish a garrison and House Lyrandar's proposal to construct a *Storm Spire* and airship docking tower. However, there are a few services adventurers may find useful.

**Bank of Sylbaran/Stone 112.** House Kundarak operates the only bank in Sylbaran. It has a large, secure vault, but at the moment it isn't connected to

the Kundarak vault network; the house continues to petition the town council for permission to establish such a connection. Following the common practice, House Sivis operates its *Speaking Stone* station from the bank and provides scribing services.

**The Dragonne's Roar.** The Finder's Guild of House Tharashk isn't allowed to prospect in the Towering Wood, but the Town Council has recently allowed Tharashk to establish an outpost for the Dragonne's Roar—the branch of the guild that brokers Droaamite services. Guildmaster Kard'Aashta is still completing work on the outpost and building up her staff; primarily, it serves as a waystation for mercenaries passing through town. However, Kard'Aashta has many contacts in Droaam—including friends in Turakbar's Fist and the Great Crag—and can be a useful source of information for adventurers planning to travel west of the Border Road. While she's interested in making a profit, Kard'Aashta truly does want to help normalize relations between Droaamites and the people of the east, and will often encourage the mercenaries in residence to accompany her to town revels or to the Sylvan.

**Sylbaran Station.** The Wardens of the Wood have refused to allow House Orien to extend the lightning rail into Sylbaran, but they allow the house to maintain the trade road and run caravans and *Thunder Coaches* through the town. Sylbaran Station was built to support this traffic and to store freight being transferred to or from these caravans; the enclave is surrounded by silos and warehouses. Station manager



Husker d'Orien dreams of seeing the lightning rail in Sylbaran, and is constantly working to win the favor of members of the town council.

**The Stampede.** House Vadalis has deep roots in the region. Many local families have connections to the house that date back centuries, and Vadalis provides vital services for travelers. While there are druids who despise Vadalis, the Wardens allow the house to operate as long as it adheres to certain guidelines on the treatment of its beasts and restrictions on magebreeding. The Stampede is an Orien enclave that focuses on providing mounts and teams for Orien caravans and couriers, as well as caring for the animal companions of other travelers. The Stampede breeds tribex, but only as mounts and beasts of burden, and this is a trivial operation when compared to the stockyards of Shavalant. The Stampede is run by Myrana d'Vadalis, a tough old woman whose greatest pride is the pair of bulettes who live on the ranch, which she calls Trundle and Grim. Myrana has been working with these two monstrosities for years and has developed a strong bond with them, but the bulettes have never produced young. Myrana brings Trundle to festivals, and allows children to ride the monstrosity.

**The Sylvan.** This small theater doubles as an outpost for House Phiurlan. The Sylvan is run by Laenan Shol d'Phiurlan, an accomplished actor who is particularly fascinated with the Greensingers and the fey knack for enchantment and illusion. While Stillwater has never come to the Sylvan, Laenan has convinced a number of Greensinger initiates to perform there.

### ROOM AND BOARD

Weather permitting, many of the people of Sylbaran prefer the outdoors to the confines of a tavern. There are two common gathering places, at opposite ends of town. **Lake's Edge** is a stretch of beach north of the Sylbaran docks; fisherfolk who use small boats will often land on Lake's Edge at the end of the day and trade some of their catch for stories or a song. The Greensingers of Sylbaran primarily camp on Lake's Edge, and every night at least one of the 'Singers will lead all comers in song and dance. **The Haven** is a vast, rolling meadow west of town. The Wardens of the Wood have a semi-permanent camp in the Haven, and many Reachers visiting Sylbaran from elsewhere—especially travelers from the Towering Wood—will pitch their tents or lay their bedrolls in the Haven. As long as they mind their manners, visitors can always find a place around the bonfire.

Travelers who prefer to take their meals and nights indoors have a few options. While it's largely shunned by the locals, House Ghallanda's **Gold Dragon Inn** offers reliable, modest, and comfortable lodging for travelers and has a single wealthy-quality suite. The Gold Dragon is not to be confused with the **Golden**

**Hour**, a Ghallanda-licensed inn with a beautiful sunset on its sign; it's a peaceful establishment that offers excellent vegetarian fare and simple lodging at modest rates. A more unusual option is **The Welcoming Boughs**, an inn built into the spreading branches of a great oak (whose growth was accelerated); it's modest in quality and price, but certainly unusual. When it comes to food and drink, **The Good Berry** is the best tavern in town, offering drinks for any budget. While it's known for Goodberry wine, it serves a wide range of unusual fruit wines and liqueurs and occasionally has what the innkeeper swears are wines from Thelanis.

### RELIGIOUS SERVICES

The majority of the people of Sylbaran respect the traditions of the Wardens of the Wood, and the druid **Raegan Oak** and the awakened tree **Dew-on-the-Leaf** hold services in the meadows west of town. The Wardens seek to maintain a path of harmony between civilization and the wild, drawing on the best aspects of each world and using them to help the other side prosper. The Greensingers hold their services at **Lake's Edge**, where the druid **Stillwater** shares stories and keeps the peace between Sylbaran and the fey of Silver Lake. **The Beekeeper** resides in the massive apiary to the north of Sylbaran, and the Children of Winter join her there, but their services aren't open to outsiders. None of these druids will sell their services, and none have the power to reincarnate the fallen or to raise the dead. Funerary services are generally conducted by the Children of Winter, who bury the dead in the gardens around the apiary; beautiful flowers bloom over the mass graves.

While the residents of Sylbaran largely follow one of the druidic traditions, there is an old temple of the Sovereign Host that has been maintained by Mils Holt, an elf who has lived in the region for hundreds of years. Mils supports the Reaches, but prefers the old ways of Boldrei and Arawai to the druidic traditions. He performs the rituals of the Sovereign Host for local Vassals and travelers. Mils is wise and often has sound advice to offer, but the only spell he can reliably cast is *Ceremony*. However, on occasion he has had divine visions—mirroring the effects of *Commune* or *Augury*—relating to travelers in need.

While the druids of Sylbaran don't sell their services, one of the most important things they do is *teach*. This is one of the few places beyond the Towering Wood where groups of aspirants study the druidic mysteries. All three of the sects represented in Sylbaran have students and initiates. Most will only ever be gleaners, but some may become true Druids or Rangers—and if you're such a character, Sylbaran could be where you learned your skills.

## OTHER LOCATIONS AND SERVICES

Local farmers and artisans from the surrounding villages bring their goods to Sylbaran, and most commerce occurs in the ever-changing open market. Food, herbal remedies, handmade clothing, druidic focus items, and many more can all be acquired at the Sylbaran market. Notable permanent establishments include **Karch Tanners**, which specializes in leather goods and armor; **The Hardy Haft**, which produces staffs, hafted weapons, and other wooden goods; and **Balm & Bloom**, an apothecary's cooperative with a remarkable range of goods and tools. **Druella Grayroot** is a shifter herbalist and talented primal healer, capable of casting *Lesser Restoration* and *Gentle Repose*; but thanks to an understanding with the Beekeeper, she won't perform *Lesser Restoration* on those whose afflictions are entirely natural. There are relatively few magewrights in Sylbaran, but there are gleaners—the primal equivalent—who can perform some of the same functions; notably, there's a squad of gleaners who can cast *Control Flames* that deal with any fires that break out in town.

The shifters of Sylbaran largely live on the northeastern edge of town. Some live in earthen buildings within the town; others pitch their tents in the tall trees on the edge of the Haven meadow. They've built a Hrazhak field north of Haven, and while this sport can be challenging for non-shifters, a number of the townsfolk have taken up the challenge.

## IMPORTANT PEOPLE

The oldest families in Sylbaran are the Karches (traditionally hunters and tanners), the Oars (fisherfolk), the Landons (livestock), and the Fields (farmers). There are many other families in Sylbaran, but these four are the largest and someone who carries one of these names is likely to have a lot of friends in town. There's also a significant number of shifters in Sylbaran, most of whose forebears fought alongside the Wardens during the liberation of the Reaches and chose to stay by the water's edge. These shifters don't use family names, but as a community they're known as the Graykin—a reference to a legendary champion of the Towering Wood.

**The Beekeeper.** This enigmatic figure wears a veiled, hooded robe and is often literally covered in bees; as a result, few people are even sure of her precise species. The Beekeeper is an influential emissary of the Children of Winter, and she teaches the Children of Sylbaran from within her vast apiary. The Beekeeper has an astonishing gift for working with insects, and it is her talents that jump-started Sylbaran's honey industry and provided the Wardens with their unusual assistants. Despite the sinister reputation of the Children of Winter, the Beekeeper is a positive force who works for the general good. She

is determined to ensure that the people of Sylbaran don't defy the natural cycle of life, which has resulted in House Jorasco being banned from the town and limits placed on other healers. She wants the people of Sylbaran to be strong and thrive, but they must come by this naturally.

**Dew-on-the-Leaf.** This maple tree was awakened by Faena Graymorn—one of the most powerful druids of the Wardens of Wood—during the Eldeen Uprising, and charged to watch over Sylbaran. Dew-on-the-Leaf generally takes root in the Haven meadow, where they are always happy to discuss the philosophy of the Wardens of the Wood with initiates and curious travelers. While Dew-on-the-Leaf doesn't have the power of the Great Druid Oalian, they have on occasion performed spells associated with plants and earth—*Plant Growth*, *Entangle*, *Thorn Whip*, and others—but their full abilities are unknown.

**Dosun Oars.** Born to one of the old families of Sylbaran, Dosun embraced the teachings of the Wardens of the Wood and proved himself to be a capable ranger. Today, he commands the Warden garrison in Sylbaran and oversees the training of Warden recruits. While generally a kind man, he is relentless when dealing with criminals or raiders that threaten Sylbaran. Dosun plays Hrazhak with the Graykin, and is one of the few humans to play on a shifter squad.

**Raegan Oak.** A wildhunt shifter from the Towering Woods, Raegan is the druidic advisor for Sylbaran. He represents the Wardens of the Wood and the Great Druid Oalian, and is charged with providing the town council and the people of Sylbaran with guidance on how best to live in harmony with the world around them. Raegan is old and there's gray in his fur, but he is filled with a love of life and exudes an infectious energy. Raegan performs Warden ceremonies in the Haven meadows, and teaches aspirants seeking to grasp the primal mysteries. Oak has a strong bond with Dew-on-the-Leaf, and often sleeps in their branches.

**Stillwater.** The leader of the local Greensingers is a non-binary Khoravar who spent much of their life in the feyspire Shae Loralyndar—the City of Rose and Thorn—in the Towering Wood. Stillwater—a name they gave themselves when they came to Sylbaran—serves as an emissary to the fey of Silver Lake, and teaches their initiates rituals and rites to help placate these fey. Like most Greensingers, Stillwater encourages the people of Sylbaran to see the magic in the world, and to take joy in the stories unfolding all around them. When they aren't teaching Greensinger aspirants, they are often found singing at Lake's Edge. If you're looking for information about the fey of Silver Lake, Stillwater may be able to help.

**Tala Landon.** Tala is one of the five members of the Sylbaran town council. While she respects the Warden traditions, Tala claims that she hears the voice of Kol

Korran and Onatar urging her to do more—to be ever vigilant for new opportunities that could help Sylbaran prosper. With this in mind, she is often interested in talking to adventurers who could help her with the subject of her latest vision.

## LAW AND ORDER

The Eldeen Reaches don't enforce the Code of Galifar. Justice is administered by the town council, which is made up of one representative from each of the four oldest families and a representative of the Graykin shifters; the Warden druid Raegan Oak advises the council. Casual crimes and disruptions of the peace are dealt with directly by Warden Commander Dosun Oars and the Warden peacekeepers. Brawls driven by passion are largely dismissed as long as there's no lasting damage, and fighting in self-defense is acceptable. Those who commit minor crimes will be given a chance to compensate the victim of their crime and undo the damage they have done; those who are unwilling to do so will be scarred across one cheek and driven across the Eldeen River. Perpetrators of more serious crimes will receive harsher punishments; nature can be merciless, and killers who can't find a way to make up for the damage they have done may be executed. One of the strangest aspects of justice in Sylbaran is the bees. Thanks to the Beekeeper, swarms of bees can be found patrolling Sylbaran—and when commanded by a Warden peacekeeper, these swarms target criminals.

Sylbaran is a garrison for the Wardens of the Wood, and there can be up to two hundred Warden soldiers in residence. Generally, half of these troops will be patrolling the region—traveling between the villages and hamlets—on the lookout for bandits, monstrosities, and other threats. The Wardens have fortified the bridge that crosses the Eldeen River—known as the Eldeen Ford—and perform a quick search of all coaches and caravans. Blast disks and similar military-grade weapons aren't allowed and will be confiscated. The guardians of the Ford have feytouched fireflies that *Detect Magic*, changing color to indicate the school; they use these to identify evocation items, and to spot illusions and *Bags of Holding*.

## CONNECTIONS TO SYLBARAN

- (*Eldeen Druid or Ranger*) You studied the primal mysteries in Sylbaran. Did your mentor send you out into the world on a mission, or are you following your own calling? If you return to Sylbaran will they be happy to see you or did you leave in disgrace?
- (*Eldeen shifter*) You are one of the Graykin shifters, and you still have family in Sylbaran. Do you miss your home, or are you glad to leave it behind? Do you play the sport of Hrazhaak?

- When you passed through Sylbaran a month ago you were stung by a bee, and the wound has never healed. It's not exceptionally painful, but you can feel it throbbing. What does it mean?
- If there's one thing you truly love in this world, it's Sylbaran honey. You can't get enough of it.
- The last time you passed through Sylbaran, the Vassal priest, Mils Holt, made an oracular pronouncement when he first saw you. Talk to the DM to determine what it was.



## TURAKBAR'S FIST

**Population:** 1,600

**Overview:** Droaamite fortress, citadel of evil

**Key NPCs:** Rhesh Turakbar (male minotaur warlord), Byraka (female minotaur raider), Ghwyyr (male gnoll warlock), Haakar (female half-orc hunter)

Imagine a barren plain covered with shards of polished black stone. These fragments have edges sharper than knives, and they gleam when the lightning flashes—for there is always a storm looming over the plain. Look more closely, and consider the shapes of the stones; perhaps you can see the outline of a vast and terrible city built by fiends in a time long forgotten. This foul metropolis fell long before humanity rose, but one piece remains. Look from above, and you can see that this was surely the heart of the ancient city; a fortress tower, a spire of dark polished stone studded with blades and sharp edges. No mortal hand or mundane tool could shape such a thing. It is a vile relic of a forgotten age, the hand of an overlord raised in defiance. The Dhakaani named it *t'Kaash*, the Fist. They recognized it as a thing of evil, but even the power of the empire couldn't destroy *t'Kaash*. Anything that dwells in this fortress will be corrupted by it, but it has never stood empty for long; those with evil in their hearts are drawn to it, yearning for the power it offers. It has known many masters, but today it is Turakbar'Kaash—Turakbar's Fist.

Turakbar's Fist lies north of the town of Graywall, almost dead center between the Graywall and Byeshk Mountains. It serves to guard the border of Droaam, but it is far older than the Daughters of Sora Kell. Anyone who's spent time on the Western Frontier knows the stories. Turakbar's Fist is a remnant of one of the first cities in Khorvaire—the citadel of an overlord that the Droaamites call the Horned King. Everyone knows stories of how the Sovereigns defeated the ancient fiends or how these dark powers are bound by the Silver Flame; it doesn't take a Korranberg education to imagine that this Horned King may be bound beneath this spire. The people of the east often imagine the denizens of Droaam to be cruel, bloodthirsty monsters, and Turakbar's Fist has long helped drive that image.

As soon as you approach the fortress, you can feel it drawing out the worst parts of you, driving mercy from your thoughts and whispering of the power you could wield if you have the strength to take it. Or perhaps you will feel courage and hope being burned away. For the Horned King is a spirit of tyranny, and if you aren't ready to be a tyrant, it brands you as a victim.

Given the power of this place, some might wonder why the Daughters of Sora Kell didn't claim it themselves. Why isn't this the seat of power, instead of the Great Crag? The obvious answer is that this isn't the vision they have for Droaam. However great the power in this place, it is a place of petty tyranny. Turakbar and his Fist are a useful tool for the Daughters, certainly, but the warlord of t'Kaash will always be driven to dominate through force and terror. It is better for the Daughters that he can terrorize the east, for driven by his demons, he *will* shed blood one way or another.

Turakbar's Fist is a literal citadel of evil. It is a place you hear about in unpleasant stories, the source of the bloodthirsty reavers who ravage the Western Frontier. Should you ever go there, be sure you're well-armed and prepared. The denizens of Turakbar'Kaash respect strength and cruelty, and if you show any signs of weakness, they will consume you.

## INTERESTING THINGS ABOUT TURAKBAR'S FIST

- Raiders from t'Kaash have been a threat in this region throughout history. There have been periods of time when the spire has stood empty, and times when the inhabitants have directed their aggression westward—periods when the servants of the Horned King spread terror among the goblins and orcs to the west instead of the humans to the east. The fortress of Orcbone was established to protect settlers from the reavers of the Fist.
- In the eighth century, the Church of the Silver Flame sent an army of templars to cleanse this vile

fortress, which at the time was held by a legion of Gaa'aram orcs and fiend-bound gnolls. While brutal, this purge succeeded. However, the templars found it impossible to destroy the citadel and concluded that there was no imminent danger of the overlord being released. Furthermore, they realized that anyone who remained in the citadel for long would be corrupted by its power. As the fortress was far from civilized lands, the Church withdrew and issued an edict that the faithful should avoid the region around this dark spire. It was in the wake of this purge that t'Kaash was first claimed by the minotaur clans.

- It is customary to name the spire by its current master. So, it is currently known in Droaam as Turakbar'Kaash, Turakbar's Fist. However, fifteen years ago it was Haalrac'Kaash. Rhesh Turakbar is a powerful warlord who has held the fortress since the rise of Droaam, and it seems that the Daughters prefer to work with the fiend-worshiper they know. But if Turakbar is slain, someone new will surely lay claim to the Fist.



## BUSINESSES AND LOCATIONS

Few easterners enter Turakbar's Fist and live to tell the tale. But there are a few who have seen the inside: merchants, entertainers, escaped prisoners. The archives of Flamekeep have detailed maps made when the templars briefly seized the spire. What these stories share is the fact that the current inhabitants of the Fist didn't build it. The disadvantage of having indestructible walls is that you can't remove the obsidian impaling spikes or widen the halls. Turakbar may hang banners and mount trophies, but at the end of the day he and his warriors are squatting in a demon's fortress.

Turakbar's Fist is surrounded by a number of small villages and strongholds. These follow the old model of the Barrens; a *chib* (literally "big man") dominates a community through fear and force. Often, these are minotaurs; the *Kor'mur* ("Blood Horn") minotaurs hold Turakbar's Fist, but the Red Hooves and Blade Breakers are lesser clans in the region. There are also a few trolls and ogres among the chibs. While the other minotaur clans have their grievances with the Blood Horns, all of them bend the knee to Turakbar as the Daughters' appointed warlord.

## IMPORTANT PEOPLE

The Blood Horn minotaurs rule Turakbar's Fist, but they make up less than a quarter of its population. Many of Rhesh Turakbar's soldiers are Gaa'aram orcs, along with a handful of worgs and feral shifters. These warriors are the ruling class, supported by a host of goblins, kobolds, and ogre servants. While there are a few rebellious spirits among these servants—the kobold warlord Kethelrax the Cunning was once bound in Turakbar's Fist—most are trapped by their fear of Turakbar and the soul-crushing influence of the Fist itself. In addition to Rhesh Turakbar (who's described later in this chapter), a few of his lieutenants are known throughout the frontier.

**Byraka, the Bloody Ghost.** This minotaur is a rising star among the *Kor'mur* clan. She is a fierce war leader whose reavers are responsible for some of the most terrifying raids of the last two years. Byraka has silver-white fur, though it is often stained with blood from her kills; survivors of her raids called her "a bloody ghost" and she has embraced the name. Rhesh Turakbar appreciates her skill and the terror she spreads in his name, but many believe he sees Byraka as a rival and hopes she will die in battle.

**Ghwyyr.** This gnoll was once a hwyri—a demon-hunting warden—of the Znir Pact. No one knows what led to his fall, but he went from hunting corrupted minotaurs to serving as the warlock-priest of the Horned King. Ghwyyr is a dangerous spellcaster who claims to commune with the Horned King. He advises Rhesh Turakbar and performs vile rituals and cruel

sacrifices at Turakbar's Fist. The gnolls of the Znir Pact despise Ghwyyr and have sworn to destroy him.

**Haakar.** Once a bounty hunter of House Tharashk, this half-orc left her house to follow the path of the Horned King. While she occasionally accompanies raiding parties, Haakar prefers to stalk her prey alone. While she will pursue any enemy of Rhesh Turakbar, she is infamous for hunting Sentinel Marshals; she's known to have killed three so far, and wears their Deneith signet rings as trophies.

## CONNECTIONS TO TURAKBAR'S FIST

- (*Gnoll*) The traitor Ghwyyr is your brother, and his betrayal shames your bloodline. Somehow, you will end him.
- You have vivid nightmares about Turakbar's Fist. You don't know if it's calling you there to die, or if you have a purpose to fulfill—if, somehow, you can break the power of the Horned King.
- Your family or friends were killed by Byraka during a raid, and you have sworn to take vengeance on the Bloody Ghost.
- Haakar stalked a group you were traveling with. She took you by surprise, killing your companions but leaving you alive. She said you weren't "fully seasoned," but that she'd find you again when the time is right. You are determined to be ready for her the next time you meet.

## UNICORN POINT

**Population:** 780 permanent residents, with a constantly shifting transient population

**Overview:** Orien rest stop on the Border Road

**Key NPCs:** Kolara d'Orien (female human administrator), Barro d'Ghallanda (male halfling innkeeper), Veskala (female kobold innkeeper)

For centuries, Orien Route 7 has been an important trade road allowing for the transport of goods between Breland and Aundair. Unicorn Point was established centuries ago as a simple Orien waystation to support couriers and caravans. Then they realized that they needed a Vadalis presence to provide fresh mounts for couriers and caravan teams. And what about a Gold Dragon Inn to support the increasing traffic? And a Jorasco healer to take care of injured travelers? And a Cannith tinker to repair damaged vehicles? With each such addition, Unicorn Point grew, until it had truly become a town in its own right. However, it's in a strange middle ground because it's *not* a traditional town. The residents of Unicorn Point aren't Brelish or Droaamite, they're all heirs of the dragonmarked houses. There is no mayor or magistrate; everyone in Unicorn Point *works* there, and the houses are renting the land from Count ir'Blis. House Orien has



the strongest presence in Unicorn Point, but they don't hold any sort of absolute authority over the other house representatives. In general, it's in everyone's best interests to get along... but there's a lot of room for interhouse intrigue at Unicorn Point!

Overall, Unicorn Point is dense, functional, and relentlessly commercial. Every service is tied to a house guild. All permanent residents live in house outposts. It's not a town; it's more like a spaceport or a truck stop.

The King's Assessors of Breland maintain a roadblock just south of Unicorn Point, where they make sure that all caravans have paid appropriate taxes on their cargo. However, the people of Unicorn Point don't care about Brelish taxes and make no judgments about smugglers.

## INTERESTING THINGS ABOUT UNICORN POINT

- In theory, people who break the law at Unicorn Point will be detained by Deneith mercenaries or Blades of Orien and held until Brelish forces can take them to face Brelish justice. In practice, Unicorn Point is a place where gold can make a lot of problems go away—or where traditional crimes may be entirely ignored, as long as they're done in the service of a dragonmarked house.
- Unicorn Point is a small town with a tremendously high density of services that aren't available elsewhere along the Border Road. It's an oasis of civilization at the midpoint of a long road.
- People are constantly streaming through Unicorn Point—you never know who you'll meet there!

## BUSINESSES AND LOCATIONS

Unicorn Point has representatives from almost every Dragonmarked House. The notable exceptions are House Lyrandar and House Thuranni; Phiarlan has the entertainment contract, and with no airship tower and no waterways, there's not much use for the Windcallers. Here's an overview of the services.

**House Cannith** maintains and repairs land vehicles, and maintains a staff of tinkers who can perform general repair and maintenance on the structures and equipment of Unicorn Point itself.

Cannith also runs a general store providing hardware and common magic items. The Cannith outpost is part of the central Orien enclave.

**House Deneith** maintains a force of 40 Blademark mercenaries. By default, these Blademark soldiers are there to defend Unicorn Point from raiders, but guests can hire a bodyguard for the duration of their stay should they wish.

**House Ghallanda** runs the largest Gold Dragon Inn on the Western Frontier. It has a vast wing of modest rooms, with a smaller number of comfortable rooms; there is no wealthy suite at Unicorn Point.

**House Jorasco** maintains a small but efficient healing house. They can't raise the dead, but they can provide the other standard services.

**House Kunderak** has a bank with a small vault at Unicorn Point. Generally speaking, people don't stay in Unicorn Point long enough to need long-term storage or banking services, but some travelers feel a need to store valuable goods in the Kunderak vault overnight. As with all Kunderak enclaves, the bankers ask no questions about the goods being stored.

**House Medani** has no outpost of its own, but House Orien keeps three Medani inquisitives on retainer at the Orien enclave in case there's trouble, and they can sell their services to travelers.

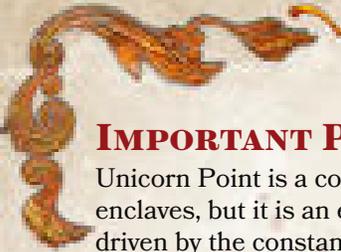
**House Orien** maintains the large enclave that serves as the heart of Unicorn Point. Working with House Vadalis and House Cannith, they ensure that all Orien coaches and caravans are kept in working order and that drivers and couriers can get fresh mounts if needed. There are barracks for Orien drivers, so they don't have to pay for a room at the Gold Dragon. The enclave also contains a *Teleportation Circle* for people who absolutely have to end their journey, though the cost is prohibitively expensive for most travelers. In addition to its own services, Orien allows traveling merchants to sell goods in an open marketplace in front of the Orien enclave, and there's always a diverse assortment of offerings.

**House Phiarlan** has a contract to provide entertainment at the Gold Dragon Inn, and Phiarlan entertainers often perform at the open market in front of the Orien enclave.

**House Sivilis** has a small station—Stone 66—that provides the services of the *Speaking Stone* and the option of *Sending*.

**House Tharashk** maintains a small outpost at Unicorn Point, primarily providing lodging and supplies for Tharashk bounty hunters and agents of the Dragonne's Roar.

**House Vadalis** maintains the stables that are part of the Orien enclave, while also running a separate stable and livery for guests who aren't associated with House Orien. They have established a series of large, fenced pastures for traveling Vadalis monarchs who need to temporarily pause with their beasts.



## IMPORTANT PEOPLE

Unicorn Point is a collection of Dragonmarked enclaves, but it is an extremely practical outpost. It is driven by the constant stream of caravans and convoys. The Cannith scions aren't engaging in abstract arcane research; they are fixing broken axles and Mending wheels. Most of the people of the Point are hard-working and plain spoken, with little interest in the intrigues and schemes their houses may be engaged in elsewhere in the world. Here are a few notable denizens of the Point.

**The Queen of the Road.** Lady Kolara d'Orien is the current administrator of Unicorn Point, but she didn't rise to this position by sitting behind a desk. Kolara spent a decade driving *Thunder Coaches*, before shifting focus to serve as a Blade of Orien defending convoys on the most dangerous routes. Initially assigned to assist the Deneith mercenaries at the Point, Kolara took charge when other house leaders were slain in a raid during the war. House leadership was impressed by her charisma and tactical acumen and assigned her the de facto command of the Point. Kolara is good at her job, maintaining strict discipline among the Orien staff and ensuring the steady flow of traffic; it helps that she has a keen understanding of the teamsters' experience. But she also delights in spending time in the Gold Dragon Inn and the Orien canteen, gambling and carousing with travelers and encouraging the drivers to share their tales. She is renowned for her capacity for drink and her luck at cards, and beloved by many travelers—hence her title as the Queen of the Road. Now fifty-three, Kolara isn't as spry as she once was and prefers to avoid drawing her sword. However, her training as a Blade of Orien allows her to cast a variation of *Vortex Warp*, teleporting a target up to 150 feet to a place she can see or knows well; those who cause trouble in the Gold Dragon might suddenly find themselves in the brig.

**Lord Barro.** Barro d'Ghallanda is the host of Unicorn Point's enormous Gold Dragon Inn. A burly halfling with a baritone voice and a thick beard, he is determined to provide every patron with the most delightful experience possible. He remembers the preferences of the teamsters who regularly pass through the Point, and always strives to learn everything he can about new customers. While he would never actively betray a confidence, he loves to see people happy and often works as a matchmaker—helping to establish romantic or business connections between people in need. People have gotten quite used to Lord Barro's well-intended nosiness. With this in mind, it's just possible that Barro is also serving as an informant for the King's Dark Lanterns, the Royal Eyes of Aundair, or others eager to know who's traveling along the Border Road and what they're carrying...

**Veskala.** Over the last few years, the number of Droaamites traveling along the road has increased. Veskala's is an inn catering to the appetites and needs of the monsters on the road, from gnolls to goblins. While Unicorn Point is primarily a Dragonmarked outpost, Tharashk viceroy Kundran Torr of Graywall pulled some strings to help the kobold Veskala get established at the Point; her hostel is technically part of the Tharashk enclave, and is a favored destination for traveling mercenaries tied to the Dragonne's Roar. While it is tiny in comparison to the Gold Dragon Inn, if you're keen to try Droaamite cuisine or to listen to a little harpy song, head to the common room at Veskala's. Veskala herself grew up in the kitchens of what is now Turakbar's Fist. She escaped to Graywall when the Daughters rose to power, and it was there she befriended Viceroy Torr. She is devoted to the Fury and there may have been some divine power that has helped her survive and prosper. Veskala takes vengeance very seriously, and she is determined to someday make Rhesh Turakbar pay for the suffering he's inflicted on her and her kin; this may be something a party of adventurers could help with.

## CONNECTIONS TO UNICORN POINT

- (*Dragonmarked Heir or House Agent*). You lived at Unicorn Point for a few years, whether as part of a job or because of your family. You have a bitter rival who is still at Unicorn Point: Who is it, and what's the basis of your rivalry?
- (*Guild Artisan or Merchant*). You used to work at Unicorn Point; perhaps it was your first job. Why have you sworn never to go back there again?

## DISTANT CITIES

While the Venomous Demesne and Shaarat Kol aren't part of the Western Frontier, the smugglers encountered on the frontier often traffic in goods from the Venomous Demesne and have dealings with sailors in Shaarat Kol. Lost isn't on any map of the Western Frontier, but you never know when you might stumble across this mysterious town. Beyond that, on the Western Frontier, you may encounter or play a medusa from Cazhaak Draal, a kobold from Shaarat Kol, a changeling from Lost, or a tiefling from the Venomous Demesne. While these cities aren't actually part of the frontier, they play a role even from a distance.

# CAZHAAK DRAAL

**Population:** 3,300

**Overview:** City of medusas

**Key NPCs:** Sheshka (female medusa warlord)

Long ago, Cazhaak Draal was a major metropolis of the Empire of Dhakaan. It was destroyed in a conflict with the daelkyr Orlassk, who unleashed deadly creatures and curses on the region. In 778 YK, a group of medusa settlers emerged from Khyber and took possession of the ancient city. Today, Cazhaak Draal is the center of medusa culture in Droaam. While the medusas are few in number, their intelligence, discipline, and deadly power make them valuable allies for the Daughters of Sora Kell. The medusas support the Daughters' vision for a united Droaam, and they have helped to keep the more savage elements of the nation in line; even a troll will watch its temper around a medusa. Beyond this, the medusas of Cazhaak Draal are capable magewrights and especially talented stoneworkers. Across Droaam, medusa architects are devising the blueprints for the growing cities of the young nation.

Cazhaak Draal lies in a region called the Stonelands. This is a harsh land in the foothills of the Byeshk Mountains, infested with cockatrices, basilisks, and other dangerous monstrosities. Once, the land was fertile; the curses of Orlassk petrified *everything*, and now there are stone trees and grass. In some regions, the curse holds and nothing grows, but elsewhere the stone trees are encircled by living ivy and grasses. The medusas have an affinity for the monstrosities and ways to deal with the widespread stone, so they have prospered here. None of the other inhabitants of Droaam have ever tried to challenge them for this bleak territory; aside from pilgrims devoted to the Dark Six, most creatures shun the Stonelands.

While the bulk of the population is concentrated in Cazhaak Draal, there are a handful of small communities scattered around the Stonelands—monasteries, basilisk ranches, and a few farms. There are few inns in the Stonelands, but many medusas will offer a traveler shelter as long as they're civil.

The original metropolis of Cazhaak Draal was a sprawling city with tens of thousands of goblinoid inhabitants. The modern city occupies just a fraction of the original. Over the centuries, the medusas have explored the old city, but they have largely left the petrified Dhakaani in place. When you walk through the outer rings of Cazhaak Draal, you can experience the moment that the city fell. The inner city has been entirely rebuilt, using curving serpentine designs and patterns that showcase medusa stonework. Like

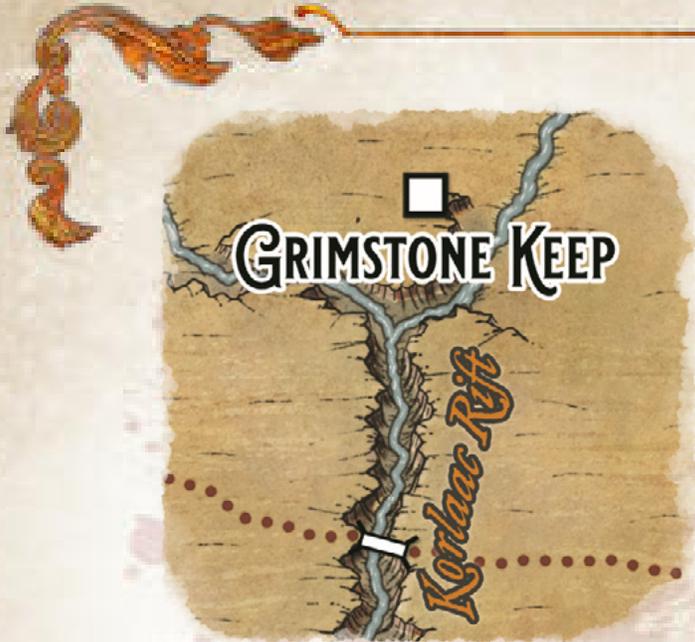
the mountains near the town of Quickstone, the Stonelands include significant deposits of quickstone, and the architects of Cazhaak Draal are quite adept at working with this material.

The medusas of Cazhaak Draal are a spiritual people, so much so that their traditions of worship have become the dominant religion in the region. Cazhaak Draal includes a grand temple devoted to the Dark Six, along with smaller shrines devoted to each individual member of the six. These shrines are spread around the inner city, so that pilgrims can visit their chosen shrine without having to enter the city proper. There are also a number of monasteries and anchorite cells spread around the Stonelands, where medusa mystics contemplate the mysteries of the Six.

The primary inhabitants of Cazhaak Draal are the medusas, with a strong secondary population of gargoyles; only Grimstone Keep has a larger population of gargoyles. Most other creatures find the Stonelands to be harsh and frightening; prior to the unification of Droaam, devoted pilgrims would travel to the Shrines of the Six, but few would remain. With the establishment of the new nation, Queen Sheshka has encouraged members of other species to come to Cazhaak Draal. There is a growing kobold population, along with a contingent of humans and tieflings from the Venomous Demesne. Both gargoyles and medusas are long lived but have a slow rate of reproduction; now that the population is increasing, they are beginning to reclaim the ruins around the inner city and expand Cazhaak Draal.

## INTERESTING THINGS ABOUT CAZHAAK DRAAL

- Cazhaak Draal is the most organized center of worship for the Dark Six in Khorvaire. If you have a need for an experienced priest of the Six or study the ancient prophecies of the Priests of the Shadow, Cazhaak Draal is the place to go.
- Cazhaak Draal has a remarkable menagerie of petrified creatures; a gallery of revered medusa elders, petrified before the end of their natural lives; and a stone prison containing both medusa criminals and creatures of other species who crossed a line in Cazhaak Draal. You may have reason to recover one of these statues.
- The original medusa settlers are known to have emerged from a gate leading into Khyber. That passage remains in Cazhaak Draal, and only the medusas know what lies beyond it.



## GRIMSTONE KEEP

**Population:** 1,080

**Overview:** Gargoyle fortress

**Key NPCs:** Cairngorm (gargoyle)

In 870 YK, a force of Silver Flame templars discovered an ancient Dhakaani fortress that was almost perfectly preserved—completely shunned by the Gaa'aram orcs and other denizens of the region. It seemed the locals were afraid of the *karaguls*—the fearsome statues of fiendish creatures that studded the walls of the outpost and lined its halls. The templars dismissed these superstitions. They named the outpost Brightstone Keep and held it for over a century. The templars of Brightstone Keep sought to protect settlers from the east from the many threats of the region, and hunted those things they considered monsters. And so it continued until 986 YK, when Sora Katra came to Brightstone Keep and spoke to the statues on the walls... all of which were gargoyles. Most had remained dormant for thousands of years, choosing to ignore the templars in their roost. But Katra's whispers drew them from their slumber and promised rewards for their loyalty. Roused from their sleep, the gargoyles drove out the templars and claimed the fortress as their own. As the conflict between Droaam and Breland escalated, the Daughters sent troops to garrison the fortress, under the authority of the gargoyle warlord Cairngorm.

Grimstone Keep is home to the largest population of gargoyles in Khorvaire, including both the original gargoyles of Brightstone Keep and others who were originally scattered across the region. The warlord Cairngorm is actively working to foster a sense of cultural identity among the gargoyles, and is encouraging the exploration of art and the celebration of storytelling, a favorite pastime among the stonefolk. Cairngorm has also been pushing the gargoyles to explore their own potential. There are rumors that

the gargoyle warlord has been engaging in disturbing experiments with demonglass or fiendish possession—that Cairngorm is drawing on some power of Khyber in this pursuit of gargoyle perfection—but these are merely rumors.

Grimstone Keep is an active fortress, not unlike Orcbone. The core population of gargoyles is supplemented by a force of other humanoid. Goblins and kobolds work on maintenance and support. A mixed force of orcs, shifters, ogres, and other creatures stands ready for any general military operations, along with an elite force of Znir gnolls and a squad of war trolls tasked to protect Cairngorm. The gargoyles themselves provide aerial support and scouting, as well as carrying messages between major outposts. With this in mind, Grimstone Keep isn't designed for the entertainment of travelers. The gargoyles socialize with one another, and everyone is welcome in their storytelling circles. Droaamites can get shelter and grist at Grimstone Keep, but traveling easterners will have to camp outside the fortress walls.

## INTERESTING THINGS ABOUT GRIMSTONE KEEP

- Grimstone Keep is one of the best preserved Dhakaani outposts in the region, and could hold relics or secrets hidden since the fall of the empire.
- The keep was held by templars of the Silver Flame for over a century. There could be hidden caches of templar supplies, messages carved into the walls, hallowed cells, or other intriguing remnants of its time as a sacred fortress.
- The upper levels of Grimstone Keep are exclusively devoted to the gargoyle population. The stairs leading up have been destroyed, so that flight is the only way to reach the top floors. Here gargoyles engage in meditation, storytelling, and other exercises. It's possible that Cairngorm is training a force of gargoyle warlocks or creating demonglass champions here... though surely, those are just ridiculous conspiracy theories.

## LOST

**Population:** Unknown, estimated 600

**Overview:** Shapeshifting village of changelings

**Key NPCs:** The Warlord of Lost

"The Misplaced Village" is a Brelish fairytale, a variation of the story of the Forgotten Prince. In this version, the Traveler visits a village plagued by bandits and war and offers to hide them from their enemies, promising "No one will ever find you." The villagers eagerly accept the offer, only coming to realize, as the ritual was taking effect, that the gifts of the Traveler always have a price. And so it came to pass: The village disappeared... And no one ever found it again.

The purpose of this story is to highlight the dangers of trusting strangers and the need to consider the consequences of the bargains you make. No one in the Five Nations thought it was based on anything real... Until the Daughters of Sora Kell first summoned their chosen warlords to the Great Crag, and a changeling shifted through a handful of forms before showing its (presumably) true face and introducing itself as the Warlord of Lost. Others in Droaam were already familiar with Lost—Sora Teraza had come to the village to forge the initial alliance—but the powers of the east were surprised to learn that there was an entire community of shapeshifters they knew nothing about. In the years that have followed, the changelings of Lost have become an important part of the Daughters' regime. Changelings often serve as Katra's Voice or Teraza's Eyes, gathering information or using their gifts to fill the classic role of the bard, sharing news with different communities and raising spirits.

While the denizens of Lost are part of Droaam society, Lost itself remains shrouded in mystery. Reliable accounts claim that the village is mobile and *alive*—that the houses of Lost are a massive form of mimic known as *facades*. According to the stories, these facades can assume the shapes of anything from a tent to a hut to a wagon. Thus, within moments, Lost could shift from looking like a camp of gnolls to being a wagon train, and as a train it can move to a new location. Thus, *any* small community could potentially be Lost. It's also believed that the facades of Lost are naturally resistant to divination, which has helped hide the village from potential enemies.

So what's known about Lost is that it's a small community of changelings that can hide in plain sight and move whenever it chooses to. The changelings of Lost possess telepathic gifts that allow them to communicate silently and to read the thoughts of others, which helps them maintain their deception. They excel in the creation of mutable materials: *Shiftweave*, *Glamour'd Armor*, *Hats of Disguise*, and anything in this vein; an assassin from Lost may have a walking stick that can turn into a rapier. Stories further suggest that at least some of the changelings of Lost are exceptional thieves, and that over the course of centuries they have stolen many interesting things from across Khorvaire; if you're looking for a lost relic of the Silver Flame or the scepter of the Dhakaani emperor, it's possible it's hidden away in Lost.

The motives of the changelings of Lost remain enigmatic. Many familiar with the situation doubt that the "Warlord of Lost" is an individual, guessing that it's a constructed identity shared by all the changelings of Lost when it's needed. Some question if there's any way to know that Lost is just *one* village, or if there could in fact be a half-dozen shapeshifting villages moving around Droaam. Ultimately, what matters is that Lost is out there—and that potentially any small village you encounter in Droaam *could* be Lost.

## INTERESTING THINGS ABOUT LOST

- Stories floating around Droaam claim that while the changelings of Lost steal things, sometimes they give things away—that, like the Traveler, they may bestow valuable gifts that will cause chaos or change. Some say it was a changeling of Lost who gave Tira Miron her sword Kloijner (unlikely) and who presented Breggan Blackcrown with the crown of Breggor Firstking (quite possible).
- The changelings of Lost work to hone their telepathic abilities. Most possess telepathy with a range of 60 feet and the ability to cast *Detect Thoughts* at will. If you're playing a changeling from Lost, you can choose to develop these powers by taking the Telepathy feat presented in *Tasha's Cauldron of Everything*.
- Changelings from Lost may have other remarkable abilities. Some have the talents of bards, specializing in enchantment, illusion, and transmutation. Others learn to assume beast forms, much like a Circle of the Moon druid. So if you're searching for Lost, keep in mind that even beasts could be the villagers you're looking for!

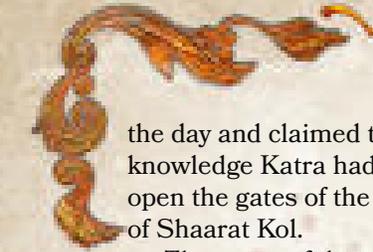
## SHAARAT KOL

**Population:** 4,600

**Overview:** City of goblins and kobolds, smuggling and manufacturing center

**Key NPCs:** Kethelrax the Cunning (male kobold warlord)

Shaarat Kol is a city in southwestern Droaam, set against and into the western face of the Graywall Mountains. Like Cazhaak Draal, it is built on the foundations of an ancient Dhakaani city; unlike Cazhaak Draal, far more of the original city remains intact. The city was either abandoned or completely depopulated during the wars with the daelkyr. Those parts of the city that were above ground were damaged by battle and the passage of time. At one point, an ogre chieftain built a simple fortress within these ruins, and this changed hands many times over the centuries. But much of Shaarat Kol was underground, and in its final days its gates were sealed with both Arcane Locks and adamantine bars. None of the chibs and chieftains who claimed the fortress on the surface were ever able to delve below. None, that is, until Kethelrax the Cunning came along. In 985 YK, Kethelrax was the leader of a band of goblins and kobolds—rebels hiding in the Graywall Mountains and raiding the thuggish chibs. One day, Sora Katra came to his camp, and the two talked for hours. In the month that followed, Kethelrax led his followers in a daring attack against the ogres and their ettin chib who held the ruins of Shaarat Kol. It was a vicious fight, but Kethelrax's forces won



the day and claimed the fortress... and using the knowledge Katra had shared, Kethelrax was able to open the gates of the old city and discover the true face of Shaarat Kol.

The name of the city is Goblin for “Forge of Swords” and it was once an industrial center of the Dhakaani, home to some of their greatest forge adepts. The city was largely intact and contained resources untouched for thousands of years; while many of these resources were lost to time, adamantine doesn’t age. However, the city was lost during war, and the ancient daashors left countless traps along with their treasures. There are amazing facilities and other wonders to be found in Shaarat Kol, but claiming them is a slow process. Even now, more than a decade later, the denizens of Shaarat Kol have only reclaimed an estimated 20% of the ancient city.

At the moment, Shaarat Kol is essentially two cities. The Upper City is on the surface, which is being expanded and rebuilt in the new Droaamite style seen in Graywall and the Great Crag. Most of the people of the city live in the Upper City and it’s where most business takes place. But there’s also the Undercity, which lies beyond the ancient gates. This is where Kethelrax holds court and where his most loyal and talented followers dwell. Should there ever be a serious attack, Kethelrax could seal the gates—and when those gates were last sealed, they held off intruders for thousands of years.

The Upper City of Shaarat Kol is a haven for trade, known for the vast **Goblin Market**. This is an even larger cousin of the Bloody Market found in Graywall. All manner of independent artisans, hunters, and magewrights sell their goods and services. You can hire mercenaries, buy plunder from raiders, browse trinkets scavenged from Dhakaani ruins, or barter for dangerous imports from the Venomous Demesne. The Goblin Market is a vast open space largely filled with tents and temporary housing. Looking at the permanent buildings, roughly two-thirds of the structures are built for the comfort of small creatures, with another third of the city being designed to accommodate medium and large creatures. Kethelrax has sworn that Shaarat Kol will be a haven for goblins and kobolds, long oppressed in this region; he’s building this city first and foremost for his people.

The Undercity of Shaarat Kol uses the intact infrastructure of the ancient Dhakaani city. This was an industrial center and it contains mines, foundries, and forges. Kethelrax and his people are working to restore these facilities and to make use of them. While some of the great daashors were hobgoblins, the golin’dar (goblins) were the primary artisans of the empire, and much of the city is designed for their comfort. As noted before, the process of reclaiming the Undercity is slow, and there are always teams at work exploring new sections and trying to clear out

traps and defenses. But just in the area that’s been reclaimed, Kethelrax has been able to get a foundry and an ore processing facility working, and they are learning a great deal about the process the Dhakaani used to create and work adamantine. This is only the start, but Shaarat Kol has the potential to play a very important role in the future of Droaam.

Unlike Graywall, Shaarat Kol has made little effort to welcome the Five Nations. There’s no Orient trade route and no Dragonmarked outposts in the City of Goblins. The coastline to the south is rocky and dangerous, and it is difficult for large ships to land. Kethelrax is actively working to construct a safe port so that Shaarat Kol can rival Vralkek as an important shipping destination. For now, there are a few safe havens for those who know them, but they only support small ships. All this means that the people of the Five Nations who come to Shaarat Kol are mainly smugglers. There are all kinds of valuable goods available in the Goblin Market, including many that are taxed or prohibited in the Five Nations. Some smugglers trek paths and hidden passages through the Graywall Mountains, while others dare travel the dangerous coastline in small boats. While Kethelrax and the Daughters haven’t tried to bring the Dragonmarked Houses to Shaarat Kol, he’s happy to deal with legitimate traders, hence his work on the port; he just wants to finish securing the Undercity and unlocking its potential before bringing easterners into the city in large numbers.

Goblins and kobolds make up nearly 90% of the population of Shaarat Kol. Many of these were formerly subjugated by brutal chibs, and either fled on their own or were released from their bondage by the Daughters and allowed to go to Shaarat Kol. There is a tremendous sense of camaraderie among the people of the city; throughout the city you’ll see people working together and helping their neighbors. There’s only a small (literally) city watch, but that’s because anywhere there’s trouble, a mob of citizens will come together to deal with the problem. There are a number of large trade schools that are teaching the skills needed to use the facilities of the Undercity, and Kethelrax has brought in mentors from the Khaar’paal kobold clan to help other kobolds harness their sorcerous potential. As a result, Shaarat Kol has far more magewrights than any other city in Droaam. The city is still growing and finding its footing, but there are more casual comforts than one can find even in the Great Crag. The denizens of Shaarat Kol have largely embraced the faith of the Cazhaak Six, and there’s a temple maintained by the medusa priest Shalaasa and a number of Khaar’paal adepts. In general, Shaarat Kol is one of the safest cities in Droaam, as long as you don’t start any trouble. On the other hand, the camaraderie among the small denizens means that the criminals and con artists of Shaarat Kol ply their trade

on the visiting tall-folk; keep an extra eye on your purse and don't buy a deed to a Byeshk mine, no matter how good the price is.

## INTERESTING THINGS ABOUT SHAARAT KOL

- The Undercity of Shaarat Kol holds undiscovered wonders. There could be an armory stocked with Dhakaani artifacts, or the forge that was used to make them. There's certainly an opportunity here for adventurers willing to brave the countless traps. But it's also possible that people who dig deeper will find there are daelkyr forces left behind as well—as the Mror found when they dug too deep into their ancient past.
- The Heirs of Dhaakan may be interested in reclaiming Shaarat Kol or at least recovering relics from the Undercity. This could lead to a deadly conflict between Kethelrax and the Kech Dhakaan. It's quite likely that agents of the Shaarat'khes are already hidden among the people of Shaarat Kol, evaluating the situation and passing information along to the clans.
- Kethelrax rose to power by fighting other chibs. In doing so, he made many enemies, most especially Rhesh Turakbar. Any of these foes could attempt to assassinate Kethelrax—or at the very least sabotage Shaarat Kol.

## THE VENOMOUS DEMESNE

**Population:** 14,000

**Overview:** Mystically advanced city of tieflings

**Key NPCs:** Lady Faith (female tiefling cleric), Lady Promise (female tiefling warlock), Lord Maker (male tiefling artificer), Lord Mystery (male tiefling wizard)

Like Lost, the Venomous Demesne is a mystery even to the people of Droaam. While the location of the Demesne is generally known—it is on the western edge of the Watching Wood, drawing on the waters of Blackwater Lake—it is concealed by powerful illusions and wards, and creatures who stumbled across it often didn't survive the experience. With the rise of Droaam, the Lords of the Venomous Demesne chose to end their isolation. Tieflings and humans of the Demesne can be found in most of the major cities of Droaam, serving with Katra's Voice or working as magewrights and merchants. However, while the Venomous Demesne has chosen to be a part of Droaam, it still doesn't welcome strangers into the Demesne itself. The concealing wards of the Demesne remain in effect, and anyone who enters the Demesne without an invitation will be expelled—though generally, such intruders are no longer killed. As such, much about the Venomous

Demesne remains a mystery. However, the following things are known.

- The population of the Venomous Demesne is mostly human, though “mostly human” is a good way to describe the people of the Demesne; most have some minor fiendish features (unusual eyes, small horns, patches of strange skin, an unnatural odor). Around five percent of the population are full tieflings.
- The society of the Demesne is governed by the four mazes: The Maze of Mysteries, the Maze of Promises, the Maze of Making and the Maze of Faith. The Demesne is ruled by the Council of Four, who represent the mazes. The mazes and Demesne society are discussed in more detail in the tiefling section of chapter 1.
- The aesthetic of the Demesne is distinctly alien and its buildings couldn't exist without the use of magic; architecture involves levitation, transmutation, and the use of teleportation and extradimensional spaces.
- While it is small—in part because of strict population control—the Venomous Demesne is significantly more advanced than the Five Nations. Each maze pursues a different branch of mystical science, and the fruits of that work are applied across the Demesne. Overall, spell effects of up to 5th level can be seen at work in daily life and effects of up to 7th level can be encountered. *Teleportation Circles* link different parts of the Demesne. Dead nobles can be resurrected in the Maze of Faith. Planar travel isn't common, but the Maze of Promises deals with fiends (mostly Daanvian), efreet, archfey, and other planar powers. Common magic items truly are common, and the Maze of Making can produce rare or even legendary items—though they lack the industrial capacity of House Cannith and can't mass-produce these things.

That last point is important. The Demesne is more *advanced* than the Five Nations, but it is limited in many ways. Much of its magic and arcane science is tied to disturbing traditions, ancient pacts, and the blood of the tieflings themselves; it's not simply that the mazes refuse to share their power with non-tieflings, it's that they *can't* share their power with non-tieflings. Practices that seem cruel and unusual to outsiders are necessary to generate and maintain the powers they rely on. It is a place of arcane wonders, but the deeper you dig, the more disturbing it becomes.

Given the isolationist nature of the Demesne, this is the extent of common knowledge about it. Smugglers are always keen to acquire goods from the Venomous Demesne—whether drugs, arcane weapons, or simply curious trinkets—but few will ever see the Demesne itself. More details about the culture of the Demesne and its inhabitants can be found in the Tiefling section of chapter 1.

## INTERESTING THINGS ABOUT THE VENOMOUS DEMESNE

- The Venomous Demesne contains multiple manifest zones, though the nature and location of these manifest zones isn't commonly known. This is one of the main reasons the Demesne doesn't expand; its way of life is dependent on its current location.
- The Demesne is an urban core surrounded by a number of massive farms. The farms are largely tended by humans, constructs, and bound spirits. Mystic shields hide both the farms and the grand city.
- The wards that surround the Venomous Demesne are exceptionally powerful. Illusions hide the Demesne from sight and shield it from divination. Some say that the wards will disintegrate any creature that comes into contact with them; others say that they are just a form of *Wall of Force*. A single gate allows passage through the wards.

## VILLAGES AND FARMS

The towns described in this chapter are the most significant communities on the frontier. They're the names everyone knows, the places where you'll find the most opportunities and useful goods. But the frontier is filled with smaller villages, ranches, and farmsteads. There's no need for a complete list of these, because you'll never have any reason to visit most of them; beyond that, farms are failing or being built every day. The important thing to understand is that the empty space on the map isn't always empty. There are vast stretches of empty plains in the Barrens, but especially if you're following an actual road, there's a chance that you'll come upon a farm, a village, or a struggling inn. Likewise, if you're from the region, you might be from a small village most people have never heard of. The tables presented here can help quickly create a village, but the DM should expand on this foundation!

Perhaps the adventurers are traveling the Border Road and decide to stop at a village for the night, and you end up with Lost Hope Steading, a village with a disturbing cult and its cursed shrine, where the local preacher wants to recover something from a fiend. Well, perhaps it *used* to be Bright Hope Steading, celebrated for its shrine to Dol Arrah, but at some point in the last decade a fiend from Khyber claimed and corrupted the shrine. The majority of the villagers have chosen to work with the fiend, giving it the adoration it craves in exchange for its protection or

other gifts. But the old priest still wants to drive out the fiend and to reclaim the shrine. Will the adventurers help or will they mind their own business and be on their way in the morning? Where there are details in parentheses—such as *Livestock (Tribex)*—these are quick possibilities, but a DM or player can come with other ideas!

### VILLAGE NAME

d8

1	Bright	Water	Holt
2	Dry	Stone	Grange
3	Quick	Wood	Shire
4	Dark	Sand	Field
5	Old	Farm	Range
6	Gray	Hope	Steading
7	New	Blessing	Crossing
8	Lost	Berry	Mile

### QUIRKS

d6	Faith	Primary Asset	Detail
1	Sovereign Host	Crops (Sand fruit)	Monstrous Resident/s
2	Cazhaak Six	Livestock (Tribex)	Ancient ruins
3	Silver Flame	Mine	Manifest zone
4	Blood of Vol	Shrine	Cemetery or battlefield
5	Druidic Sect	Pond or Lake	Haunted or cursed
6	Disturbing Cult	Dirt	Sheltering fugitives or refugees

### TROUBLES

d6	The...	Wants...	On/From/To...
1	Sheriff	Revenge	Bandits (The Black Crowns)
2	Preacher	Justice	Reavers (Rhesh Turakbar)
3	Innkeeper	To recover something	A Noble (Count ir'Blis)
4	Blacksmith	To sell something	The Swords of Liberty
5	Farmer	To negotiate with	A Ghost or Undead
6	Orphan	To destroy	A Fey or Fiend

# LANDMARKS

Towns aren't everything. The Western Frontier covers a vast stretch of land, and many adventures will take place in the space between towns. East of Orcbone, the environment is largely a savanna—vast stretches of grass with occasional scattered trees. To the west of Orcbone lies the region known as the Barrens. While there features break up the landscape—small forests or groves, stretches of especially tall grass, mesas and outcroppings of rock, streams, the occasional chasm—it's largely open plains and low hills. Here are a few of the particularly noteworthy areas.

## THE BARRENS

Imagine a line drawn between the northern tip of the Graywall Mountains and the western edge of Silver Lake. Since the founding of Galifar, the people of Breland have referred to everything west of this line as “the Barrens”—and even today, it is this line that is generally seen as the border between Droaam and Breland, even though Breland doesn't officially recognize Droaam's claim. But it's not an entirely arbitrary line. The environment does suddenly shift as you head west of the Graywall Mountains, becoming drier and harsher. On a map, it looks like an entirely uniform region, a vast unending plain. In truth, it is more diverse. While much of the Barrens is made up of plains covered with scrub grass, there are stone features across the region; not mountains (except for the Great Crag, of course), but mesas and low ridges. There are also a number of deep chasms—cracks possibly caused by ancient tectonic activity, creating canyons that divide the plains. Sometimes these cracks in the earth are less than a foot across, and simply require a little caution. On the other hand, the **Korlaac Rift** is a massive chasm that runs for nearly 60 miles. The Rift has an average depth of around 2,600 feet, but there are points where it's far deeper; some say it drops down into Khyber itself. The Rift lies between Graywall and the Great Crag; the western trade road runs to **Korlaac Pass**, a bridge that spans the four hundred foot gap of the chasm. In addition to these cracks, there are a number of craters that drop down into darkness; these are called *gantii'shu*, “hungry holes,” as the edges can collapse without warning.

Harsh as it is, it's possible to cross the Barrens safely and even to live in them; sand fruit isn't very appealing, but it's edible. At the same time, this is why there weren't many large cities in the region until the rise of Droaam. Prior to the Daughters of Sora Kell and their seemingly endless supply of grist, it would have been difficult to support a population the size of Graywall. Most settlements across the barrens are small hamlets housing two or three extended families,

spread far enough apart so as not to be competing with neighbors for the limited resources. However, there are stretches of the Barrens that are truly barren—regions of gray sand or bare stone, where all vegetation withers and dies. There's no environmental logic to the placement of these regions, which the locals call *kurarat*, “dead lands.” Many scholars believe that these swaths are the result of some ancient conflict, perhaps the war between the Dhakaani and the daelkyr. Most creatures can't survive in the dead lands; even with their remarkable talents, player characters have Disadvantage on Survival checks made in the *kurarat*. Fortunately, these stretches of dead land aren't very wide.

## INTERESTING THINGS ABOUT THE BARRENS

There are Dhakaani ruins scattered around the Barrens. Those on the surface have largely been wiped away by the passage of time; Barrens villages may be built against chunks of old goblin walls, and bandits could hide in the foundations of a long-fallen fortress. But the Dhakaani often built their homes partially or entirely underground. Travelers may find that a new crack in the earth has exposed a subterranean fortress, or stumble upon a sealed vault that hasn't been opened in over a thousand years—though if it's remained sealed for so long, it may be hard for adventurers to find a way to open it now!

While most of the inhabitants of the Barrens have always been the creatures that now dominate Droaam—orcs, goblins, ogres, kobolds—until a decade ago there were humans who made their homes here. Some found mineral resources that were worth exploiting. Some were just stubborn. By 988 YK almost all easterners in the Barrens had been killed or enslaved, but travelers may find remnants of human settlements in the region, or be tasked to recover heirlooms lost when the Brelish were driven out.

There are many small hamlets spread across the Barrens. With the rise of cities such as the Great Crag and Graywall, many of these thorps have been abandoned. These ghost towns may have been claimed by bandits or monstrosities... or they could be literal ghost towns, housing tormented spirits.

## THE BYESHK MOUNTAINS

The Byeshk Mountains form a natural barrier between Droaam and the Towering Wood of the Eldeen Reaches. This range is considerably less hospitable than the Graywall Mountains to the south. The peaks are high and the cliffs are often both sheer and exceptionally hard; the unusual density of the stone makes both the mining and the creation of artificial passes difficult.

The net result of this is that the Byeshk Mountains are an especially favorable habitat for flying creatures, which is likely why they have long been dominated by harpies. Harpy aeries and monasteries are always in places that cannot be reached by landbound creatures, at least not without making a perilous climb.

The civilization of the Droaamite harpies is broken into *flights*, clans that share unique traditions and bloodlines. While there are many flights that call the Byeshk Mountains home, there are two that make their home near the frontier. The Brass Talon flight holds the southeastern edge of the Byeshk Mountains, the range along the Western Frontier. The Brass Talons are fierce warriors whose combat techniques are similar to the bardic Colleges of Swords and Valor, but the Talons rarely attack without cause; they are a monastic flight who strive to perfect the dance of song, sword, and flight. Travelers will often hear their distant songs, but unless shrines are desecrated, the Talons will usually ignore them. The Wind Howlers are another story. Their territory is to the west, slightly further from the frontier. However, they are an aggressive flight that loves to prey upon the landbound, and harpy reavers often head east to raid. The Wind Howlers are deadly archers and excel at instilling fear in their targets; their bardic traditions are similar to those of the Colleges of Lore and Whispers.

The Byeshk Mountains are noteworthy for their rich deposits of byeshk, an exotic purplish ore with special properties. Glittering purple veins can be seen on cliff faces, thus leading to the name of the range; while beautiful, these surface veins are often “false purple”—thin traces that lack the mystical properties of the deeper veins. While there are a few mines in the range, the unusual density of the stone makes it difficult to carry out mining operations, and thus there are far fewer mines—both active and ancient—than in the Graywall Mountains.

## INTERESTING THINGS ABOUT THE BYESHK MOUNTAINS

- Long before the rise of Droaam, Aundairian folktales said that Sora Maenya had her lair in the Byeshk Mountains—though she would leave it for months at a time to roam the vast forests to the north. If the stories are true, explorers could stumble across Maenya’s lair. In addition to the treasures she’s amassed over her long life, Maenya is also said to bind the souls of her victims to their skulls and to keep them as trophies. Her lair could contain the long-forgotten skull of an ancient hero, who could be resurrected if their soulbound skull were recovered.
- The Valley of Blades is a legendary manifest zone tied to Shavarath hidden somewhere within the Byeshk Mountains. It’s said to be filled with deadly swarms of whirling blades, but also to be home to both angels and fiends who will train those they deem worthy in the martial arts of Shavarath. There is a legend which claims that once each century, these immortals choose champions from across Khorvaire to compete in a deadly competition; the victory is granted a powerful enchanted weapon.
- The range north of Cazhaak Draal is claimed by the Crimson Wind harpy flight, but it also hosts a large and significant gargoyle population. The medusas have discovered mutable quickstone deposits in this region.



## THE GRAYWALL MOUNTAINS

The Graywall Mountains (often just called “The Graywall”) form a significant natural barrier between Droaam and Breland. These mountains were once an important hub for the ancient goblin civilizations, even before the Empire of Dhakaan; if you know your history, you may know that this is where Jhazaar Dhakaan united six warring kings and truly founded the empire. Because of this, the Graywall Mountains are riddled with ancient ruins—Dhakaani cities and fortifications, but also the remnants of even older goblin settlements. However, in the present day, the mountains are almost completely devoid of goblinoids. Historians speculate that the Graywall saw some of the worst conflicts of the Xoriat Incursion—that the majority of the peoples of that time were either completely wiped out or fled into the Barrens. This may be why there are so few hobgoblins and bugbears in Droaam when compared to Darguun, and why the goblins of Droaam have so little attachment to Dhakaani history. Some of the ruins in the Graywall Mountains have been reclaimed by other creatures; in particular, the Khaar’paal kobolds have established a number of subterranean strongholds within the Graywall. Recently, the warlord Kethelrax the Cunning took possession of the ancient city of Shaarat Kol. Other ruins remain undiscovered and undisturbed. But such places may hold deadly traps placed by the Dhakaani in their final days—or more dangerous still, remnants of the forces the daelkyr unleashed in that ancient war.

The Graywall Mountains hold veins of many useful metals, including iron, copper, byeshk, and the various constituent metals used to create adamantine and mithral. There are also a number of significant deposits of mutable quickstone, which was the original reason the town of Quickstone was founded. However, it’s also the case that many of the most accessible deposits were discovered and exploited long ago by the Dhakaani. There are still rich veins to be found, but there’s also a maze of abandoned goblin mines that may be entirely depleted.

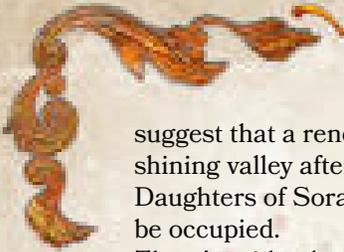
Another remarkable thing about the Graywall Mountains is the unusual number of powerful manifest zones. Glaciers in the high mountains often conceal manifest zones tied to Risia. Kobek’s Voice is a dramatically active volcano connected to Fernia. There are a number of zones tied to Lamannia (which some say are the origin of the mutable mineral known as quickstone), and a number of old stories strongly suggest that there are a few intense Thelanian manifest zones hidden in the mountains.

Notable inhabitants of the Graywall Mountains include gargoyles, Khaar’paal kobolds, ogres, and hill giants; the hill giants of Khorvaire appear to be an offshoot of the ogre and to have no ties to the giants of Xen’drik. Throughout the history of the Barrens, ogres have often come down from the mountains to dominate the smaller creatures of the plains; as it turns out, these chibs were just repeating the pattern they knew from the mountains, where hill giants dominate ogre clans. While the Khaar’paal kobolds have a sophisticated culture, the Graywall ogres are more primal; they don’t work metal, and generally employ tools of wood and stone. While there are aggressive clans, not all ogres are hostile to outsiders; a number of the Graywall clans are peaceful hunter-gatherers, who may be excited to host tiny visitors with interesting stories and songs. The Graywall Mountains also include powerful predators, including griffons, giant eagles, and wyverns. There are also unconfirmed rumors of giants in the mountains who are more powerful and sophisticated than the hill giants—but for now, these are only stories.

There are many hidden paths under and through the Graywall that are known to Brelish smugglers, often making use of stretches of abandoned Dhakaani tunnels or mines. If you’re a former smuggler, you surely know some of these crossings. Otherwise, if you need to find a quick path through the mountains, you can surely find a guide at the Crown in Quickstone. . .

### INTERESTING THINGS ABOUT THE GRAYWALL MOUNTAINS

- The massive monument known as the **Six Kings** adorns one of the northernmost peaks of the Graywall Mountains, slightly to the west of Quickstone. The thousand-foot-high figures include five hobgoblins and one bugbear; historians know that these are the six kings who united under Jhazaar Dhakaan to form the great Dhakaani empire. Two of the figures are damaged, but the others remain intact. Raiders often camp at the base of the Six Kings, believing that doing so brings luck to bold warriors. Stories say there’s a network of passages below the monument, where the ghosts of the kings will test any champion who dares to enter—and that those few who survive may return with an ancient Dhakaani weapon.
- There are stories of a shining valley hidden somewhere in the Graywall Mountains, illuminated by a light beyond the sun. According to the stories, this valley is tied to Irian and its plants and bowers can cure almost any injury. It’s said that only those in desperate need—those who have nothing left but hope—can find the hidden passages that lead to this paradise. It’s also said that no one can remain here for long. Some recent versions of this tale



suggest that a renegade flight of harpies found the shining valley after being nearly eradicated by the Daughters of Sora Kell; if you find the valley, it may be occupied.

- There's said to be a family of rocs somewhere in the Graywall Mountains; most likely they are nesting in a Lamannian manifest zone.

## NASAAR KOL

*Even the sun shuns Nasaar Kol.* That's what people say, and it's more than just an expression. As one approaches the ancient ruins at the heart of this region, all light begins to fade. In the heart of Nasaar Kol, all effects that would produce Bright Light only produce Dim Light; you may still be able to see the sun, but it is washed out and weak. There is a wide, weak manifest zone tied to Mabar that generates this effect. Within the area, there are points where the Mabaran connection is more intense. The influence of Dolurrrh is also strong here, but scattered into dozens of sharp points. There are pools of gray mist where the voices of the dead can be heard whispering; usually, this is an unintelligible babel, but occasionally a clear voice can be heard through the rabble.

At the height of the Empire of Dhakaan, Nasaar Kol was the center of the empire's necromantic research; "Nasaar Kol" roughly translates to *night's bounty*. The dirge singer Iraala and her lover Muurat led this effort. Much as the modern Seekers of the Divinity Within are able to contain the dangerous effects of Mabaran manifest zones, Iraala and her students worked on understanding and harnessing the powers of death and darkness. There is a massive ruined outpost at the heart of this region, but there are also a handful of smaller ruins scattered throughout—places where the Dar experimented with the same sort of skeletal labor seen in Seeker communities, or where mediums plumbed the mysteries of the whispering pools. But the Dhakaani were forced to abandon the region during the Xoriat Incursion. The daelkyr and their forces shattered the fortress and scattered the people, and the restless dead and hungry shadows rose with deadly vigor.

Today, this region is brutally haunted and exceptionally dangerous. Shadows are drawn to the living, and if you enter Nasaar Kol it's only a matter of time before your shadows will turn on you. There are wights drawn from fallen Dhakaani soldiers, still fighting a war they lost thousands of years ago. And there are countless spirits leaking out of Dolurrrh. Some are just wisps of whispering mist. Others are full-fledged ghosts. These restless spirits aren't as predatory as their Mabaran counterparts, but they are usually confused and driven by the most powerful emotions or moments of their lives; they can be just

as dangerous to living creatures that cross their path. All of these things become more intense as you head deeper into the region, and the ancient keep is teeming with wraiths and wights. Thanks to this host of deadly spirits, Droamites and Brelish alike avoid Nasaar Kol. Occasionally Seekers or other necromancers delve into it, searching for Dhakaani relics or planar-charged resources. Others hope to speak to those they have lost in the pools of mist. But crossing into Nasaar Kol means dancing with death, and the wise avoid it.

There is little flora or fauna in Nasaar Kol. There are shadows of rats and other creatures scurrying in the shadows, harbingers of the more powerful undead. And there is a strain of assassin vine that's sustained by the energies of Mabar but craves the blood of the living—one more threat to watch out for.

## INTERESTING THINGS ABOUT NASAAR KOL

- Throughout most of this region, any object or effect that would create Bright Light only produces Dim Light. In such areas, creatures have Disadvantage on saving throws against necromancy spells. Additionally, an undead creature has 2 extra Hit Points per Hit Die and Advantage on saving throws against being turned or Frightened.
- If a creature dies in Nasaar Kol, it lingers on the edge of Dolurrrh. For up to a week, the cost of any material components to return the creature from the dead are halved, and anyone who knows the deceased creature can take one hour to cast *Speak with Dead* on the corpse as a ritual. Both these effects cease if the deceased creature is removed from the region or after a week has passed.
- The misty pools of Nasaar Kol can serve as a focus for *Speak with Dead*, allowing a spellcaster to perform the spell without having access to the corpse of the deceased. However, the trace memories that can be accessed in this way are unpredictable. Usually they are the psychic remnants of people who died in the region—long forgotten goblinoids or more recent explorers. But it's just possible for a skilled necromancer to grasp the traces of another spirit, anyone from an ancient Dhakaani dirge singer to King Jarot.
- The Dhakaani clan known as the Kech Nasaar were based in this region before being forced to flee underground by the Xoriat incursion. The Kech Nasaar may have powerful artifacts or other resources hidden in Nasaar Kol, and could attempt to reestablish their ancient fortress.

## SILVER LAKE

Silver Lake is a massive inland lake. Along with the Byeshk Mountains, it forms the northern border of the Western Frontier. There are small fishing villages spread along the shore of Silver Lake, as well as the Eldeen city of Sylbaran; these are discussed earlier in this chapter. But the lake itself is truly remarkable. In the early days of Galifar, the Arcane Congress confirmed that there is a powerful manifest zone tied to Thelanis at the center of Silver Lake. This results in a strong fey presence throughout the lake. Most of the lake villages have pacts with resident fey, ensuring safe passage for their boats and good fishing hauls; those who anger the local fey can suffer a wide range of misfortunes. But these are minor fey that cling to the shore. There are greater powers at the center of the lake. Remember that Thelanis isn't just about the fey; it is the realm of stories, founded on faerie tales that leak out into the world. People say there's a massive serpent in the center of Silver Lake that can shatter ships and swallow sailors—and that one sailor lived for a year in the belly of the beast before finding a way to escape and swim home. There are stories of warships vanishing and of ancient vessels being discovered with no evidence of the passage of time. There are tales of golden fish that can grant wishes and of a grand castle that can only be seen in the reflections on the water. All of these things might actually exist in the heart of Silver Lake, but they are as ephemeral and unreliable as any story. If that serpent exists, it may sleep at the bottom of the lake—or it could spend most of its time in the oceans of Thelanis, only shifting into Eberron under special circumstances.

What is certain is that it's dangerous to cross Silver Lake unless you're very familiar with it. You're safe enough while you're in sight of shore, though it helps if someone on the boat has a bargain with one of the lake spirits. Crossing the deeper waters is always a risk. Sailors in the region know to avoid fog banks, to throw silver overboard at the first sign of a storm, and a hundred other superstitions that can help mitigate the dangers of the deep water. If you venture into the deepest waters unprepared, anything could happen.

### INTERESTING THINGS ABOUT SILVER LAKE

- While the fish that dwell close to shore are generally mundane, there are bizarre and wondrous creatures in the deep waters of Silver Lake. Fishermen have caught fish with literal silver scales and fish whose scales are marked with words of mystic sigils; in at least one case, a fish was found whose scale patterns actually replicated the effects of a *Scroll of Divination*. There are flying fish, eels that whisper secrets, shellfish that are impossibly delicious,

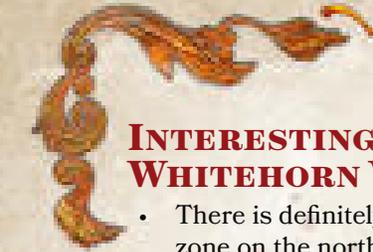
and other fish whose flesh replicates the effects of magical potions when prepared properly.

- There are often reports of strange trinkets washing up on the shores of Silver Lake. These are rarely valuable or powerful, but you never know what you might find when the waters ebb.
- There are stories of an ancient gold dragon that dwells in Silver Lake. If there is any truth to these tales, the question is whether it's an actual dragon who's chosen to dwell here, or whether it's a manifestation of Thelanis—a fey entity that simply appears to be a dragon.

## WHITEHORN WOOD

The Whitehorn Wood is a vast forest that lies between Castle Arakhain and Shavalant. “Whitehorn” is the name of a legendary creature—a colossal bear with curved white horns—said to dwell within the wood. There have been no confirmed sightings of this beast for centuries, and there are many who insist that the stories of a bear the size of a castle are at best exaggerations or at worst absolute fabrications. Whatever the truth, it is a concrete fact that there is a powerful Lamannian manifest zone on the northern edge of the wood. This accelerates the growth of animals and plants, and undermines any attempts to cut back the forest or introduce the trappings of civilization within it. Beasts often seem to be guided by some greater force which coordinates their actions to deal with anyone who would despoil the wood—though when people have used *Speak with Animals* to talk to these beasts, they deny being actively controlled and say that whatever they were doing “just seemed like the right thing to do.”

While there are rumors that a few Ashbound druids took refuge in Whitehorn after attacking Shavalant a few years ago, there's no widespread population of druids within Whitehorn. People say that *the wood just doesn't like people*, whether they're druids or lumberjacks. The people who live near Whitehorn do harvest and hunt on the edges of the wood, but everyone knows not to take too much from the Wood or to go too deep within it. With that said, there are exceptions to any rule. Perhaps a cell of the Swords of Liberty or a troop of brigands have come to terms with Whitehorn and are using the wood as a safe haven. Perhaps the wood spawns a force of myconids to defend its borders, or the Wardens of the Wood will send a delegation to try to make peace with Whitehorn!



## INTERESTING THINGS ABOUT WHITEHORN WOOD

- There is definitely a powerful Lamannian manifest zone on the northern edge of the forest, near Shavalant. But no known manifest zone is the size of the entire Whitehorn Wood. It could be that there are portions of the wood that are entirely mundane, or it could be that there are other powers at work there; it could be that the Forest Queen (from *Exploring Eberron*) holds sway over one corner of the wood, or that the daelkyr Avassh—known as the Twister of Roots—controls a vile domain in the deep woods.
- There are plants in the deep woods that have unusual properties, from vines that produce fruit with the effects of *Goodberry* to herbs that can be invaluable in the production of potions. Wood from certain trees in the deep wood may be ideally suited to the creation of wands and staffs, or other wooden magic items. Of course, the challenge is in both finding and identifying these things, and harvesting without angering the powers that dwell in the Wood.
- The *Sharn Inquisitive* has offered a generous reward to anyone who can conclusively prove the existence of the bear Whitehorn, which the *Inquisitive* asserts is in fact the patron spirit of Breland. Can you claim that reward?

## FAMOUS AND INFAMOUS PEOPLE

The Western Frontier is more than just a collection of towns. It is tied together by stories and deeds, by the heroes people celebrate, and the villains they fear. These people loom larger than the places in which they live. It doesn't matter if you've ever been to Ardev, if you're on the frontier you've heard of Count ir'Blis. And though you may never go to Turakbar's Fist, you've certainly heard settlers cursing Rhesh Turakbar and seen people repairing the damage caused by his raids. This section provides the publicly known facts about these people, along with rumors that are circulating about them. It's up to you what your character has heard or believes—and up to your DM to decide which (if any) of these rumors are true!

## BEGGAR DANE

*"The silent man has no one to blame but himself."*  
Anyone born in Breland knows the proverbs of Beggar Dane, whose collected wisdom celebrates the pragmatic spirit of the nation. Dane is an apocryphal figure; some say he was a bard who wandered the streets of Sharn, while others insist that he advised

Galifar I himself during the war of unification. Whatever the truth may be, Beggar Dane is a beloved Brelish everyman, and his wisdom is celebrated in Brelish taverns and homes every day. But now, in 998 YK, there is a new Beggar Dane; an anonymous figure who speaks on behalf of the Swords of Liberty, a widespread network of insurgents who rail against the Brelish monarchy. Some believe that this Beggar Dane is a fictional figurehead, a mask that can be used by any cell leader. But the *Sharn Inquisitive* has done a deep investigation into the Swords of Liberty, and they are convinced that Beggar Dane is one person—a mastermind who is coordinating the actions of the western Swords cells. The *Inquisitive* further believes that Beggar Dane is driving the increasingly violent actions of the Swords.

The Swords of Liberty began as a peaceful political movement, calling for King Boranel to voluntarily cede power to the Brelish parliament. In 996 YK, a statement from Beggar Dane took credit for an attack on Castle Arakhain that left the east wing of the Winter Palace in flames. Over the last two years, the Swords of Liberty have struck at nobles across Breland, stating that there will be no peace until the aristocracy is dissolved. According to Beggar Dane, even that victory wouldn't mean the end of violence. Beggar Dane accuses King Boranel of betraying the Brelish people both by accepting the terms of the Treaty of Thronehold and providing shelter for Cyran refugees. Dane maintains that Breland could have easily won the Last War if its leaders had truly wished to do so; in certain tracts, he suggests that there is a conspiracy among all the Wyrnarn monarchs, that Boranel has intentionally misled his nation to benefit his royal cousins. He promises that once the monarchy is overthrown, the new army of the common people will bring unity to all of Khorvaire—and that they will deal with both the "monsters to the west" (Droaam) and the "enemy we have welcomed in" (Cyran).

Beggar Dane's identity is a closely guarded secret. He's mainly known through the proclamations that supporters share in villages and farms. However, a masked figure claiming to be Beggar Dane has spoken at rallies and been seen during Swords attacks. According to these reports, he's a male human or half-elf; as he's masked and shielded against divination, little else is known. Beggar Dane is believed to be on the Western Frontier and there are many in the west who support his actions, even if they aren't willing to take up arms for his cause. Whether or not you've ever seen Beggar Dane, if you have been on the frontier for long, you've certainly heard of him.

While there are some similarities between Beggar Dane and the Company of the Black Crown, the two are actually very different. The Black Crown are a force of brigands; they may avoid the law, but they don't hide who they are or what they're doing. By

contrast, the Swords of Liberty are covert insurgents whose members are hidden in communities across Breland. The Black Crowns defy Brelish law, but they're interested in lining their pockets, not in driving political change; the Swords of Liberty are only interested in change, and every violent action they take advances that agenda.

### RUMORS ABOUT BEGGAR DANE...

- Beggar Dane is a fiend who's taken human form and works to turn the Brelish people against their rightful ruler.
- The Mourning was an inside job—arranged by the Wynarn monarchs to end the war with no victory. Those who believe this say that Beggar Dane is actually Borann, King Boranel's eldest daughter. A renowned warrior, Borann supposedly died in battle on the Day of Mourning; those who believe this tale say that she survived, and that when the monarchy is abolished she will reveal herself and lead Breland to victory.
- Beggar Dane is the creation of a cabal of changelings working for the Daughters of Sora Kell, whose actions will weaken the west in preparation for a Droaamite invasion.
- Beggar Dane is possessed by an angel from the Syranian Legion of Freedom, imbued with power to fight against tyranny.

#### THE SAYINGS OF BEGGAR DANE

The proverbs of Beggar Dane are well known throughout Breland. The *Sharn Inquisitive* often posts one of Dane's sayings with editorial comments on how they apply to the present day. Here's a few examples, but there are hundreds of these sayings, covering politics, religion, and everyday life; if your character is Brelish, feel free to come up with new proverbs:

- *The silent man has no one to blame but himself.*
- *The Aundairian says what he'll do; the Brelishman does what he says.*
- *Help those in need, for you may need help in turn come tomorrow.*
- *Dreams don't put swords in the hands of soldiers.*
- *You may believe that Aureon's will gives the king his crown, but it was a Brelish smith who forged it.*

## BREGGAN BLACKCROWN

In a region where bandits are as common as copper pieces, the Company of the Black Crown have earned their infamy. The core of the company were members of an elite unit of Brelish soldiers stationed at Orcbone. Their captain, Breggan, regularly ignored her orders and waged her own personal guerrilla war against Droaam, slaughtering goblin villages and leaving gruesome displays that could chill even a medusa's blood. Some stories say that Breggan sought to avenge the slaughter of her own family at the hands of monstrous raiders. Others suggest that she admired the ferocity of her foes, that in seeking to match their cruelty she became a monster herself. One especially dramatic tale says that after losing an eye in a battle with a minotaur champion, she plucked out the eye of her fallen foe and pressed it into her own socket, so she could see the world as her enemies do. When she was finally called to account for her cruelty and violation of orders two years ago, she broke with Breland, and many of her soldiers followed her. Now she claims that she is a true daughter of Breggor Firstking, the founder of the ancient nation of Wroat, and that a vision from her ancestor guided her to find his black iron crown. She says that Boranel betrayed his people by failing to bring Droaam to heel, and that she is the champion of the abandoned people of the Western Frontier; she calls herself "the Queen of the Lost," subject to the laws of no nation.

Breggan Blackcrown is a human woman in her thirties, equally skilled with sword and wand. She's more than just a wandlinger; stories suggest she could be some sort of warlock. She's as charming as she is ruthless, and never underestimates a foe. Her success to date is no accident; Breggan is a brilliant leader and her soldiers are exceptionally loyal to her, willing to take any risk in her service. Her primary lieutenants are Dusker (female gnome, scout and assassin), her bodyguard, Blessing (nonbinary warforged, a heavily armored defensive fighter), and Sigil (male human, the war mage who maintains the company's artillery).

The Company of the Black Crown is a mobile force trained in the techniques of guerilla warfare. They have a few *Long Rods* and other military-grade weapons. They ride the very edge of Droaam and Breland, defying both nations and preying on the people of both lands. They frequently target other brigands and clash with Droaamite raiders, and most believe that this is why the commander of Orcbone chooses to ignore them; others say that the commander is one of Breggan's former lovers, or that he doesn't want to send his soldiers to their deaths. Regardless, for now Orcbone isn't pursuing the Black Crowns.



While the Black Crowns ruthlessly slaughter other brigands and raiders, they're no angels. They rob small villages and caravans—never taking all the spoils, just “collecting the Crown's share.” While they usually don't kill villagers, they make a bloody example of anyone who challenges them.

### RUMORS ABOUT BREGGAN BLACKCROWN...

- Breggan's right eye is a crystal shard, and she can see people's fears.
- Sora Katra has offered to make Breggan a warlord of Droaam.
- Breggan has acquired a number of mysterious artifacts from her raids—possibly Dhakaani relics, or weapons from the Age of Demons.
- Breggan Blackcrown attended a feast at Turakbar's Fist. In some versions of this story, she danced with Rhesh Turakbar; in others, she beat him in a bare-handed duel.

### BRIAR

The Brelish are practical people, with little time for the esoteric mysteries and enigmatic traditions of the fey. Where the people of Aundair entertain hosts of superstitions and have long made deals with the fey, the Brelish prefer to avoid the fey, ignoring their signs and avoiding their domains. Briar, a young, nonbinary elf and Greensinger druid, has come south from the Eldeen Reaches to serve as a guide and an ambassador between these two worlds. They travel across the frontier, visiting towns and villages. First and foremost, they are an entertainer—always finding reason to delight people with a story or a song. Briar is always equally keen to hear a new story—for stories are the maps of the fey, and it is by learning the local stories that Briar can identify the fey who have influence in a region. Briar does their best to help people, both by mediating any disputes between settlers and the fey (disputes the settlers may not even be aware of), and by doing favors for both archfey and the mortal inhabitants of the region. They say that their sole motivation is to be a part of the stories that are unfolding in the region, and to ensure that they end well. Some don't trust Briar, suspecting that the elf is engaging in mischief on behalf of the fey. But most settlers are happy to see the Greensinger, and village children are sure to demand a story from Briar.

As a Greensinger druid, Briar is an accomplished shapeshifter; any animal you encounter on the frontier could potentially be Briar. They're usually happy to offer advice or to help resolve trouble with the fey, but they may require a story or a favor as payment for their services—and such favors can potentially lead to unusual adventures.

### RUMORS ABOUT BRIAR...

- Briar was taken to Thelanis as a child, and raised by the archfey known as Fortune's Fool. Fortune bends around Briar, and for better or for worse, unlikely things are bound to happen around them.
- Briar can't just assume animal forms; they can take the shapes of people, as well.
- Briar knows a song that possesses immense magical power. If they sing it, they can change reality—like a *Wish*—but if they do, they will die.

### COUNT THAVIUS IR'BLIS

Ardev is the ancestral seat of the ir'Blis line. Thavius ir'Blis is the ruling count of the Western Frontier, formally styled as *the Shield of the Graywall* in recognition of his responsibility over this border region. In his youth, Thavius led troops on the northern front. Then came the Daughters of Sora Kell. In 986 YK, Countess Thalia ir'Blis (the mother of Thavius) personally led the Westwind Riders to deal with the forces that had claimed the town of Stubborn (now known as Stonejaw). The countess and all of her troops were killed, and the Daughters retaliated with a devastating attack on Orcbone. Thavius was called back to Ardev, both to assume the position of Count and to defend the west against this new threat. He didn't stand alone; King Boranel sent troops to reinforce this new front line. While these forces were necessary to defend the border against the unexpected power of Droaam, they were servants of the king, not the count. Thavius served with distinction both on the field of battle and as a commander, but he could only control the forces under his command and chafed at the poor decisions of the eastern soldiers. Breggan Blackcrown is a key example of this: The bandit queen originally served under Lord Veirner ir'Tajar of Orcbone, and Thavius holds ir'Tajar responsible both for Breggan's conduct during the war and her current brigandry. With the current de-escalation of hostilities, most of the royal forces have been withdrawn; but Lord Veirner has been retained as the Viscount of Orcbone, and Argonth has been assigned to the region.

The ir'Blis line has governed this region since Galifar was founded. It has always been a vast and largely empty county; even before Droaam, the Barrens to the west were a dangerous, unclaimed land. The rise of Droaam as a nation has been a tremendous blow to the ir'Blis family. While it was largely undeveloped, they saw the Western Frontier as their domain. Now that land has been claimed by a new and powerful nation. Orcbone has been stripped from the domain and granted to an eastern noble—and aside from his wounded pride, the count despises ir'Tajar. Quickstone has gone from being a backwater smuggler's haven to a boom town drawing in the dragonmarked houses.

Count ir'Blis wants to do what's best for his people, but he is still trying to determine what that even is. He yearns for vengeance against Droaam and the Daughters of Sora Kell, but he recognizes that his people need peace—and that there's no telling how a true war with Droaam would end.

At the end of the day, Count Thavius ir'Blis is quintessentially Brelish. He is proud, but his pragmatism comes first. He upholds the law, but is willing to overlook the work of an honest smuggler; he knew what he was doing when he allowed the Three Faces of Coin to have a foothold in Quickstone. He showed charity to Cyran refugees, but he also placed them on the border with Droaam—setting them between his own people and an unknown threat. Keep this in mind when dealing with the count: He is a soldier who has commanded troops in battle. He takes his station seriously. But above all, he is a practical man who does what's best for his people and his family.

Count ir'Blis is largely respected by the people of the frontier. He is seen as a just man, from a family that's never been too heavy handed. But the people of the frontier are an independent lot. The Swords of Liberty are strong in this region; even if its members don't see the count as a villain, he is still a brick in a wall they're going to tear down. Some are angry that the count isn't leading an army against Droaam; others are afraid that he can't protect them from the nation of monsters. And they may be right.



## RUMORS ABOUT COUNT IR'BLIS...

- Count ir'Blis was killed by Sora Maenya during the Last War; the current “count” is actually a changeling figurehead.
- The count blamed Viscount ir'Tajar for the destruction of the village of Bluewater and challenged Tajar to a duel; the Viscount refused the challenge.
- Count ir'Blis is secretly Beggar Dane; he is a traitor to the crown who intends to bring down the monarchy.
- The count has never forgiven the Daughters of Sora Kell for the death of his mother, and has sworn to destroy them.

## THE DAUGHTERS OF SORA KELL

The Daughters of Sora Kell are a shadow that hangs over the Western Frontier. They're more than just the rulers of a nation; they are legends. If you grew up on the Western Frontier, you grew up hearing stories about the Daughters—how Sora Maenya consumes children who stray from the path, how Sora Katra knows every time a lie is told. . . and how she may come in the dark to steal the teeth or eat the fingers of those who lie. You know how Sora Maenya killed a dragon with her bare hands and then ate the whole thing. The Daughters of Sora Kell aren't just monsters; they are the monsters you were taught to fear as a child, the monsters you believed were lurking in the shadows outside your window and the darkness below your bed. And now those monsters live next door and have an army of armored ogres and bloodthirsty trolls. It's an idea that takes some getting used to. Some superstitious settlers refuse to mention Sora Teraza by name, believing that it draws her attention; if they must discuss her for some reason, they call her “the blind queen.” A few take this further, referring to Sora Maenya as “the mighty queen” and Sora Katra as “the beautiful queen.”

If you're from Droaam, you have a different relationship with the Daughters. “Sora” is the Goblin word for “grandmother;” and many Droaamites—especially the goblins and kobolds of the Barrens—have come to think of the Daughters as part of their families. They're the mothers of the nation. Yes, they demand respect, and yes, they may tear you apart and eat you if you step out of line, but that's why you should respect your grandmother! Droaamites take pride in the fact that their grandmothers terrify the people of the east. Having said that, this does depend on where you're from. The medusas of Cazhaak Draal and the tieflings of the Venomous Demesne largely see themselves as equal partners in the Droaam experiment; they respect the Daughters, but don't



idolize them. And there are certainly a handful of former chibs who despise the hags, or dream of unseating them and stealing their crowns.

More detailed information about the Daughters of Sora Kell and their servants can be found in chapter 4 and in *Exploring Eberron*.

### **RUMORS ABOUT THE DAUGHTERS OF SORA KELL...**

- There are countless tales in which the Daughters travel about the land in disguise. Sora Teraza shares glimpses of the future. Sora Katra enjoys matching wits with clever people and offering tempting bargains that may or may not end well, but that will always make life more interesting. Sora Maenya enjoys testing peoples' courage and strength, though her tales usually end up with *someone* being eaten.
- Sora Teraza has a library filled with leatherbound books that detail the lives of interesting people. It's said that she harvests the souls of these people—either at the moment of their death or while they are still alive—and binds them to the books.

- Sora Katra is often described as “weaving curses on her loom.” Many believe that this is literal truth—that *Katra's Loom* is an eldritch machine that allows her to craft specialized curses and unleash them on people who draw her ire.

### **EPITAPH**

Droaamites have little love for the Church of the Silver Flame. The mission of the Church is to *protect the innocent from supernatural evil*, and throughout most of its history, the church has categorized many of the denizens of Droaam as *supernatural evil*. When templars have come to the frontier, they've usually been crusaders, driving “monsters” away from the lands of humans and their kin. Many—especially the extremist followers of the Pure Flame—still hold to these beliefs. But with the rise of Droaam as a nation, there are some in Thrane who believe that the Church needs to reevaluate this stance, to see if the denizens of Droaam are just as innocent as humanity.

Epitaph is a tiefling, touched by the power of Dolurrrh. She has gray skin and pale eyes. Mist trails from her skin and hair, and those touched by these mists may hear the whispers of the dead. Epitaph was driven from her village as a child, and was raised in Rellekor—a sanctuary for tieflings established by the Church of the Silver Flame. This is part of what drives her; her kind were once considered monsters, but today she's a servant of the Flame. She seeks to heal the wounds inflicted by past crusades and understand the people of Droaam. With that said, Epitaph knows

that there *is* evil on the frontier. She believes that ogres and kobolds may be able to find a path to the Flame, but the Cults of the Dragon Below and the servants of the Horned King threaten everyone. Epitaph travels across the frontier, offering aid to those in need and searching for these greater evils. She has the base abilities of a **Priest** (with the added traits of a Dolurrrhi Tiefling); while significant, she can't overcome the greatest threats of the frontier on her own. She may offer assistance to adventurers she encounters, or ask for assistance with threats she's uncovered. It's up to the DM to decide if Epitaph has managed to win allies among the Droaamites, or if she is despised by them.

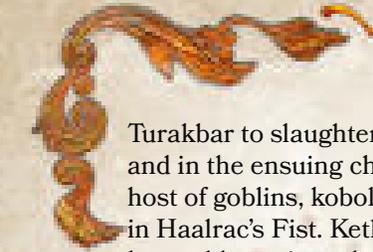
### RUMORS ABOUT EPITAPH...

- Epitaph is a gifted medium who can channel the spirits of the dead. Stronger than *Speak with Dead*, but the messages come to her unbidden.
- Epitaph is searching for a relic of the Flame that was lost when Brightstone Keep was seized by Droaamite forces. Brightstone is now known as Grimstone Keep, and is held by the gargoyle warlord Cairngorm.
- Epitaph has had a vision about one of the adventurers. Is this tied to the Silver Flame, or to one of the adventurers' lost loved ones?

### KETHELRAK THE CUNNING

Kethelrax the Cunning, a red-scaled kobold, is the warlord of Shaarat Kol. Sometimes called the Goblin Prince, Kethelrax has been a rallying figure for people who have been oppressed throughout the history of the region. Kethelrax was born into one of the Khaar'paal kobold clans of the Graywall Mountains. Gifted with sorcerous power, these kobolds have largely remained in their fortified tunnels, ignoring both the humans to the east and the raiders to the west. Young Kethelrax was curious and keen to explore the western lands—but soon after he ventured into the Barrens, he was taken prisoner by an ogre chib who dominated a village of kobolds and goblins. Kethelrax served this ogre for a time, learning the ways of the Barrens and his oppressed cousins. Before the Daughters exerted their influence over the land, the Barrens were violent and unstable; the ogre chib was in turn slain by minotaur raiders, who took Kethelrax and some of the others back with them to the fortress that was then known as Haalrac's Fist. Kethelrax had many opportunities to escape; he'd been honing his sorcerous talents throughout his time in the western lands, and his captors had no idea of what he was capable of. But Kethelrax wasn't content to escape alone. As a servant, he managed to manipulate the warrior Turakbar, playing on the minotaur's ego. Kethelrax convinced





Turakbar to slaughter the reigning clan lord, Haalrac, and in the ensuing chaos, the kobold was able to free a host of goblins, kobolds, and others forced into service in Haalrac's Fist. Kethelrax led this band south, hoping he could convince the Khaar'paal to take in these refugees. But during the long journey, Kethelrax was visited by a blind hag who urged him to take shelter in some Dhakaani ruins in the foothills of the Graywall Mountains. Sora Teraza told Kethelrax that change was coming to the Barrens—and that there was a need for a leader who could inspire the small folk of the Barrens, rallying goblins and kobolds alike. Over the next few years, Kethelrax and his band targeted weak chibs in the region, freeing their prisoners and building a significant force. It wasn't easy, and Kethelrax suffered a number of bloody defeats—but he and his people remained strong. In 985 YK, Sora Katra came to Kethelrax. She explained the Daughter's vision for the region, and made a bargain with Kethelrax: If he could seize the fortress now known as Shaarat Kol, he could hold it as a warlord of Droaam, creating a haven for goblins and kobolds. Kethelrax agreed, and over a decade later he still reigns as the Goblin Prince of Shaarat Kol.

Kethelrax the Cunning lives up to his epithet. He is both clever and charismatic, able to inspire his people but equally adept at deceiving his enemies. His primary motive is always to improve the lives of the kobolds and goblins of the western plains, and this has led him to be one of the most trusted allies of the Daughters of Sora Kell. While some warlords chafe at the Daughters' rule and yearn for greater power, Kethelrax recognizes that a strong and united Droaam holds many opportunities for his people. He continues to improve Shaarat Kol, working to make it a haven for both smugglers and honest traders. With that said, he still has a number of old scores he'd like to settle with those chibs and warlords that have long oppressed the small folk. He has so far been unable to convince the Khaar'paal kobolds to ally with the Daughters, but he continues to work to win them over.

Kethelrax is a charismatic speaker who possesses both arcane gifts and a knack for knives. He's known for his ability to conjure blades of flame (something that mimics both *Flame Blade* and *Fire Bolt*, as he can fling his fiery daggers). He prefers to outwit enemies rather than to rely on force to solve his problems... but he's deadly when he needs to be.

## RUMORS ABOUT KETHELRAK THE CUNNING...

- Kethelrax is a champion of the Dark Six. The Fury has empowered him to avenge the suffering of the goblins, and the Mockery cloaks him in shadow when Kethelrax doesn't want to be seen.

- Kethelrax is no kobold at all: He is a dragon who has taken on kobold form.
- Kethelrax has sworn that he will kill Rhesh Turakbar by the end of 998 YK.

## RHESH TURAKBAR

*Rhesh* is a minotaur title. Generally translated as “clan leader,” it more literally means “blessed warlord”—the chosen of the Horned King. Turakbar claimed the title by butchering his predecessor, Rhesh Haalrac, and seizing control of the Kor'mur clan and the fortress known as the Fist—now, Turakbar's Fist. The Kor'mur (“Blood Horns”) interpretation of the Horned King is a tyrant who rules through bloodsoaked intimidation, and Turakbar follows this example. He revels in his role as a champion of dark powers. His horns and armor are engraved with glowing runes, and he enjoys crushing the life from his foes with his massive clawed gauntlet. But those who have met him can attest to the fact that he's more than just a bloodsoaked brute. Turakbar is surprisingly clever, and has a talent—a gift of the Horned King—for sensing the fears of others. He enjoys tormenting his foes and rivals, both physically and psychologically. While he's not the most powerful of the warlords of Droaam, Rhesh Turakbar may well be the most monstrous.

The Kor'mur are the largest of the minotaur clans, and the Fist is a powerful fortress on the edge of Breland. Both led the Daughters of Sora Kell to appoint Turakbar as the warlord of the region, further establishing his dominance over the other clans. When the hostilities between Breland and Droaam were at their height, Rhesh Turakbar raided deep into Brelish territory, sowing terror and burning supplies. Today, Turakbar and his forces primarily patrol the border between Droaam and Breland, but they also regularly raid into Brelish territory. They generally remain north of Graywall, avoiding the main trade road—but anything else is fair game. They rarely actually *take* anything in their raids, and they often wound or maim victims rather than killing them; their goal is fear, not plunder. The Daughters of Sora Kell claim that these raids are the fault of Breland for refusing to recognize Droaam and thus allowing for an absolute determination of borders; they say the violence is Breland's fault, both for settling too far west and for refusing to include Droaam in the Treaty of Thronehold.

If your character is from the Western Frontier, it's entirely possible you've already had an encounter with Rhesh Turakbar. His reavers could have razed your farmstead or killed your friends or family, leaving you alive and hungry for revenge. Perhaps it seemed as if he was going to kill you, and then he turned aside—and you've always wondered why.

## RUMORS ABOUT RHESH TURAKBAR...

- Rhesh Turakbar has no love for the Daughters of Sora Kell. While he knows he doesn't have the power to challenge them openly, he is constantly pushing the limits of his authority and finding ways to defy them. If he could find a way to overthrow them and steal their power, he would.
- While Turakbar appears to rebel against the Daughters, this is merely a stance. As a champion of the Horned King, he *has* to appear to be an indomitable tyrant. Beneath this posturing, he is a strong ally of the Daughters and they are helping him research ways to increase his fiendish powers.
- Rhesh Turakbar despises goblins and kobolds, and has sworn to kill Kethelrax the Cunning before the end of the year.

## SHESHKA

The medusas of Cazhaak Draal are among the most feared denizens of Droaam, and their leader, Sheshka, is a sinister legend. The Queen of Stone is a deadly warrior and brilliant general; over the last decade she led troops into battle on the Brelish front, and also helped the Daughters crush those who opposed their vision of a united Droaam. Cazhaak Draal is an integral part of that dream; the most powerful priests of the Dark Six are medusas, and medusa architects direct the construction of the booming cities of Droaam. Many of the magistrates and envoys of Katra's Voice are medusas. Sheshka knows all this. She works with the Daughters not because she fears their power, but because she truly believes that Droaam could become something great. But while she may be driven by idealism, she is a cold-blooded pragmatist who can be every bit as ruthless as Sora Katra in pursuit of her goals.

While Sheshka holds the title of *queen*, her power is ultimately spiritual. The medusas believe that she is beloved by the Shadow, and she has the support of both her people and the priests that guide them. She is the proud queen of a proud people, and she believes in their shared destiny. While this could just be hyperbole, stories say that the Queen of Stone has powers far greater than the typical medusa. It's said that she can speak to petrified creatures or restore their flesh, and that when Sheshka petrifies a creature, only she can end the curse.

Sheshka is literally cold-blooded. Should you ever cross her path, it is unwise to rely on her compassion.

But all accounts suggest that she rules with integrity and intelligence—that she will always consider a well-reasoned argument, and that should she give her word she will stand by it. Even beyond the medusas, there are many who say that of all the warlords of Droaam, it is Sheshka alone who truly feels like a *queen*. Keep these things in mind when you meet a medusa. They may be terrifying monsters, but they are also the proud citizens of an ancient city-state.

## RUMORS ABOUT SHESHKA...

- Sheshka has a menagerie of petrified monstrosities and other exotic creatures, and is always interested in adding something new to her collection.
- Before she was the queen of Cazhaak Draal, Sheshka wandered the Barrens as an adventurer. Some say she was a companion—and possibly lover—of Harryn Stormblade, a stalwart champion known as the Shield of Galifar.



KATERINA POLIAKOVA

- Trained envoys of Cazhaak Draal can perform a ritual that allows Sheshka to see through the eyes of their serpents, and to whisper to them in Serpentine.

## VAEL

While the frontier has more than its fair share of villains, there are at least a few heroes out there aside from your adventurers—a handful of champions celebrated in song and story. Vael is just such a figure, a masked hero who protects common folk from reavers and brigands. They're armed and armored in the fashion of the elves of Valenar, wielding a double-bladed scimitar with deadly skill. But Vael is no mercenary and accepts no payment from the people

they aid. When asked why they're so far from their homeland or why they place themselves in danger to help strangers, Vael invariably responds "*I do what must be done.*" Some believe Vael has a definite purpose—that they are searching for a rival, or waiting for an event that could be years in the future. Those more familiar with the Tairnadal say that Vael is likely following in the footsteps of their patron ancestors, that they may be emulating the deeds of an ancient champion of the common people. However, Vael will not speak of their ancestor, and while their armor has the traditional Tairnadal trappings that should identify a patron ancestor, no scholar on the frontier has ever been able to identify Vael's patron.

Vael never removes their armor or mask, and they will not speak of their own past. They seem to benefit from some form of enchantment that sustains them without the need for food or drink, though they will often sit in the common room of a tavern to enjoy the scents or the music. As an elf, they do not sleep; even in their trance, they always remain on guard.

If you're a Tairnadal elf, it's possible you know Vael. It's also possible that you encountered the elf on the battlefields of the Last War, or that they assisted you at some point in your past; if you want to explore one of these ideas, discuss it with the DM. Otherwise, you can always hope that if you find yourself outnumbered or outmatched by your enemies, this masked stranger will come to your aid.

### RUMORS ABOUT VAEL...

- Vael never removes their mask. They don't eat or drink, and they trance instead of sleeping. All of this is because they aren't an elf at all; they are a warforged, who donned the armor of an elf who aided them in the Last War and whose legacy they seek to honor.
- Vael's not a warforged! They don't eat or drink and they never remove their mask because they're *dead*. They died in the Last War after committing a dishonorable deed, and they've been cursed to walk the world as a restless spirit until they can regain their honor.
- When Vael was passing through Sharn, they were attacked by a dozen Valenar warriors. Vael slew them all, and continued on their way without offering any explanation.

JÚLIO AZEVEDO



# FAITHS OF THE WESTERN FRONTIER

There are few trappings of faith on the frontier. Churches aren't the gilded citadels you can find in Sharn or Flamekeep. The simple fact is that the people of Breland have always been cynical and pragmatic, never ones to believe that their destiny is in the hands of divine forces. And yet, on the frontier, you're far from the comfort and security that comes easily in the big cities, and there's a comfort to believing in something greater than yourself—in believing that there is a higher power guiding or working through you, that you have been granted a divine gift or charged with a purpose. Beyond that, a shared faith helps hold a community together, which is important in a small village where everyone needs to depend on one another. The holidays of the Sovereign Host are described in chapter 3, and while celebrations may not be as grand as their counterparts in Fairhaven or Wroat, these feasts and festivals are often *important* to a community in a way they simply aren't in the east.

The Sovereign Host is the dominant faith of the Brelish population, while the worship of the Dark Six—particularly the interpretation known as the Cazhaak Six—is a common faith within Droaam. However, especially within Droaam, there are a host of lesser traditions. The minotaurs of Turakbar's Fist are devoted to the fiend they call the Horned King. The gnolls of the Znir Pact refuse to bow to any god or demon; in place of shrines, they raise piles of stones to represent the idols shattered by their ancestors, and they stare at these cairns and meditate upon their freedom. In general, the people are indulgent of the beliefs of others, even if they don't like them. The Znir gnoll despises fiends, but they'll still work with a warlock-priest of the Horned King if the pay is good. In Quickstone, House Orien knows the Khaar'paal kobolds that work for them worship the Dark Six and hold revels to the Fury, but they're also really good at placing conductor stones, and that's what matters most. People of conflicting faiths may not trust or like one another, but that doesn't stop them from ever working together.

As is common across Khorvaire, it's important to remember that most priests serving in churches and shrines don't have the powers of a Cleric or Paladin. Many are adepts (divine **Magewrights**) who can cast *Thaumaturgy*, *Ceremony* (from *Xanathar's Guide to Everything*), and perhaps one other cantrip or ritual—such as *Light*, *Spare the Dying*, or *Augury*. The role of the priest is to offer spiritual guidance to the community, to preach and to organize the local festivals. There are some remarkable priests who do possess greater powers—Vesper in Quickstone, Zerasha in Graywall—but that's not what people expect

from their priests. You go to the Jorasco healer if you need someone to heal an injury; you go to a priest of the Sovereign Host when you need someone to lift your spirits. So priests are often influential people within their communities, but they aren't always powerful spellcasters. As a Paladin or a Cleric, you're a champion of your faith granted the power to face challenges a village priest cannot, and they ask you to deal with problems that threaten their community.

## THE SOVEREIGN HOST

The Sovereign Host is the common faith of Breland, and this is certainly true on the frontier. Every major town has a church dedicated to the Sovereign Host, and even some of the villages have churches or small shrines where the faithful can pay their respects. Generally, people worship the pantheon as a whole, offering their prayers and thanks to whichever of the Sovereigns is most relevant to the challenges they're facing at the moment. However, some towns or individuals feel a particular strong connection to a specific sovereign. The town of Shavalant considers Balinor to be its personal patron, while Ardev has a popular shrine devoted to Boldrei. A blacksmith may honor all the Sovereigns in their moment, but still believe that it is Onatar's voice that speaks the loudest.

While the Sovereigns can affect the world as a whole—Arawai brings gentle rains, Olladra grants the gift of good fortune—the Sovereigns primarily affect the world by guiding the faithful. Dol Dorn doesn't cause wars, but he will lend his strength to any soldier who trusts in him. It's the smith who forges a blade, but Onatar can guide the smith's hand. Some people offer sacrifices to the Sovereigns in moments of great need, but such sacrifices need not have a physical component. A typical sacrifice is a vow—a promise to take some action that honors the Sovereign. This could be a pilgrimage or a prayer, but it can also be more abstract. A scholar struggling with a problem might make a vow to Aureon that if the Sovereign can offer new insight, the sage will finally finish the book they've been putting off—a fitting vow to the Sovereign of knowledge and learning. A warrior who's outnumbered in battle may promise Dol Arrah that if they live through the encounter, they will help the next person they see facing impossible odds in a fight. The primary role of a Vassal priest is to teach people to hear the voices of the Sovereigns within themselves, to realize that the Sovereigns are with them at all times, always ready to lend a hand.

The priesthood of the Sovereign Host isn't as strictly structured as that of the Church of the Silver Flame; many priests are self-taught, especially on the frontier. What matters is your faith and that the people of your community believe in your connection to the

Sovereigns. In the village of Cooper Shrine on Silver Lake, the priest Mala Cooper wasn't ordained in a grand temple. But she has tended the shrine since she was a child, and the people of Silver Lake believe that she is blessed. Because of this, priests are dependent on their community to maintain their church, and any Vassal who has unexpected good fortune will usually make a donation.

As noted above, the festivals of the Sovereign Host are important events in the Brelish towns and villages. Often, people in small villages and farms will travel to the nearest town for a celebration, but people can also just celebrate Bounty's Blessing with the largest meal they can produce at their home. The point of a festival is to affirm shared faith and the bonds between a community, and this is something to keep in mind when playing a Vassal character. The Sovereigns speak to you directly, offering you personal guidance. But Boldrei tells you that people are stronger together. Dol Arrah urges you to defend those who cannot defend themselves. In playing a Vassal, keep in mind that it's not just a question of what the Sovereigns can do for you; it's about the connection you have with others through your shared faith. If you find a goblin treasure trove, will you give thanks to Olladra and share this windfall with your local priest? Or do you only turn to the Sovereigns when you need something from them?

## THE THREE FACES OF COIN

The Three Faces are a set of mystery cults hidden within the Five Nations. In addition to the Three Faces of Coin, there are also cults dedicated to the Three Faces of Love, the Three Faces of War, and the Three Faces of the Wild. Each of these cults worship a small combination of members of the Sovereign Host and the Dark Six, who together represent a portfolio. While they are secretive organizations, they're called "mystery cults" because they possess secret knowledge that they only share with their initiates. While they are religious organizations, they are also fraternities that unite people who have talents within a certain field—people who, through their success, have shown

that they are blessed by one or more of the three faces. So, not every soldier is invited to join the Three Faces of War. If you're tapped by a member of the cult, it's because the initiates recognize through your skills and accomplishments that you are blessed by one of the three—and they believe that you can understand the central mystery, which is that war has more than one face, and that honor, courage, and cunning all have a place on the battlefield. Initiates are bound together by the secret knowledge they possess and their shared understanding of the world, but the Three Faces cults don't have any sort of sinister agenda; it's a bond of fellowship. A Thrane and a Karrn who are both members of the Three Faces of War will fight one another on the battlefield, and two merchants in the Three Faces of Coin will still engage in fierce haggling, because that is what they *do*; but between these battles, when they share the words of their three, they know that they understand the same mysteries and have a shared understanding of how the world works, and that they have both been deemed to be blessed by the three. So you can certainly have a player character be a member of a Three Faces cult; there's nothing inherently evil about them. Essentially, there's no reason that membership in the Three Faces *has* to be hidden, aside from the fact that *outsiders can't understand the mysteries*.

While the Three Faces cults believe that all three of their Sovereigns work together, initiates are chosen because they are perceived to be blessed by one of the three. So the Three Faces of Coin govern the "battlefield" of commerce and industry, the struggle to get the things that we desire. Onatar guides those who create the goods people desire, Kol Korran inspires those who trade in the light, and Kol Turrant guides those who work in the shadows. *You should always be able to get the things you desire, but you should always pay a fair price for what you receive. All people should have a path to profit, provided they are willing to work for it.* These are the tenets of the Three Faces of Coin. An honest blacksmith should always be able to profit from their hard labor, and someone who



wishes to purchase the smith's goods should have a way to do so—even if that requires them to work with a “Pennyroyal,” someone favored by the Keeper. Coins (the casual term for initiates of the sect) don't inherently oppose trade laws; they simply believe that there should always be a way *around* them for those prepared to work for it. The honest merchant may never deal with a Pennyroyal, but they know that they *could*. The information that follows reveals some of the mysteries of the Three Faces of Coin; these aren't absolute secrets, but if you're not part of the cult, you likely don't know these things.

The dark side of the Three Faces of Coin is reflected by their embracing Kol Tarrant. The Pyrean Creed says that the Keeper is the Sovereign of Greed. The Coins understand that in the right time and place, greed can be good—that it is better to understand it and use it than to run from it. Everyone *wants* things. Everyone who creates wants people to want those things they create. The Coins say that there's nothing wrong with that desire and there's nothing wrong with bending the rules to get what you want, as long as you are willing to pay a fair price. Fair payment is a central pillar of this faith: *People deserve to be paid for good work*. As such, the Three Faces of Coin are one of the only religious sects that is openly willing to sell the spells of its divine spellcasters. The spell is a commodity; if you want it, you should pay for it. This doesn't mean that as a Coin cleric you *HAVE* to charge your companions when you cast a spell; but it means that you recognize that your magic has value, that you *could* charge for it, and that if you are choosing to give this as a gift to a friend, they'd better appreciate it!

Those blessed by Kol Tarrant—the Pennyroyals—walk a crooked line. The classic Pennyroyal is a smuggler or a fence—someone who dodges the laws in order to get people the things they desire. However, Pennyroyals also include grifters, pickpockets, and thieves. This follows the principle that *you should always be able to get the things that you desire*—it just skirts the point of *paying a fair price* (though the *thief* should be paid a fair price for their services). Ultimately, this comes to the point that it's up to you to decide which of the three paths you will walk. You can choose to only follow the path of Kol Korran and to engage in honest commerce; but as a follower of the Three Faces of Coin, you recognize your comrade's right to step into the shadows when they can't get what they desire in the light.

The holy symbol of the Three Faces of Coin is three coins. When someone is initiated into the sect, they receive three special coins: a copper coin with the dracolich profile of Kol Tarrant, a silver coin with a brass dragon for Onatar, and a gold coin with a white dragon profile for Kol Korran. While these coins are treasures, any spread of copper-silver-gold can be used as a signal. This is also the origin of the

term Pennyroyal, as the copper coin of the Keeper is sometimes called a penny; “Penny Royal” thus means “Keeper's Chosen.”

The Three Faces of Coin can be found across Khorvaire and on the frontier, but you likely won't notice them if you aren't an initiate. The exception to this is in the town of Quickstone. A contingent of Coins banded together to help found the town, and they make up a significant portion of the population; as a result, they are a little more open with their faith than usual. However, they still won't share their mysteries with you unless you've been blessed by one of the Three; they just aren't shy about acknowledging their beliefs.

## THE DARK SIX

Most Brelish settlers follow the Pyrean Creed of the Sovereign Host, which teaches that the Dark Six are destructive forces that should be shunned, that they encourage greed, madness, and murder. That the Devourer sends the storms that can level your farm and your fields, and that the Shadow creates the monsters that will come for you. With that said, the Brelish are both cynical and pragmatic. There are some who are willing to bargain with the Six if it gets them the things that they desire—whether that's burning a field as a sacrifice to the Devourer so he'll spare the other fields, or shooting a man in the back because they know they can't beat him in a fair fight. They may not be *proud* of this behavior, but they are those willing to walk the path of the Six to get what they want. This is the basis of the Three Faces cults, who are willing to see both sides—to embrace Dol Arrah and the Mockery, or Kol Korran and the Keeper.

Overall, however, the Brelish settlers still shun the Dark Six and curse them when things go wrong. The fact that the Droaamites honor the Six is proof to the Brelish that they're dangerous. Most settlers don't know the difference between Droaamite followers of the Six and the cults of the Horned King, and they don't care; they're all malevolent forces decent people should leave alone.

## THE CAZHAAK SIX

Droaam is a tapestry of many microcultures. Step back a century and what you'll find is that many of these cultures worshiped various configurations of the Dark Six, but didn't use common names for them or acknowledge the full grouping. The harpies of the Byeshk Mountains worshiped the Song of Rage and Fury, while the Gaa'aram orcs invoked the Bloody Knife; anyone listening to their stories could recognize the shape of the Fury and the Mockery, but the harpies had no knowledge of or interest in the Bloody Knife. This changed because of the efforts of the medusas of Cazhaak Draal, whose missionaries traveled across



the Barrens. Few people want to pick a fight with a medusa, so these missionaries were able to share their stories. This had a syncretic aspect, very similar to the way in which the Pyrenean Creed wove the faiths of the Shadow Marches and Talenta Plains into the Sovereign Host; the Cazhaak Missionaries were able to show the harpies that the Song of Rage and Fury was the force they called the Fury, and convince the Gaa'aram that the Bloody Knife was the Mockery.

The most important effects of this missionary work were creating a common language for discussing faith and presenting the idea that these deities that had existed in isolation were part of a unified pantheon. In the present day, the harpies still revere the Fury above all others, but this is the same way that a Vassal blacksmith values their connection with Onatar over the other Sovereigns; they still know that the Fury is part of the greater pantheon, and may invoke other members of the Six when the situation calls for it.

The diverse beliefs of Droaam still persist; if you go to the Street of Shadows in Graywall, you'll find a shrine to the First Song and one to the Howl—two different interpretations of the Fury worshiped by different harpy flights. But these traditions are unified by the underlying structure of the Cazhaak faith. Most Droaamites recognize the Shadow as the patron of all monsters, the source of the harpy's voice and the medusa's gaze, and priests of the Shadow are respected by all; the harpy who sings a prayer at the Shrine of the Song will continue on to the Eye of the Shadow to ask the priest Zerasha for guidance.

The general practices of the Dark Six are presented in *Exploring Eberron*. The primary point is that what the followers of the Sovereign Host see as evil, the followers of the Cazhaak Six see as virtues. The Fury guides the faithful through primal instincts, and grants justice in the form of vengeance. The Mockery shows

you the path to victory; what sensible warrior would choose an honorable death over a cunning victory? The Shadow will help you achieve your full potential, even if that means walking paths that others fear. The Cazhaak faith acknowledges that the Sovereigns exist, but it considers them to be weak powers who have somehow tricked their followers. The Vassals say that the Shadow is evil because it creates medusas and harpies; the medusa and the harpy say *don't blame us if your gods aren't willing to give you such powers*.

### WHY MOCK THE MOCKERY?

The followers of the Cazhaak Six respect the use of cunning and deception in battle. So why then do they call the Sovereign of these forces "the Mockery?" The simple answer is that they don't. Keep in mind that the Common tongue is the language of the east; the Droaamites primarily speak Goblin, and they have *different words for everything*. They understand that the Mockery is the Common translation and the name the easterners will understand, so they are willing to use it when speaking Common. And likewise, we use those names in this book because it's the simplest approach. Adding a new set of Goblin titles for the Six creates an unnecessary layer of complication. It's simpler to just call the Fury "the Fury" than to introduce "Niianu'aram" as a new name for her. So we refer to the Mockery as the Mockery even when using the Cazhaak interpretation; but that's the *common* name, and it doesn't reflect how followers of the Cazhaak Six actually see him.

## THE SILVER FLAME

The Silver Flame exists to defend the innocent from supernatural threats. Sadly, throughout much of the history of Galifar, the denizens of the Barrens were considered to be supernatural threats, and when templars came to the region it was generally to hunt down "monsters." The Church of the Silver Flame has never had a strong foothold in Breland; the Brelish tend to be cynical and pragmatic, traits that clash with the altruistic optimism of the Silver Flame. In 870 YK, the Church of the Silver Flame established Brightstone Keep in the Barrens as a foothold to watch for lycanthropes and fiends. While initially strongly garrisoned, the keep was stripped of most of its troops and resources when the Last War broke out. Brightstone Keep withstood a host of attacks from Barrens chibs, but it was seized by Droaamite forces in 986 YK, shortly after they claimed Stubborn. The Daughters restored the fortress and installed the gargoyle Cairngorm as warlord of the region, renaming it Grimstone Keep.



In the present day, the only church of the Silver Flame on the Western Frontier is the Bastion in Ardev, overseen by Minister Penti Faldren. There is a shrine in the Tents of Quickstone, and it's possible a survivor of Brightstone Keep is keeping a flame burning on some farm on the border. A handful of missionaries travel across the frontier, seeking to protect the innocent and spread the light; the best known of these is Epitaph, a Dolurrhi tiefling from the sanctuary of Rellekor in Thrane. In general, however, followers of the Silver Flame receive little love on the frontier. True or not, the Droaamites generally think of the followers of the Flame as zealots who wish to destroy all monsters. Brelish settlers are often suspicious, both of the idea that anyone could have entirely altruistic motives and because *mebbe they're spies fer Thrane*. Epitaph and the other missionaries are working to counter these suspicions with noble acts, and also to learn about the people of Droaam—but there's a long road ahead to win support for the Flame.

If you're playing a character with ties to the Silver Flame, consider whether you have connections to the Church. If you do, you could be an independent missionary, or you could be working on behalf of Minister Faldren in Ardev. On the other hand, you could also be a local who has heard the call of the Silver Flame without having any connection to Flamekeep. This could be especially interesting for a Droaamite character—a harpy who has received visions from the Flame and seeks to protect the innocent, who might not immediately realize they're channeling the same power as the arrogant easterners. A uniquely Droaamite option would be that you might be a potential Voice of the Flame—a Tira Miron for the denizens of Droaam, perhaps empowered to protect your people and stop the Horned King from being released.

## THE CULTS OF THE DRAGON BELOW

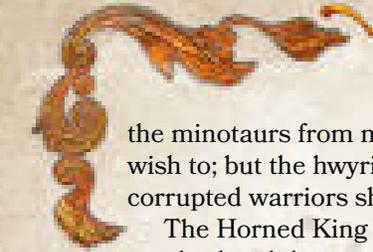
The Cults of the Dragon Below are as active in Droaam as they are in the Five Nations. The daelkyr destroyed the goblin empire long before humanity arrived, and their cults are as much of a threat to the people of Droaam as they are the Breland. The gnolls of the Znr Pact broke their ties to the fiendish overlords that created them, but there are others who are happy to seize the powers they abandoned.



## FIENDISH CULTS

The denizens of Droaam don't have the same negative reaction to demons as many of the people of the east. The Shadow teaches that you may have to walk dark and dangerous paths to achieve your full potential, and many Cazhaak sages question the 'arbitrary' distinction between celestial and fiend. Because of this, there are many more warlocks than wizards in Droaam—though it's worth noting that a warlock drawing power from an evil entity can use that power for noble purposes. However, such warlocks are often individuals walking their own unique paths.

The most significant and infamous cult in Droaam is that of the **Horned King**, a demon overlord of the first age who is imprisoned within the region. "The Horned King" is the most common translation of the Goblin term *Vor'marhu*, but some people translate it as "Horned Prince;" both titles refer to the overlord Tol Kharash. The Horned King has long been a patron of the minotaur clans of the eastern Barrens, and the warlord Rhes Turakbar is a champion of this archfiend. This cult is well established in Droaam, and the minotaurs have followed this path for centuries. It's widely known that the Horned King grants power to those who spill blood and sow terror in his name, and while many Droaamites don't *like* Rhes Turakbar, most don't see his choice as any different than an eastern paladin who draws divine power from the Silver Flame; both have made a sacrifice that grants them power. The Znr Pact is a notable exception to this. They do understand the difference between a celestial and a fiend, and understand that this isn't just a semantic point. Znr demon-hunters will help those threatened by fiends and even perform exorcisms. But as with all Znr, the hwyri are mercenaries who only act when their services are requested and paid for. It's not the place of the Znr to prevent Turakbar and



the minotaurs from making whatever pacts that they wish to; but the hwyri stand ready to bring down the corrupted warriors should the Daughters order it.

The Horned King is the common name of the overlord and the aspect worshiped by Rhesh Turakbar and his clan, the Blood Horns; they raid and pillage in his name. However, each of the major minotaur clans has their own unique interpretation of the Horned King. The Red Hooves are devoted to He Who Walks Behind, and prefer sly ambushes to the howling assaults of the Blood Horns. The Blade Breaker clan worships One Horn, who rewards displays of strength and courage. While the Blade Breakers are just as aggressive as the Blood Horns, they are less brutal; it's just possible that while *they* think One Horn is an aspect of the Horned King, they are in truth drawing on a different power—perhaps, the essence of Dol Dorn.

If you wish to play a character tied to the Horned King or another overlord, the main question is whether you see your overlord as an ally dealing fairly with you—granting you power for spilling blood in their name—or if you have actually broken your ties with your cult and now use that power against them.

## DAELKYR CULTS

The daelkyr pose just as much a threat to the Daughters of Sora Kell and the denizens of Droaam as they do to the Five Nations. The one constant in the actions of the daelkyr is *change*—changing how people think, transforming them physically, tearing down whatever order exists. There are no known widespread cults of the Dragon Below on the frontier, and the Daughters of Sora Kell would likely destroy any they discovered. But the daelkyr certainly have influence within the region, and anywhere that they have power a cult can appear. The Still Lord, Orlassk, is said to have cursed the Stonelands around Cazhaak Draal and may have created the first gargoyles and medusas, though neither species serves him today. Some scholars believe that it was the influence of Avassh—the Twister of Roots—that forced the ancient nations to devastate the Barrens and create the regions known as dead lands. And it's possible that Dyrn the Corruptor's masterstroke against the Empire of Dhakaan was launched within the Graywall Mountains. So there are no KNOWN cults on the frontier, but you never know what you will find in your adventures.

## OTHER FAITHS

Many faiths rare to the Five Nations are all but unknown on the frontier. Most of the other faiths are tied to specific cultures that simply aren't represented in the region. It's always possible that you'll discover an unexpected sect or shrine in your adventures—a remote farm maintained by a group of Kalashtar,

an Aereni monastery supporting a deathless sage— but that would be a remarkable event. In general, following one of the other faiths is an opportunity for your character to stand out in the region. If you're a Warden of the Wood, you're not just a Warden, you're *the* Warden; what drove you to cross the Byeshk Mountains? Are you hoping to start a new circle of Wardens in Droaam? Were you given a special quest by Oalian—perhaps a seed to plant in the Whitehorn Wood? Or are you just following your instincts and seeing where they lead you?

**The Blood of Vol** has no established shrines on the frontier, but there are rumors that there's a community of Seekers *in* Graywall... though such Seekers are likely in Graywall because they're war criminals or deserters, so if you're a Seeker you'll have to decide if you actually want to seek out your fellows. It's also the case that most people on the frontier equate the Blood of Vol with Karrnath. Droaamites won't care, and while they don't have a strong tradition of necromancy, they revere the Shadow and the Keeper; they have no issues with the pursuit of “dark magic.” But Brelish veterans may have heard of the necromantic terror attacks Karrnath occasionally launched during the war, or the stories of skeletal legions, and hold that against you.

The **Eldeen Druid Sects** are rare in Droaam, as suggested above. The people of the frontier generally don't know the difference between a Warden of the Wood or a Greensinger, and have no experience with Children of Winter. Shavalant was attacked by Ashbound during the Last War, and the people of that town are generally suspicious of all druids. The **Gatekeepers**, however, are a different story. The people of Breland know nothing about the Gatekeepers or their mission, but House Tharashk has considerable influence in Droaam, and there are at least some within the house who are sympathetic to the Gatekeepers and their mission. Likewise, there are certainly many places in Droaam that were touched by the daelkyr; there may well be daelkyr seals in the Graywall Mountains, or even below the Great Crag. If you are playing a Gatekeeper, work with your DM to decide if you have a specific mission—finding and reinforcing a seal, locating an elder Gatekeeper who's gone missing, investigating reports of a daelkyr cult—or if you are following your own path. Not all denizens of Droaam will know who you are or what you represent, but *some* will and they may be sympathetic to your cause.

A final unusual faith unique to the region is the **Maze of Faith**, the priesthood of the Venomous Demesne. However, this religion is all but unknown beyond the Demesne and the tieflings have no interest in converting others to their faith. More information about this tradition can be found in chapter 1, but it's possible to encounter a tiefling priest carrying their own personal god while wandering the frontier.



## CHAPTER 3: QUICKSTONE

**W**elcome to Quickstone, my new friend—the edge of the world as we know it. Let's see if I can guess your trade. You're no quickstone miner; you don't have the build of someone who spends their days scooping stone out of the mountain. And you don't strike me as a tradesman who's looking to set up shop in our lovely town. With that blade at your side, you might be guarding one of the Graywall caravans. But something tells me you're the kind of person who would appreciate an interesting opportunity...

—Brogan Hul, owner of the Crown

While it began as a mining town, Quickstone's prosperity is tied to its proximity to Droaam; it's the last bastion of Brelish civilization on the very edge of the newborn kingdom of monsters. Quickstone has long been a haven for smugglers and scoundrels, a place for brigands to grab a mug of Brelish ale before retreating across the border. But the people of the east are beginning to accept that Droaam is here to stay, and Quickstone is drawing in more respectable residents and travelers. For those who wish to negotiate with Droaam, Quickstone is as close as they can get while still being safely under the shield of Breland. House Kundarak, House Orien, and House Ghallanda are all investing in Quickstone, and others may soon follow. Sitting on the edge of the border, Quickstone caters to merchants and envoys looking to drink their fears away before they enter Droaam—and it's also the first stop for monstrous mercenaries leaving Droaam on their way to find work in the Five Nations. On a typical night in the Crown, you could find yourself playing cards with a bandit leader, a gnoll mercenary, and a dragonmarked heir. And if you're smart, you'll let the gnoll win.

This chapter presents information for both players and DMs. This reveals information that would generally be known to any resident of Quickstone, but it's up to you to decide if your character knows these things. The innkeeper Brogan's ties to the criminal Pennyroyals are common knowledge to anyone who lives in Oldtown, but your wizard who just arrived from Ardev likely wouldn't know this...

Part of the purpose of this chapter is to help you create characters who feel like residents of Quickstone—people who have ties to the community. As you read about the different parts of town, think about where your character might live. The communities, groups, and local businesses all have lists of possible connections a player character could have to them; in creating a Quickstone character, pick a tie to a community and one of the local businesses. Depending on the connection, the DM and their

players may need to work together to flesh out the details of these ties. Likewise, with the DM's approval, a player character could replace one of the NPCs that's described here, or own a competing business.

This chapter provides the foundation of Quickstone, but the town is actively evolving. There may be new businesses in town. The Grizzlies could have a new leader. There could be other factions in the Tents that aren't described here. This is a starting point—but never assume you know everything there is to know.

### THE TOWN ON THE BORDER

*Approaching Quickstone, the first thing you see is the wall. Over forty feet tall, the color of dried blood, emerging from the cliff face as though it was a part of the mountain. No surprise the first settlers built their homes against it; that wall's older than Galifar and stronger than the towers of Sharn. But seeing it, you can't help but wonder... it's only PART of a fortress wall. What kind of power could have torn down the rest of it?*

—Tragomir Narathun, scholar

As shown in the following timeline, Brelish pioneers first settled the town after discovering the quickstone quarry, naming this hamlet *Graystone*. The settlement survived a handful of raids, but in 987 YK its people were slaughtered by a force of armored trolls and Znir gnolls and the hamlet was abandoned. In 992 YK, a coalition of miners, merchants, and smugglers (many of them devotees of the Three Faces of Coin, a Sovereign mystery cult) rebuilt the settlement as Quickstone. In the wake of the Last War, Count Thavius ir'Blis allowed a force of Cyran refugees to settle in Quickstone, and also granted land in the region to soldiers that served him in the Last War. In addition to investing in the town himself—building the town hall and appointing a sheriff and an administrator to oversee Quickstone in his name—ir'Blis reached out to outside investors. This drew the interest of House Orien and House Ghallanda, as well as Honoria Soldorak—a wealthy Mror merchant who purchased the rights to the abandoned mines adjoining the town. The town has continued to grow over the last two years, as houses are still being built for the many people living in the Tents and veterans work to establish farms. The arrival of House Orien's lightning rail and the investment of House Kundarak are major developments, and it remains to be seen what the future will hold.

## QUICKSTONE TIMELINE

Date	Event
???	<b>The Western Wall.</b> An ancient fortress fell into ruin, leaving only the Haunt and sections of its outer wall.
970 YK	<b>Graystone.</b> Brelish pioneers establish the village of Graystone.
987 YK	<b>Graystone Lost.</b> Graystone is sacked by Droaamite forces and abandoned.
992 YK	<b>Oldtown.</b> The town of Quickstone is established by an alliance of miners, merchants, and smugglers. The Crown, Tuuva Mercantile, and other Oldtown businesses are established.
996 YK	<b>The Square.</b> Count Thavius ir'Blis builds the town hall and appoints Magistrate Facet and Sheriff Constable. Cyran refugees and Brelish veterans arrive, establishing the Tents. The Anvil and the Livery are built. Sivis Stone 182 is established, but the <i>Speaking Stone</i> is inoperable. Honoria Soldorak constructs Soldorak Manor.
997 YK	<b>Main Street.</b> Orien Station and the Gold Dragon Inn are established, as the dragonmarked houses take an interest in the region. By the end of the year, the lightning rail connects Quickstone to Ardev and Lord Seneschal Emerick d'Orien arrives, along with the Khaar'paal kobold clan.
998 YK	<b>Today.</b> House Kunderak is building a large enclave and Main Street continues to expand. Orien is negotiating to expand the lightning rail into Droaam.

## ELEMENTS OF QUICKSTONE

There are a number of crucial elements that shape daily life in Quickstone, and that have contributed to making the town what it is today.

### POPULATION AND DEMOGRAPHICS

Quickstone is home to approximately 1,600 people. At least a hundred of these are temporary residents, in town while conducting business in the region or just passing through. Over four hundred people live in the shantytown known as the Tents; some of these people are just waiting for their permanent residences to be built, while others are dwelling in squalor while hoping to find a path to fortune. The vast majority of the people are Brelish, with the typically diverse Brelish makeup; slightly less than half of these residents are humans, while the rest are a mix that includes gnomes, halflings, dwarves, elves, half-elves, and goblins. Though other species are rare—there's only a

handful of shifters in town, and currently no resident tieflings—the people of Quickstone are used to just about anything. In 997 YK a clan of kobolds moved into the Tents, and while there are some who shun the kobolds—notably Brelish veterans who fought on the western front during the war—today kobold musicians perform at the Crown inn and the Rose Theater, and Littlehand Haberdashers have adopted certain popular kobold fashions.

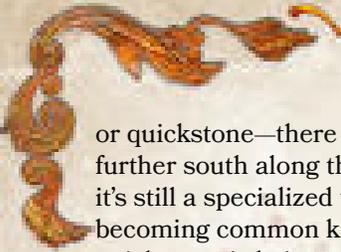
The population of Quickstone continues to grow, and the town is struggling to keep pace with the new arrivals. The communities and cultures found in Quickstone are discussed in detail later in this chapter.

### QUICKSTONE, THE STONE CHANTERS, AND BYESHK

Quickstone is an unusual substance that can be encountered in three forms. *Soft quickstone* is a soft, red material similar in consistency to sandstone, though surprisingly lightweight. *Wet quickstone*, often called *the quick* by miners, is a blood-red material with the consistency of soft clay; this form maintains its fluid consistency even when exposed to heat. *Fixed quickstone* is rust-brown in color, like dried blood, and is considerably harder than granite. In the mountains, quickstone can be found in its wet or soft forms. What makes quickstone remarkable is how it responds to arcane energy. Using arcane rituals, it's possible to shift quickstone back and forth between its wet and soft forms. Another ritual transforms it into fixed quickstone—though once it is fixed, it can't be changed again. Many of the buildings in Quickstone have been sculpted from quickstone, but as they are fixed they can't be remolded. The sculpted houses of Quickstone look as if they were molded from clay, though the fixed quickstone is far more durable than clay, or even wood.

To date, quickstone has only been found in the Graywall Mountains. Its origin is a mystery; it's too widespread to be the result of a manifest zone. The ancient Dhakaani goblins of the region used quickstone in their structures, and it was the dar who first established the quarries above Quickstone. Some might wonder how it is that the quarries weren't mined out long ago; it's almost as if the quickstone *grew back* over the course of thousands of years.

The quarries and the town have plenty of work for miners and masons with strong arms, people who can excavate the stone and move it where it needs to go. But there's also a specialized form of magewright that's a vital part of this process. Stone chanters learn and perform rituals that allow them to shift quickstone between its three forms. They can also use a specialized form of the *Mold Earth* cantrip (from *Xanathar's Guide to Everything*) that they use to shape wet quickstone when building large structures. Quickstone isn't the only town that has stone chanters



or quickstone—there are other, older mining towns further south along the Graywall Mountains—but it's still a specialized tradition that's only just now becoming common knowledge further east as quickstone is being exported. In theory, anyone could learn to perform the stone chanter rituals with enough time and practice, but certain people in Quickstone seem to have a knack for it; these chanters say they can hear the stone whispering to them. In Quickstone, about one in ten miners is a stone chanter.

While quarrying quickstone is the primary industry in Quickstone, there is a second rare resource in the Graywall Mountains: the purplish metal known as byeshk. The people of the Five Nations have little experience with byeshk, and are still discovering its properties and value. There is a network of old byeshk mines in and below the mountains south of Quickstone, but unlike quickstone, byeshk doesn't grow back. Beyond that, these upper mines are largely played out, as well as being infested with cockatrices and other dangerous creatures. However, Quickstone resident Honoria Soldorak has bought these mines from Count ir'Blis and wants to have them fully explored. If significant byeshk deposits remain, they could be of great interest to both Soldorak and House Cannith. See the "Byeshk Weapons" sidebar in chapter 5 for more information about byeshk.

## THE LIGHTNING RAIL AND TRAVELERS

House Orien connected Quickstone to the lightning rail network in 997 YK, extending the line from Ardev. This is a boon for the town, dramatically increasing commerce with the east and increasing the ability to ship quickstone. It also means that Quickstone is a stepping stone for people taking the rail from the east to get to Droaam, or anyone traveling from Droaam to the cities of the east. At the moment, the train only runs two days a week, which means that people traveling east may have to wait a few days. As a result, Quickstone sees a steady stream of interesting travelers; merchants and diplomats from the east who have dealings with Droaam and its warlords, but also mercenaries or immigrants from Droaam who are heading east. It's always an interesting evening when a troop of Znir gnolls passes through town!

While House Orien is still negotiating with warlords and the Daughters of Sora Kell, it has already begun work extending the line toward Droaam. To assist with this work, the house has employed the Khaar'paal, a clan of Graywall kobolds who've settled in the shantytown known as the Tents. These kobolds have a natural affinity for working with lightning, as well as a resistance to electrical damage; thanks to these traits, they are able to excel at this work, and Orien's made it worth their while to relocate to Quickstone. The

Khaar'paal are discussed later in this chapter, but they are largely employed by Orien to work on the ongoing westward expansion.

## SMUGGLERS AND THE THREE FACES OF COIN

As described in chapter 2, the Three Faces of Coin are a Sovereign mystery cult driven by the principle that *anyone can prosper* and that *people should always be able to get the things that they desire*. Within the major cities of the Five Nations, members of this cult tend to be secretive, but adherents of this faith—generally referred to as "Coins"—played an important role in establishing the town of Quickstone. Some were honest merchants who saw opportunity on the frontier and wished to practice their faith more openly. Others were smugglers, who realized that settling on the border between Breland and Droaam would let them profit from both.

In Quickstone, "smuggler" has three meanings: someone who deals in materials that are illegal under Brelish law; someone who deals in legal goods, but who avoids the King's Assessors and Droaam's informal "tax collectors"; or someone who deals in goods that are rare and dangerous to acquire and can't be purchased through normal markets. Most of the smugglers in Quickstone fall into two or more of these categories; the point is that there are "smugglers" whose goods aren't actually *illegal*—they're just *unusual*. Now that the count has official representatives in town, as well as the dragonmarked houses, the business of smuggling has shifted somewhat. But Quickstone largely exists because of smugglers, and especially in Oldtown there are a great many people devoted to the Three Faces of Coin and who still believe that *people should always be able to get the things that they desire*.

## REFUGEES AND VETERANS

The Mourning sent a flood of Cyran refugees into Breland, and King Boranel pressed his nobles to find places to direct them. Count ir'Blis agreed to let a group of refugees settle in the lands around Quickstone. At the same time, he also granted land around Quickstone to many of his own veteran soldiers, allowing him to disband the bulk of his army while simultaneously fortifying the western border. This was a smart move on his part; if the refugees proved to be a problem or if tensions escalated, at least his soldiers would be right there.

Both of these communities are discussed in more detail later in this chapter. But their presence shapes the tone of the town—especially in the shantytown known as the Tents, where most of them live. Many of the refugees are still struggling to find a path forward, and many of the veterans aren't thrilled to be sharing

their new home with people who, until recently, they considered their enemies. There are voices of reason on both sides who seek to defuse these growing tensions, but for now, the tension—and the threat of violence—remains.

## REMNANTS OF THE PAST

Thousands of years ago, a sturdy fortress occupied the land where Quickstone now stands. Today, the only obvious remnants are segments of the massive exterior wall, and the jumbled mass of ruins and rubble now known as the Haunt. The town draws water from a system of ancient aqueducts. The people of the town and the region have a variety of stories that explain these ruins. The most popular one is that the Quickstone fortress was built by Breggor Firstking, founder of Wroat—the pre-Galifar nation that preceded Breland. A more fanciful tale suggests that this fortress was built by the Sovereigns in the days when they walked the world and fought demons; this is especially popular with the patrons of the tavern known as Dorn's Rest. History checks or divination magic will confirm that the fortress was in fact a relic of the goblinoid Empire of Dhakaan; the brutalist style of architecture is distinctive, as is the design of the aqueducts. However, many locals refuse to accept these facts; after all, if the goblins could build something like this, why aren't they building them today?

Regardless of this, the region is filled with relics of the Empire of Dhakaan and the conflict that destroyed it. The quickstone quarry in the foothills was established by the Dhakaan, as were the mines that stretch down below the mountains. While exploring, you might find a fragment of a shattered statue or stumble across evidence of a long-forgotten battle. It's up to you to decide how your character responds to these things. Are you an avid student of history, always keen to learn more about the ancient empire of Dhakaan? Or do you have other beliefs you hope will be confirmed by the evidence you uncover in your travels?

## THE ROLE OF MONSTERS

Quickstone is a Brelish town established by Brelish settlers, and there are more humans than any other species among the inhabitants. But just as there's a steady stream of merchants and envoys traveling west to do business in Droaam, nearly every day there are some travelers coming from Droaam. Many of these are mercenaries working with House Tharashk, and these bands often have a Tharashk liaison to help them adapt to Brelish customs. Others are immigrants seeking opportunity in the Five Nations, or citizens of Droaam with business in the east. So, while there's only a handful of so-called monsters who reside in Quickstone, there's nothing unusual about seeing an ogre wandering down the street or a squad of gnolls

sharpening their weapons while they wait for the lightning rail to arrive. There are certainly people in Quickstone who are afraid of these creatures, and many of the Brelish veterans—who fought such monsters on the western front—actively despise them. But any creature found in Droaam could be found in Quickstone, and even those who don't like them will generally just avoid them. As a general rule, the people of Oldtown have a very casual attitude toward “monsters”; Tuuva Mercantile is run by a family of goblins and the bouncer at the Crown is a troll. The people of Main Street have typically spent less time on the frontier and may be a little more uncomfortable dealing with harpies or medusas, but they won't refuse to do business with them.

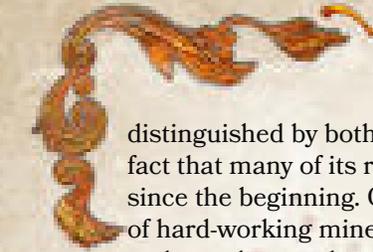
## THE SHAPE OF THE TOWN

Quickstone lies against the very edge of the Graywall Mountains. The southern edge of town abuts a cliff face, with a path leading up to the quickstone quarries that are Quickstone's primary industry. The town is built on the site of an ancient fortress, which fell long before the rise of Galifar. The primary remnant of this is the western wall—a section of quickstone wall, approximately forty feet high and ten feet thick, that merges directly into the cliff face to the south. The first settlers used the cliff and the wall as the foundations for their quickstone homes, and were able to restore the ancient underground aqueducts that supply the town with water. As new waves of settlers have come to Quickstone, the town has been expanding to the north. This has resulted in the old town in the south being largely simple, sculpted quickstone, while the dragonmarked outposts and the newer homes in the region known as Main Street are designed to appeal to the sensibilities of travelers and tourists.

Quickstone is expanding as quickly as it can. Demand for new homes currently outstrips the pace of production; there are hundreds of people living in the shantytown known as the Tents. It's a small town; the entire population of Quickstone barely matches that of a single district in Sharn. Small as it is, it's broken into a number of sections that are distinct both geographically and culturally. It may only take a few minutes to walk from Oldtown to Main Street, but which part you live in says something about you.

## OLDTOWN

The first quickstone miners built their houses against the cliff face. The next wave of settlers expanded out to the north, spreading along the western wall and building a dense cluster of quickstone houses. The Crown, Tuuva Mercantile, the Patchery, and all the first businesses of Quickstone were established at this time. This area is known as Oldtown, and is



distinguished by both the quickstone buildings and the fact that many of its residents have been in Quickstone since the beginning. Oldtown is thus home to a blend of hard-working miners, scoundrels and smugglers, and merchants who now fear that the dragonmarked houses may move in and drive them out of business. The newest residents of Oldtown are mostly Cyran refugees. Oldtown is continuing to expand to the west, but new dwellings are small, stacked quickstone structures—so it's cheap housing for people who can't afford to live on Main Street.

The structures of Oldtown are all sculpted quickstone. Fixed quickstone has a rust-brown color, though some people paint their houses to add color to the town. Most of these homes are small and simple, with dwellings built one atop the other. Oldtown generally supports a Modest lifestyle, though the eastern tenements are Poor quality and there are a handful of Comfortable homes.

The people of Oldtown see themselves as the foundation of Quickstone. They're the ones who built the town from nothing. Many in Oldtown resent the new-money developments of Main Street, the increasing presence of the dragonmarked houses, and the greater attention of Count ir'Blis and the King's Assessors. Most of the people of Oldtown aren't actually *criminals*, but most support the Coins and have a strong independent streak.

## THE SQUARE

The region known as “The Square” encompasses the town square and the strip of houses that extends from the square to the east, separating Oldtown and Main Street. The corners of the town square are defined by the Livery, Town Hall, and the *Sharn Inquisitive* office. It reflects the attention and the gold invested by Count ir'Blis and Honoria Soldorak. The buildings in this area are quickstone, but most are painted and some have decorative engraving on the exterior walls. Homes are generally larger than those in Oldtown. The Square is on the edge of Modest and Comfortable lifestyles, with options for both.

The Square is a small region, with fewer than a hundred residents. The people of the Square are largely former Brelish soldiers. Many are miners or pursuing simple trades, but they are loyal to ir'Blis and respect the laws of Breland. They generally see the people of Oldtown as scoundrels; the people of the Square may not have the wealth of Main Street, but they have *integrity*.

## MAIN STREET

Main Street is the area around and to the north of the lightning rail line. It's anchored by the grand outposts of the dragonmarked houses—Orien Station, the Gold Dragon Inn, and the Kundarak enclave—and it reflects both the gold and the arrogance of the houses. In many ways, it's the heart of a new town, built not for miners but for merchants and diplomats. Currently, there are only a few businesses in Main Street, but it's assumed that as other houses and powerful people come to Quickstone, they'll build here.

The builders of Main Street seek to capture the typical feeling of Brelish architecture. Most buildings are made from wood or traditional stone bricks, though in some cases this is a façade over quickstone. The homes in Main Street are the largest in Quickstone, built for members of the houses and people of wealth and quality. It's still a frontier town, but Main Street supports a Comfortable lifestyle, with a few structures of Wealthy quality.

The people of Main Street see Quickstone as a backwater they must endure, at least until they can transform it into a REAL town. They tolerate the people of Oldtown, but most are positively horrified by the Tents.

## THE TENTS

The Tents is a shantytown extending to the west from the western wall; some call it *the wrong side of the wall*. Over two hundred Cyran refugees live there, alongside Brelish veterans, and other people who've come to Quickstone hoping to find their fortune on the frontier. It is a chaotic sprawl of tents and temporary structures. Those who are familiar with the Tents can identify “neighborhoods” based on families, nationalities, religions, and more; however, given the temporary nature of the structures, the layout is always shifting. There are three stable regions within this chaos.

**The Grizzly Camp** is occupied by a group of Brelish veterans. This is maintained as a military camp, with latrines and well-ordered rows of tents. Their tents are military surplus and dyed Brelish blue, causing some to call the camp “The Blue Tents.” While all the Grizzlies are Brelish veterans, not all veterans live in the Grizzly Camp; some want nothing to do with this ongoing imposition of military order. The Grizzly Camp is on the northern edge of the Tents, close to the wall.

**The Khaar'paal Camp** is occupied by a clan of kobolds, who came to Quickstone to work on the lightning rail. The Khaar'paal are camped on the southern edge of the camps, and live in distinctive leather tents with an armadillo-like design. The Khaar'paal are nomads, and have a well-established, efficient camp.

**The Vermishard** is the core of the mass of Cyran refugees, named after the great spires that encircle the lost city of Metrol. In general, the refugees are disorganized and group together based on other connections, but the Vermishard is where the leaders of the Mourner community can be found, and where supplies are distributed. The Vermishard is in the center of the Tents, and the refugee tents radiate out around it.

Outside these three points, the Tents are always changing. Some people in the Tents are just waiting for permanent homes to be constructed. Others are travelers passing through Quickstone who choose not to stay in the inns. And some may just decide to move on—or may be forced to relocate based on feuds with their neighbors.

Life in the Tents is dangerous and difficult. The three main camps largely sustain a poor lifestyle, but many in the Tents live in squalor. Sheriff Constable doesn't have the resources to monitor the Tents or enforce order within them; the three camps have their own guards, but in the surrounding chaos, theft and violence largely go unaddressed. Fugitives passing through town may camp in the Tents, where it's easy to avoid notice. It's not entirely lawless; someone who carries out an ongoing crime spree may trigger a response from one of the main camps or from the sheriff. But it takes something truly significant to draw that sort of attention—and, of course, someone has to actually report the crime.

The people of the Tents are divided into distinct cultures—such as the Grizzlies, the Mourners, the Khaar'paal. The folk of Oldtown and Main Street alike may look down their noses at “tent scum,” but the Tent-dwellers don't have any sense of common identity.

## THE HAUNT

The ancient fortress that once stood where Quickstone is now has been almost completely lost to the passage of time. Only two relics remain: the chunks of the massive wall that once surrounded the fortress, and the ruins now called the Haunt. There are remnants of walls and some ancient structure in the Haunt—perhaps a keep?—but it also contains chunks of shattered fixed quickstone, dumped in the region as successive waves of inhabitants cleared the wider area. So today, it's hard to actually make out the original shape or purpose of it. Those who delve into the Haunt may be able to find partially intact chambers and halls, and some people say that there are intact passages *under* the Haunt, but it's all surrounded by a treacherous morass of shifting rubble. Beyond that, it's common knowledge that the Haunt is *haunted*. Whatever is in there—Ghosts? Shadows? Ghouls?—doesn't come out to trouble the rest of the town, and so far the townsfolk have just left it alone.

While the townsfolk shun the Haunt, fugitives could take shelter there, or foolish explorers could go prying. It's understood that if you go into the Haunt and don't come out, no one is going to come after you. Recently, a medusa named Tashka—an ambassador from Cazhaak Draal—has set up her tent on the edge of the Haunt. Some assume the medusa is more terrifying than whatever lurks within the ruins, while others believe that Tashka's pride will eventually be the end of her.

## GUIDE TO THE TOWN

If you're from one of the great cities of the east, you're going to find that things are a little different in Quickstone. Here's a summary of the things every visitor should know about this charming town.

### SERVICES

You're not going to get the same services in Quickstone that you might be used to in Sharn. Sovereigns above, Quickstone itself is smaller than the Bazaar of Middle Dura! So, don't expect to find someone to teleport you or anything like that out here.

### COMMUNICATION

Sivis Stone 182 has a *Speaking Stone* which connects Quickstone to the rest of the Five Nations... in theory. Stone 182 is currently experiencing arcane difficulties, and the stone isn't working. However, the Orien post can deliver letters at a cost of as low as a single Copper Crown for delivery within Quickstone, with prices up to 10 Gold Galifars or more for more distant cities. If you absolutely must speak to someone, the Stonespeaker at Stone 182 may be able to perform a *Sending*.

### EDUCATION AND RESEARCH

Quickstone doesn't have a grand university or a temple to Aureon. The largest library—it has a whole bookshelf filled with books!—is the Schoolhouse in Oldtown. The schoolteacher, Ink Narathun, might be able to help you with arcane research or the history of the region. The town hall has an archive of local records, but you'll need to get permission to gain access to these.

### ENTERTAINMENT

If you're looking for a show, there's always something going on at the Rose Theater. If you just want a little music, try the common room of the Crown... as long as you're not too fancy to be drinking in Oldtown.

### HEALING

Feeling down? Daff d'Jorasco at the Patchery can help you get back on your feet. If you feel that prayer is the only answer to your problems, talk to Vesper at the Church. No need to ask which church—there's only one!



## SHOPPING

You can find basic goods at Tuuva Mercantile, and thanks to the lightning rail, they can fill special orders in about a week or two, though it may cost you extra. The Anvil is your source for armor, weapons, and other metalwork; occasionally Jury has something magical she's working on. The Livery will look after your mounts or sell you a new one, and Daff at the Patchery can sell you healing potions, though they may taste somewhat funny.

## SPELLCASTING

You can speak to Jury d'Cannith at the Anvil, or Ink at the Schoolhouse. If prayer will do, see Vesper. If they can't do what you need, it's possible that Brogan at the Crown knows someone who can help... Though you might have to pay a few crowns for the introduction.

## TRAVEL

The lightning rail runs twice a week from Orien station. Coaches and caravans are more common; there's usually at least one a day. If you're looking to hire a steed or even a carriage, talk to Gavrin at the Livery.

## THE LAW

Quickstone lies within the domain of the Brelish Count Thavius ir'Blis, the Shield of the Graywall. Initially, the count had little interest in Quickstone and allowed the settlers considerable free rein. This changed with the end of the Last War. With Droaam growing in strength and the dragonmarked houses taking an interest in the region, ir'Blis decided he needed a more direct hand in the region. The count ordered the construction of the Town Hall, and appointed a magistrate to serve as his voice as well as a sheriff to enforce the law. While the count has invested in the town infrastructure and helped Quickstone expand, many of the townsfolk have no great love for the magistrate or the sheriff.

Both Magistrate Facet and Sheriff Constable are warforged who served Count ir'Blis during the war. They are utterly loyal to the count and have thus far proved incorruptible. However, they are only two people, supported by a handful of clerks and deputies. If the people of Quickstone were to actively rebel against them, it would have terrible consequences. The simple fact is that these two warforged don't have the resources to end smuggling in Quickstone, or to deal with every brawl in the Crown or knife-fight in the Tents. The sheriff typically won't even engage a known brigand unless they commit a crime in Quickstone. For the law to take action, a crime generally has to either upset the people of Quickstone or be perceived as a threat to the count's authority. The sheriff may not engage a brigand without provocation, but he also won't trouble the adventurer who kills that brigand in a duel; on the other hand, if that same adventurer

kills the owner of Tuuva Mercantile, there will be an immediate outcry and the killer will be pursued and prosecuted. A general side effect of this is that crimes against travelers or refugees are far less likely to be prosecuted than crimes against residents. The Pennyroyals specifically target travelers; someone who robs Kemble Bank had best leave town immediately, but a pickpocket who only targets people passing through can likely get away with it, unless their victim is someone with so much influence that the crime will come to the attention of Count ir'Blis.

In essence, Quickstone is governed by frontier justice. The resources of the law are limited, and if the *people* of Quickstone support a crime (or at least aren't offended by it), the sheriff isn't likely to pursue it unless it's something that the count himself would take notice of. Likewise, the King's Assessors and the sheriff will target smugglers that are going too far—being too obvious, getting too greedy, transporting something that simply can't be overlooked—but they don't try to stop every single smuggler. Ultimately, it's up to the DM to evaluate a situation and decide how the law will react to it, but it's important to remember that they simply don't have the resources to pursue every crime.

## FORCES OF THE LAW

There are three forces that oversee the governing of Quickstone: the Magistrate, Sheriff Constable, and the Town Council.

**The Magistrate** is Count ir'Blis's personal representative in Quickstone. The current magistrate is a nonbinary warforged envoy named Facet, but they prefer their title to their name. The Magistrate prefers numbers to people, and spends most of their time writing and analyzing reports. While they carry the authority of the count, they rarely exert this power unless called on to do so by the Town Council; primarily they concern themselves with the proper allocation of royal funds and ensuring that taxes are collected (and are at least marginally accurate). The Magistrate is supported by a handful of clerks and servants who maintain the town hall. They also hold authority over the King's Assessors, a minor and unloved branch of the Dark Lanterns that investigates smuggling and assesses taxes. At the moment, the Magistrate only has a single assessor in his service, a Khoravar named Tam Underbridge; Tam's partner suffered a fatal accident a month ago. The King's Assessors are sometimes called "Canaries," as their deaths are often an early sign of trouble...

**Sheriff Constable** enforces the law. A warforged juggernaut, his utter adherence to military regulations caused his comrades to name him "Constable," and he chose to embrace that name. So, he's the sheriff, Constable. He's disgusted by the greed and pettiness he sees in the common citizenry, but he knows that he lacks the resources to pursue every criminal and has



adapted to the realities of his position. Nonetheless, anyone foolish enough to break the laws of Breland in his presence should expect swift justice; he may overlook deals made in the shadows, but he will not let a crime he observes go unpunished. He is very protective of the Magistrate, who at the moment is his only real friend.

The sheriff has four deputies, who are generally kept busy just maintaining the town hall and watching the streets. Constable has the authority to deputize anyone as needed in the pursuit of his duties. This could result in him turning to the player characters if they earn his trust; otherwise, he'll generally turn to the Grizzlies, as these veterans are mostly loyal to ir'Blis.

**The Town Council** is an elected council that currently has six members, each representing one of the factions in Quickstone. According to the town charter, councilors serve three-year terms, with two councilors coming up for election each year (on 9 Rhaan, Boldrei's Feast); in practice, there's only been two elections since the system was put into place. The primary role of the council is to make requests of the sheriff and the Magistrate. They can request the use of royal funds, demand that the sheriff investigate a particular crime, or address other civic concerns. The current councilors are Astan Morn (The Mourners), Gareth Stone (the Chanters), Jessa Grain (The Grizzlies), Rhia d'Orien (House Orien), Vesper (the Church), and Zel Tuuva (Tuuva Mercantile). While it's quite unusual for a dragonmarked heir to hold such a position, the people of Main Street support Rhia

and the Magistrate allowed it. All that it takes to be a councilor is the support of a significant number of people and the desire to do the job. This is certainly a position an adventurer could hold, and if you think your character might already be a member of the town council at the start of a campaign, discuss it with your DM, and they might have you replace one of the current councilors.

There's always a host of rumors floating around about the Town Council. It's up to the DM to decide which of these are currently circulating, and which councilors they apply to.

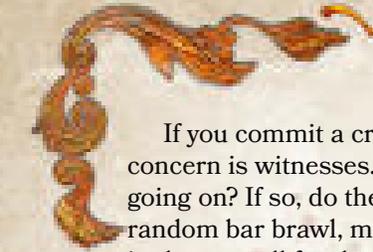
### COUNCIL RUMORS

#### d6 Rumor

- 1 One of the councilors is possessed by a fiend or a vengeful ghost.
- 2 Two of the councilors are engaged in a vicious vendetta, though no one knows why.
- 3 One of the councilors has been making secretive trips into the Haunt.
- 4 One of the councilors has been carrying out direct negotiations with a Droaamite warlord.
- 5 One of the councilors is working with the Swords of Liberty or the Black Crown Company.
- 6 One of the councilors has started a cult; this could be a Cazhaak cult of the Dark Six, or something stranger.

### CRIMES AND PUNISHMENTS

So what's considered a crime in Quickstone, and what are the consequences of bad behavior? In general, Quickstone adheres to the Code of Galifar. Theft, assault, fraud, and murder are all crimes, and they are crimes, whether carried out with weapons or magic; in the eyes of the law, there's no difference between using *Suggestion* to trick someone into giving you their valuables and using the threat of violence to accomplish the same thing. However, as called out above, the primary question is whether anyone is going to actually report the crime, and if they do, whether the sheriff will take up the case. In the case of the person who's been charmed out of their goods, are they going to report it, or will they be too embarrassed to do so? Was the victim someone who's important to the town, or were they an annoying merchant passing through, who most people feel got what was coming to them? Sheriff Constable has limited resources and his primary concern is *maintaining order*. If a bad hand of Thrones results in a brawl in which no one is seriously hurt, no one is going to bring down the law. Most anything that happens in the Tents is going to be ignored. On the other hand, if someone were to brazenly rob Kemble Bank or steal from Bel at the Anvil, they shouldn't expect to just remain in Quickstone without consequences.



If you commit a crime in Quickstone, the first concern is witnesses. Are there people who see what's going on? If so, do they care? Again, when there's a random bar brawl, many people are more likely to join in than to call for the law. But if someone spots you using *Suggestion* to cheat Bel, do they realize what's going on? Do they want to help Bel? Most people in Quickstone won't actually directly intervene, but they'll raise the "hue and cry"—calling out for help and describing the crime. The goal is to call a crowd and bring in witnesses. Hopefully, this is enough to cause you to rethink your actions; if not, even if the crowd doesn't want to engage you, they may try to block your escape until someone arrives who will take action. That *should* be Sheriff Constable or his deputies, who will usually first call on you to surrender and then try to bring you down by force; they'll try to take you alive, but if you resist arrest, they won't try too hard. If Constable isn't around, it's possible that a vigilante will step up to intervene. Grim, the bouncer at the Crown, has brought down criminals before when called out by the hue and cry; the veterans known as the Grizzlies might also step in when the law is unavailable.

There are two cells in the Town Hall, but these are mainly used for unruly drunks or to hold people until judgment; long-term incarceration isn't an option. In a clear-cut case, Sheriff Constable can simply impose a penalty immediately; if things are more complicated, the criminals will be brought before the Magistrate, who will call for testimony within a *Zone of Truth* (which they can cast) and render a judgment on behalf of Count ir'Blis. The simplest punishment is **humiliation**: offenders may be placed in stocks in the Square for a period of time, forced to make a public confession and apology, or carry out some form of public service. **Fines** are the next most common punishment, sometimes defaulting to indentured servitude if the offender can't pay. For serious crimes or repeated offenses, **execution** is always on the table. Another option is to be (literally) **branded an outlaw**; as an outlaw you are no longer a Brelish citizen (if you ever were) and not entitled to the protections of the Code of Galifar. It's worth noting that a crime is only a crime if it's committed against someone protected by the law, which outlaws and the denizens of Droaam are not! Robbing a visiting medusa may not be the smartest thing you could do, and could make you powerful enemies if it interferes with, say, her delicate negotiations with House Orien; but it's technically not a crime under the laws of Breland.

With all that in mind, vigilante justice is alive and well on the Western Frontier. Even if Sheriff Constable and the Magistrate aren't involved or choose not to pursue a crime, other power groups in town may take action on their own. The criminal elements within the Coins have a strict code—notably, not targeting residents with crimes—and may take direct action

against lone wolves or even other Coins who break these rules. The veteran militia known as the Grizzlies may also take the law into their own hands—especially if Mourners or natives of Droaam are causing trouble.

## DUELING

Dueling is a sound example of something that is illegal under Brelish law, but that's an established tradition on the frontier. If you walk into the Crown and shoot someone in the back, people are going to report it to the sheriff. But if you boldly call out your enemy, proclaiming your justified grievances for all to hear—and assuming your grievances *are* justified—it's likely the crowd will support you and call for a duel. Dueling is illegal, and if Sheriff Constable is present when you issue a challenge, he will be obligated to intervene. But there's been at least one instance when the sheriff was seen walking toward a duel in progress and then suddenly stopped to study a fascinating stone he'd stepped on, keeping his head down just long enough to miss an incident. Of course, this is a double-ended wand: if you have justification, you can call someone out for a duel... but likewise, if you wrong someone, they can call YOU out. Anyone who refuses a duel that the crowd considers justified will draw a lot of hostility and may be refused service, be insulted, or worse; if you're just going to ignore a challenge, you might want to leave town for a while.

## HOLIDAYS AND FESTIVALS

The inhabitants of Quickstone are citizens of Breland, and most are Vassals of the Sovereign Host. The holy days of the Sovereigns are celebrated in town, as are a number of local festivals. The holy days of the Silver Flame are not largely acknowledged. The Day of Mourning is an important day for the Mourners, but last year there wasn't a town-wide recognition of it.

## ARAM'JA

The Aram'ja is a tradition of the Cazhaak faith, observed by the kobold community in the Tents. Literally translated as *bright rage*, easterners often misinterpret it as "frenzy," but those who know the Cazhaak traditions prefer the term "revel." The Aram'ja is a celebration of the Fury in which participants seek to experience primal joy, to live for a night unfettered by reason and the expectations of others. While for some, joy alone is a satisfactory goal, the ultimate purpose of the Aram'ja is to briefly break free from rational thought and, through that experience, find the true self that lies beneath. Most Vassals want nothing to do with the Aram'ja, but a few townsfolk have taken part in it; some found it to be terrifying, while others describe it as liberating.

The Aram'ja is a chaotic whirl of dance and song. It takes place on the 18th night of each month. An especially grand revel—the Ghaalaram'ja—is held on the 18th night of Sypheros, which the townsfolk identify as Wildnight.

### THE SAND FRUIT FESTIVAL

The Last War is over, and the lightning rail has come to Quickstone. There's a new Gold Dragon Inn and soon there will be a major Kundarak enclave. Quickstone is on the verge of prosperity... but what will it take to get it to the next step? What can draw people to come to Quickstone itself, not just to stop there on the way to Graywall? Vesper, the local priest of the Sovereign Host, has been working on this, and her initial idea is *sand fruit*. It's something exotic that people don't have in the east. The only problem is that when it comes down to it, sand fruit is terrible. It's remarkable for its ability to thrive in the harsh environment, but even in Quickstone most people would rather have an orange or an apple instead of sand fruit. Vesper is determined to overcome this handicap, and is encouraging the townsfolk to come up with exciting ways to celebrate sand fruit.

The Sand Fruit Festival is a holiday that hasn't actually happened yet, and it's up to the DM to decide when and if it will happen. Vesper is forever working on new ways to make the Sand Fruit Festival a reality. She may try to combine it with a music festival (*songs celebrating sand fruit!*) or some other celebration, such as Bounty's Blessing. Whatever happens, Vesper will always encourage people to pursue any path that could interest people in sand fruit and the festival. Keep in mind that part of Vesper's interest in this is *profit*. She doesn't just want a party; she wants this to be something that brings gold to Quickstone.

### SOVEREIGN HOLIDAYS

Many of these are discussed in more detail in *Eberron: Rising from the Last War*. While each of these events are tied to the celebration of one of the Sovereigns, they have largely become secular events and most everyone in the town participates. While most of these are celebrated across the Five Nations, a few—Turrant's Reckoning, Shargon's Bargain—are less common, as they're holidays inspired by the Three Faces sects or Cazhaak traditions.

**Onatar's Flame (7 Zarantyr).** In the wake of Long Shadows, the feast of Onatar celebrates the hard work of keeping the fires lit and the forges running even in the heart of winter. A great bonfire is lit in the Square. A week before the festival, the priest Vesper sets a theme, and all the artisans in town produce something tied to that theme; these works are presented around the bonfire and judged. For the last two years, the blacksmith Bel has served as a judge and allowed

amateur smiths to use the Anvil's facilities in the week leading up to Onatar's Flame.

**Turrant's Gift (14 Olarune).** The feast of the Keeper is a festival of the Three Faces of Coin. To an outsider, it has the appearance of an open market in the Square, with an unusual assortment of goods; the principle is that it is a day on which anything can be bought, and *no questions are asked* about where the goods come from. So far, the Magistrate has indulged this tradition, but it is essentially a celebration of the black market and things could change. Pennyroyal smugglers consider the week before the festival to be blessed, and will often time audacious schemes to fall in this period.

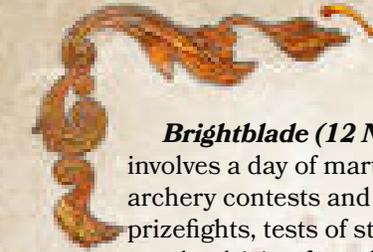
**Winter's End (28 Olarune).** The feast of Olladra is a celebration of good fortune and of surviving winter. While not as raucous as Wildnight or as extravagant as Boldrei's Feast and Bounty's Blessing, it is a time for *celebration*. Musicians and entertainers perform in the square, and there are games of chance with lighthearted prizes.

**Sun's Blessing (15 Therendor).** Dol Arrah's day is a celebration of peace. The priest Vesper gives a sermon in the Square, and people are encouraged to forgive their enemies, celebrate their common ties, and find a way to settle any lingering grievances or feuds.

**Shargon's Bargain (13 Eyre).** There's no public feast on this day, and it's a holiday many don't acknowledge or even know about. For those who do, this is a day to make a sacrifice to the Devourer, placating him so disaster will pass over the farm in the year ahead. Traditionally, this involves the burning of some part of a field—typically, land the farmer planned to leave fallow, allowing the soil to recover. So there's no celebration, but if you travel at this time you may notice a number of burning fields.

**Aureon's Crown (26 Dravaço).** This is a celebration of knowledge. In previous years, school teacher Tragomir Narathun and stonemason Sahra Syrralan d'Sivis have both given lectures in the Square, discussing history and other topics of general interest; any visiting sages will be encouraged to participate. While there is no public feast, families are encouraged to hold gatherings with friends, at which the elders will share their wisdom with the young.

**Second Skin (11 Nymm).** An old tradition that's been abandoned in much of the Five Nations, Second Skin is the Mockery's day—preceding Brightblade, reflecting Dol Dorn putting an end to the Mockery's treachery. Second Skin is a day to try to frighten your friends; the name comes from it being traditional to wear costumes, concealing your identity while playing tricks on your loved ones. While in the past it was considered a blessed day for actual treachery, in Quickstone these hijinks are typically well-intentioned and harmless.



**Brightblade (12 Nymm).** The feast of Dol Dorn involves a day of martial contests in the Square: archery contests and wandslinging displays, prizefights, tests of strength, and more. The Grizzlies are the driving force behind the Brightblade festivities; there has been a growing drive to have contests between the Brelish veterans and former Cyran soldiers. Most of the Mourners have pushed against this, but some find it appealing; if this goes forward it could be a source of tension.

**Bounty's Blessing (14 Lharvion).** The festival of Arawai is a celebration of the summer harvests. There is a grand farmer's market in the Square, along with cooking competitions and a formal giving of thanks. Given that farming is difficult around Quickstone, this festival isn't as dramatic as it is in some other parts of Breland. As mentioned earlier in this chapter, the priest Vesper is pushing for 998 YK's festival to focus on the local sand fruit.

**The Hunt (4 Barrakas).** Rather than bringing in an exotic beast, during Balinor's festival, local hunters compete to bring in the most impressive prey. Hunters display their trophies in the Square; traditionally the meat and hides are donated to the community, serving as the foundation of the evening feast at which hunters tell tales of their deeds.

**Boldrei's Feast (9 Rhaan).** Another grand feast in the Square. Where Winter's End is a celebration and Bounty's Blessing focuses on farm and food, Boldrei's Feast is a time for the community to come together and strengthen ties—for people to find a way to help their neighbors, and to get to know them better. House Ghallanda traditionally supports the celebrations, and Lady Hazel of the Gold Dragon Inn plans to do her best. Meanwhile, Honoria Soldorak holds a grand ball at Soldorak Manor on Boldrei's Feast for people she considers to be community leaders or people of quality.

**Wildnight (18-19 Sypheros).** There is always a raucous party in the square on Wildnight, but the *real* celebration takes place in the Khaar'paal camp in the tents, where the kobolds celebrate the event they call Ghaalaram'ja.

**Market Day (20 Aryth).** The feast of Kol Korran is especially important to the Coins, and receives more attention than in most cities. There is a grand flea market in the Square. As opposed to Tarrant's Gift, which celebrates the black market, Market Day is a chance for *everyone* to make a deal. It's a time when people dig deep and find treasures they no longer need, bringing something to the market. Traditionally, people don't spend gold on Market Day; everything is purchased by barter, whether trading in goods or favors. Families and friends often hold smaller gift exchanges at the end of the day—while in theory this is about equal exchange, it's common for parents to trade much-wanted gifts to their children in exchange for whatever the children make on their own.

**Long Shadows (26-28 Vult).** This is an especially dangerous time in Quickstone. Setting aside the traditional fears of dark powers stirring on these nights, the warriors of Turakbar's Fist and other Droaamite raiders tend to be especially active in this period, and there has almost always been some sort of attack in this time. Everyone stands ready to defend those that they love; the streets are generally empty, and children are especially forbidden from approaching the Haunt. While people generally huddle in their houses on the nights of Long Shadows, Honoria Soldorak has discussed holding a grand gala at Soldorak manor this year—combating the darkness with a joyous celebration.

## STONE GAMES

Quickstone is built on quickstone, both figuratively and literally. The quickstone deposits were what drew people to establish the town in the first place, both before and after the rise of Droaam. The first citizens of the town were miners and stone chanters. The Stone Games are a celebration of that history. The games involve a series of tests of strength and endurance tied to quickstone and the mines. Hammer tossing, tug of war, and both lifting and bearing quickstone weights are all part of the games. Stone chanters display their skills with impromptu quickstone sculptures. Over the last two years, the games have evolved to include county fair elements. Noon Tuuva bakes sweet treats, Flourish and Rose of the Rose Theater organize entertainment, and everyone looks for ways to add to the joy. With that said, the miners themselves aren't entirely happy with this evolution—or with the fact that Blues and Mourners have started competing in the games and winning some of them. This could be an ongoing source of tension in future Stone Games.

The Stone Games don't occur on a set day. They generally occur every six months, but Cord Risten—barkeep of Stone Soup—sets the exact date, saying that "It's all a question of listening to the stone."

## RELIGION IN QUICKSTONE

There's only one church in Quickstone, and it's devoted to the Sovereign Host. But that doesn't mean it's the only faith in town.

## THE SOVEREIGN HOST

Most of the people in Quickstone are at least casual Vassals: they believe in the Sovereigns enough to swear by them. The most faithful Vassals in town are in Oldtown, also largely devotees of the Three Faces of Coin. This mystery cult's followers normally hide their faith, but because they make up a significant portion of the population, the Coins are more open about their faith. Their beliefs are discussed in more detail in chapter 2; in short, they revere Onatar, Kol Korran, and

Kol Turrant—the Keeper—above all other Sovereigns. While it's no secret that the priest Vesper is a devotee of the Three Faces of Coin, she still performs services for all the Sovereigns. She preaches twice each week, with one sermon for the Host and one for the Coins; Pennyroyals politely but firmly exclude non-believers from the Coins sermons. Vesper also presides over the religious festivals on all the Sovereign's holy days.

### THE DARK SIX

There are a handful of Droaamite immigrants in Quickstone who worship the Cazhaak interpretation of the Dark Six, and a few of the locals have picked up their traditions. The most significant worshippers of the Six are the Khaar'paal kobolds. Their priest, Sarvus'kor, is devoted first and foremost to the Fury, and presides over the monthly Aram'ja revels; however, she knows the ways of all the Six and can offer guidance to any who follow the Cazhaak traditions. The Khaar'paal create small shrines to the Six in the wilds around Quickstone, though these are intentionally impermanent.

### THE GREENSINGERS

The druid Briar often comes to town to sing and tell stories, whether in the common room of the Crown or in the Square. They rarely stay in Quickstone, preferring to sleep under the open sky. While Briar isn't trying to get Vassals to abandon their faith, through their stories and songs they are trying to teach the lessons of the Greensingers, to help people understand the role of the fey and to know how to coexist with them.

### THE SILVER FLAME

Quickstone was founded by Vassals, and there's no significant following for the faith of the Silver Flame in the town proper. There are a handful of followers of the Flame among the Mourner refugees, and Elin Ton maintains a small shrine in the Vermishard camp in the Tents. The priest Epitaph passes through regularly; she rarely tries to convert people to her faith, but she offers guidance to the Mourners and seeks to inspire by her example.

### OTHER FAITHS

There aren't many other faiths with a significant representation in Quickstone—though it's always possible that there are one or more cults that are hidden from the public eye. If you're playing an Acolyte or priest of a faith other than the Host, you could try to spread your faith and establish a shrine or temple!

## GROUPS AND COMMUNITIES

As a small town, Quickstone doesn't have chapters of the major guilds and organizations that are found in the major cities; there are no halls for the Arcane Order of Aureon or the Circle of Song. It does have a number of special interest groups—which might range from as few as three members to a few dozen—who meet in the Crown, the Rose Theater, the Schoolhouse, or other places to discuss the things that they love. The Special Interest Groups table provides a few examples, but it's not an exhaustive list; if your character has a particular interest, you could start a new group.

While these small groups have little impact on the town, Quickstone is home to a few significant communities that do shape daily life. These communities have dozens or even hundreds of members, and tensions between these groups could cause trouble for Quickstone. As an adventurer in Quickstone, consider if you're part of one of these communities. If so, you might be called upon to assist other members of your community—though they might be able to help you when you're in need.

### SPECIAL INTEREST GROUPS

#### d6 Group

- 1 **The Soldiers' Choir.** A support group for veterans of all nations, where former enemies can come together and share their experiences. The Grizzlies largely ignore it, so it's mostly Mourners and other non-Brelsh.
- 2 **The Dancer's Circle.** Largely Mourners, this group practices traditional Cyran dance and art. Some suspect it of having ties to the supposed criminal society known as the Tago.
- 3 **The Rockhounds.** This is a society of people who love the many wonders of the Graywall Mountains. They hike the hills, explore caves, and study quickstone, byeshk, and other unique features of the Graywalls.
- 4 **The Wizard's Circle.** These gatherings provide a chance to discuss Arcana and personal projects. Sahra Syrralan d'Sivis, Jury d'Cannith, and Ink Narathun are the most capable members, but there are a number of attendees who are keen to learn the basic principles of arcane theory.
- 5 **Goblin for Beginners.** Noon Tuuva works with Ink Narathun to teach the Goblin language to those interested in learning it.
- 6 **The Sand Fruit Society.** The original goal of this group was to find ways to make the sand fruit—one of the few crops that grows well in the region—more palatable. Under the guidance of the priest Vesper, the group expanded to the general promotion of tourism in Quickstone.

## CHANTERS

**Location:** Oldtown

**Overview:** Miners, original settlers of Quickstone

**Key NPCs:** Cord Risten (male elf barkeep), Gareth Stone (male dwarf quarry foreman, town councilor)

The Chanters consider themselves to be the oldest community in Quickstone, and indeed, a few of them are survivors of Graystone, the previous iteration of the town that was destroyed by the forces of Droaam. “Chanter” is derived from “stone chanter,” the magewrights who work with quickstone; this community is made up almost entirely of miners, and includes most of the stone chanters in Quickstone. They are largely honest, driven folk who believe that physical labor is good for the spirit. They are loosely aligned with the Coins, with whom they established Quickstone, but they have no great love for the dragonmarked houses and the merchants of Main Street. They believe that Quickstone was fine without the magistrate or the sheriff; Graystone survived without either (if you point out that Graystone did fine *until it was wiped out by raiders*, you will be answered with stony silence). Chanters are stoic and appreciate tradition and a good work ethic. While most are loosely Vassals, they often seem to have an almost mystical reverence for stone and the mountains.

The Chanters are mostly human, but have a significant number of dwarves, a few half-orcs, and a handful of elves and Khoravar among their number. Most live in the oldest part of Oldtown, around the path leading up to the quarry. Gareth Stone, a dwarf halfway through his second century, is a respected quarry foreman who represents the Chanters on the town council. Gareth is stern and unforgiving, and never uses two words when one will do. Cord Risten is another notable Chanter; one of the original Quickstone settlers, Risten now runs Stone Soup, a tavern that serves as the social hub for the Chanters.

Chanters mostly work in the quarry or build houses. As such, proficiency with Mason’s Tools is a critical talent if you’re making a Chanter character, though you could get away with Stonecunning or Athletics. The Chanters are a logical community choice if you’re playing a Warlock with the Stone Sovereign Patron, or a Circle of the Land Druid with ties to the mountains.

### POSSIBLE TIES TO THE CHANTERS:

- (*Guild Artisan*) While the Chanters don’t have an actual guild, this background reflects the idea that you were a prominent member of the Chanters; you might have been a foreman at the quarry before you shifted your focus to adventuring. You’re a celebrity at Stone Soup. You can ask your fellow Chanters for minor assistance, and you may know miners and masons in other towns.

- (*Sage or Proficiency with Arcana*) You’re intrigued by quickstone, and you’ve gotten to know a number of the Chanters while you’ve been studying it.
- If you have a home in Oldtown, you may be friends with the stone chanters and masons who built it.

## COINS

**Location:** Oldtown

**Overview:** Tradesfolk and smugglers, original settlers of Quickstone

**Key NPCs:** Brogan Hul (male human innkeeper), Vesper (female half-elf priest, town councilor)

The Three Faces of Coin is a Sovereign mystery cult that exists in the shadows of the Five Nations. Members believe they are blessed by the Sovereigns of commerce and that the Sovereigns will guide them to profit; they also believe in the opportunity to work around the laws that restrict trade. Ten years ago, the smuggler Brogan Hul approached the priest Vesper and convinced her to rally her congregation to take a chance on an opportunity on the Western Frontier. Along with the Chanters, these people were the founders of Quickstone and built what’s now known as Oldtown. In the east they concealed their faith, but here—in a town where they make up nearly half the population and run many of the important businesses—they’re willing to be identified as the Coins.

The majority of the Coins are honest merchants, artisans, and farmers—people who create products, or who make their living by buying and selling. The others are largely smugglers, with a blend of grifters and other scoundrels... A group known in town as the Pennyroyals. All of these people stand together as neighbors, believing that it is their work together that will bring prosperity to Quickstone. With that said, they came to the frontier so the honest merchants wouldn’t have to compete with the dragonmarked houses and the smugglers wouldn’t be under the eyes of the law... And now ir’Blis has appointed his magistrate and sheriff, and Dragonmarked businesses are setting up on Main Street. The Pennyroyals have had to limit their activities while they come to terms with the presence of the sheriff, and the other Coins are doing their best; the Crown may not be as clean as the Gold Dragon Inn, but for now it’s still profitable. But the Coins are uneasy; the town is changing, and many fear that the opportunities that brought them to the frontier are slipping away.

While humans make up the majority of the Coins, they are diverse and include a significant number of Khoravar, gnomes, and goblins (including the Tuuva Clan). Vesper maintains the Church and serves all Vassals, but she is specifically the spiritual leader of the Coins and the people are devoted to her. Brogan Hul set aside smuggling to run the Crown inn, but he is a respected leader of the community and coordinates

the actions of the Pennyroyals. While he's not blatant about these dealings, he also doesn't go out of his way to *hide* them; any resident with an ear to the ground knows that Brogan is the person to talk to if you need something that's not entirely covered by the law.

The Coins aren't some sort of sinister conspiracy. But they are a community united by faith and shared history, and they laid the foundations of Quickstone. They're proud, they look out for their neighbors, and they want the opportunity to earn the prosperity they came here for. Any character could be a Coin, but the Coins came to the frontier in pursuit of prosperity:

How did you expect to succeed? Those blessed by Onatar are artisans, those blessed by Kol Korran are traders, and those blessed by Kol Tarrant make deals in the shadows; which are you? Are you a smuggler or a scoundrel, with ties to the Pennyroyals? Do your tool proficiencies reflect a trade you planned to focus on before you caught the adventuring bug? Do you have a family among the Coins relying on you to bring in gold?

### POSSIBLE TIES TO THE COINS:

- (*Acolyte: Three Faces of Coin*) As an Acolyte of the Three Faces of Coin, you assist Vesper in guiding the Coins. Do you support the priest, or do you feel that she's led the faithful astray? Do you think the Sovereigns of Commerce have a special purpose for you?
- (*Guild Artisan or Guild Merchant*) You were a respected member of a guild in a major city, and you left this behind to pursue greater independence on the frontier. Do you regret that decision or do you believe a bright future lies ahead? While Quickstone doesn't have a guild hall, your fellow merchants and artisans among the Coins respect your talents.
- Brogan helped you acquire something you needed, and now you owe him. What did he do for you?
- You or your family suffered a tragedy last year, and while you've never been able to prove it, you believe Brogan was responsible. What happened?

## GRIZZLIES

**Location:** The Tents, The Square

**Overview:** Brelish veterans

**Key NPCs:** Jessa Grain (female human soldier, town councilor), Jovi Olan (male human veteran organizer), Hessia Goldleaf (female gnome quartermaster), Smith (male warforged blacksmith)

The Grizzlies are Brelish veterans who served under Count ir'Blis during the Last War. In recognition of exceptional service, he granted fifty veterans and their families small tracts of land in the vicinity of Quickstone. Some have already taken up residence on their land, while a few others have settled in the Square. However, most remain in the Tents while they wait for their final housing to be completed.

When the veterans arrived in Quickstone, former lieutenant Jovi Olan set up a camp in the Tents. This camp is governed by strict military discipline; while they are no longer soldiers, the veterans who follow Olan live as if they still were, wearing their armor and maintaining their camp as if on duty. When others took to calling them the Grizzlies—a play on the Brelish bear on their uniforms and their grizzled appearance—they adopted it with pride. While there is little call for their military services, they essentially function as a tiny town within the town. Their hunters bring in food that's prepared by the camp. They've got their own artisans who maintain their equipment, a medic who tends the injured, and the quartermaster, Hessia Goldleaf, works to acquire other necessary supplies. Generally, the Grizzlies are supported by the Brelish veterans who live outside the Tents, but there are a few veterans who want nothing to do with Olan and the Grizzlies, saying it's time to break their swords and to leave the war behind.

The Grizzlies are a functioning militia. They regularly declare their loyalty to Count ir'Blis and Breland, saying that they stand ready to protect Quickstone from any threats from Droaam "or elsewhere." A few Grizzlies serve Sheriff Constable as deputies, and the rest are generally prepared to join a posse whenever there is trouble. However, the Grizzlies have also been known to carry out vigilante justice, specifically within the Tents and often relating to troubles caused by Mourners, kobolds, or Droaamite immigrants. The Grizzlies maintain that they are just helping to maintain order in a chaotic environment and that the people they target are criminals. But many of the Grizzlies who served on the western front don't believe Droaamites can be trusted, and a significant number think that as Cyre fought Breland during the war, there's no reason for the count to be treating the Mourners like friends today. If your character is a Grizzly, you'll have to decide if you share these suspicions and prejudices, or if you seek to maintain the peace and keep your comrades from causing too much trouble.

The Grizzlies are all former Brelish soldiers, with the same mix of species found across Breland. Jovi Olan is the highest ranking former officer, and it's largely his charisma that holds the Grizzlies together. Former sergeant Jessa Grain holds a seat on the town council and represents the interests of the Grizzlies, including advocating for stronger defenses and limiting handouts to the Mourners. Hessia Goldleaf is an expert at finding what the Grizzlies need and is always watching for a bargain or an opportunity. And the warforged Smith is in charge of the artisans. Smith yearns to prove that his talents at the forge are superior to those of Bel, the Cyran blacksmith who runs the Anvil; Bel has no interest in this rivalry and often forgets who Smith is.

If your character served under Count ir'Blis during the Last War, you could be a Grizzly. This doesn't require that you have the Soldier background; you don't need to have Military Rank to have fought in the war. If you are a Grizzly, discuss your military service with your DM. Do you have especially close ties to any of your fellow soldiers? Do you live in the camp, on your own land, or in the town?

### POSSIBLE TIES TO THE GRIZZLIES:

- *(Soldier)* If you're a Brelish soldier, does your Military Rank exceed that of ex-Lieutenant Olan? If so, do you support him or do you intend to challenge his leadership? If you're a soldier from another nation, have you had any unpleasant run-ins with Olan or other Grizzlies?
- *(Proficiency with Smith's Tools)* The warforged Smith recently convinced Bel Thiel to take part in a test of their smithing skills, with you as the judge. What was the outcome?
- Hestia Goldleaf always has a long list of things she needs for the Grizzlies, and she knows you're a person who can get things done. She often comes to you with requests—things to look out for, or problems that need to be resolved.
- You helped to break up a brawl between a few of the Grizzlies and Khaar'paal kobolds. Did you make enemies on either side?

## KHAAR'PAAL KOBOLDS

**Location:** The Tents

**Overview:** Kobolds working for House Orien

**Key NPCs:** Sarvus'kor (female kobold priest), Skaivus (male kobold artificer), Vanon'dor (male kobold overseer)

The Khaar'paal are a group of about sixty kobolds camped on the southern edge of the Tents. They don't work metal; their tents are made of leather, their tools of wood and stone. At a glance, most assume these kobolds are a primitive nomadic tribe; this assumption is wrong on every count. *Khaar'paal* means *mageblood*, and the Khaar'paal kobolds have an innate talent for arcane magic, not unlike that of a sorcerer. They may not use metal, but they have talented magewrights who make use of *Mending*, *Prestidigitation*, *Magecraft*, *Continual Flame* and similar magical techniques and tools, and work with exotic materials like quickstone and wyvern hide. Their wands may not be as well-tooled as those produced by House Cannith, but the Khaar'paal scouts are wandslingers and are as capable as any Brelish arcane dragoon.

The first common mistake is to assume the Khaar'paal are primitive; the second is to think they're nomads. The Khaar'paal have a subterranean town in the Graywall Mountains that is considerably



larger than Quickstone, and the kobolds think that Quickstone is something of an eyesore. The Khaar'paal in the Tents aren't a tribe, and they didn't bring their children or families; they're a workforce, hired by House Orien to support the western expansion of the lightning rail. Between their skill at working with stone and their natural affinity for elemental energies, the Khaar'paal have a remarkable talent for the work required to prepare and place conductor stones. Orien has used Khaar'paal artisans as specialists on other rail lines, and given the proximity to their home, this time Orien hired a larger force of them. Some assume that the kobolds are cheap or expendable laborers; little could be further from the truth. The Khaar'paal are paid more than the typical stonelayer, and they're worth every coin.

Like the Grizzlies, the Khaar'paal camp is largely self-sufficient; they came prepared with hunters and the artisans needed to care for their own. The priest, Sarvus'kor, is a servant of the Fury; while she can't heal the sick with magic, she's a capable herbalist who works with mundane medicine. Skaivus is a "spell-crafter," who follows the Khaar'paal tradition of artifice; he's capable of producing common magic items, and more if he acquires exotic components. Vanon'dor is the overseer, a specialist in working with the conductor stones and a deadly wandlinger who stands ready to protect his people. Together, Sarvus'kor and Vanon'dor lead the camp: Sarvus'kor is the spiritual guide (devoted to the Cazhaak Six), while Vanon'dor directs the workforce and maintains discipline.

While the Khaar'paal weren't involved in the fighting on the western front, many of the townsfolk were initially uncomfortable with this force of Droaamites on their doorstep. Today, the Khaar'paal workers remain largely isolated, but the communities are slowly growing closer; kobold scouts display their acrobatic prowess at the Rose Theater, and Khaar'paal occasionally play traditional music (involving drums and the sar'duur, a unique form of nose flute) at the Crown. A few of the townspeople now join in the Aram'ja revels at the Khaar'paal camp. Nonetheless, there are still many—especially among the Grizzlies—who distrust the kobolds.

If your character is a kobold, you could be one of the Khaar'paal. If you're proficient with Arcana or Mason's Tools, you could have come to Quickstone to work on the lightning rail. Otherwise, you might be a scout, a hunter, or otherwise supporting the community as your skills suggest. If you're a kobold but not one of the Khaar'paal, consider whether you know of the Khaar'paal or wish to join them... Or if you and your kin have a rivalry with the mageblood clan!

## POSSIBLE TIES TO THE KHAAR'PAAL KOBOLDS:

- (*Acolyte: Cazhaak Six*) Sarvus'kor is the spiritual guide of the Khaar'paal. They see you as their champion, empowered by the Six to protect their people. The Khaar'paal may come to you with their troubles, and you are always welcome in the camp and at their revels.
- (*Droaamite*) Sarvus'kor found you in the wilds years ago after you'd been severely injured. She nursed you back to health, but told you that the Fury has a purpose for you. You recognized her when you came to Quickstone—that debt may soon come due.
- (*Artificer or proficiency with Arcana*) You're intrigued by the spellcrafting techniques of the Khaar'paal and have become friends with Skaivus. You've been trying to convince him to join the Wizard's Circle, but he's shy, and his Common is still poor.

## MOURNERS

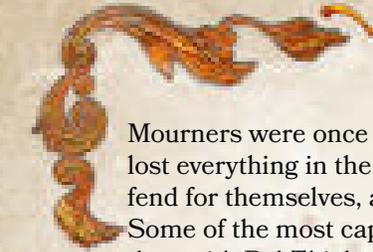
**Location:** The Tents, Oldtown

**Overview:** Cyran refugees

**Key NPCs:** Astan Morn (male human organizer, town councilor), Beleth "Bel" Thiel (female shifter smith), Elin Ton (male gnome priest), Jury d'Cannith (female human tinker), Yenna Lane (female half-elf healer)

In the wake of the Mourning, thousands of Cyrans were left without a homeland. King Boranel of Breland was sympathetic to their plight; he allowed a host of refugees to cross into Breland, and called together his nobles to see where the Cyrans could be placed. Count Thauvius ir'Blis offered to settle a few hundred Cyrans in the growing town of Quickstone. This may have been an entirely altruistic move, placing the refugees in a town that seemed to be on the rise; however, some wonder if ir'Blis wasn't just as interested in placing more warm bodies between Droaam and his richer lands. In either case, early in 996 YK, over two hundred refugees arrived in Quickstone. The shantytown to the west of town was expanded to serve as a refugee camp, and today these Cyrans make up the majority of the population of the Tents. Initially, others called them "Mourners" as a pejorative term, mocking their lost homeland. Over time, this term has come into common use even by those who bear the Cyrans no ill will.

The Mourners have always faced challenges, even within their own community. They're all from Cyre, but they're hardly a monolithic group. Some came from great cities, others were farmers, and some were soldiers who were serving on the Brelish front—something that doesn't exactly make them popular with the Brelish citizens of Quickstone. Some of the



Mourners were once powerful and wealthy; having lost everything in the Mourning, they must learn to fend for themselves, and they aren't all good at it. Some of the most capable among them—such as the smith Bel Thiel and the Cannith tinker Jury—use their talents to help other Mourners, but there are others who are only looking out for themselves, even if personal success comes at the expense of their fellow Cyrans. Astan Morn—the headman of the Cyran village of Ashford—has become the de facto leader of the community, and established a stable camp within the tents jokingly called “the Vermishard” after the great palaces of Metrol. In the Vermishard, Morn works with those Cyrans most committed to helping their kin. They ration the supplies they receive from the Magistrate and spread out what they raise through their own efforts. Yenna Lane is a magewright healer who does what she can for her people; while she is capable of casting *Lesser Restoration*, she rarely has the components required for the ritual and can only provide mundane care. Elin Ton is a former acolyte of the Silver Flame who maintains a shrine in the Vermishard and is the closest thing the Mourners have to a priest. He cannot perform divine magic, but he does his best to maintain morale and offer guidance—though the majority of the Mourners are Vassals and prefer the council of Vesper in town, or simply keep their own counsel. Astan, Yenna, and Elin are the most prominent figures within the Vermishard, and Astana also currently holds a seat on the town council; the other well-known Mourners are Bel Thiel and Jury d’Cannith. When the town’s former smith was killed in a raid, Jury d’Cannith arranged for herself and Bel to take over, establishing the Anvil smithy. Both are talented and generous, and their good work has helped to improve general relations between the townsfolk and the Mourners.

While things are improving for the Mourners, they’ve never been good. The simple fact is that four years ago, Cyre and Breland were at war. Many of the Grizzlies question why any aid is being given to these former enemies of the nation, and there are often quarrels and brawls between Grizzlies and Mourners. Even beyond the Grizzlies, given the choice between giving an opportunity to a Mourner or to a Chanter, Coin, or Grizzly, most will choose the Brelish. Count ir’Blis has pledged to help the Mourners, and has provided basic supplies (tents, blankets, tools); the Magistrate provides regular deliveries of food and other supplies to the Vermishard camp. The count wishes to give land and housing to the Cyrans, and they have been granted a small stretch of farmland. But ir’Blis says that he is bound to honor his duties to his former veterans—the Grizzlies—first and foremost, and available housing and the best land has been going to them. Those who are capable among the Mourners contribute by hunting, working in the mines, and doing

their best to practice their trades. Bel and Jury channel the bulk of the profits from the Anvil to the Vermishard, and this has allowed some families to move into tenements in Oldtown. But for now, life is hard for the Mourners—made harder by the ongoing tensions with the Grizzlies and other Brelish, but also by the divisions among the refugees themselves.

If you’re playing a Cyran character, work with your DM to decide if you’re part of the Mourners or if you came to town on your own. If you’re a Mourner, what are your ties to the community? Do you have family or friends? Do you support the Vermishard and work to help the community, or are you one of those who only looks out for yourself?

## POSSIBLE TIES TO THE MOURNERS:

- (*Acolyte*) If you’re an Acolyte of a faith not represented in town, your religion could have followers among the Mourners. If you’re a follower of the Silver Flame, you could replace Elin Ton. If you’re devoted to the Sovereign Host, consider if you support Vesper and want to bring people together, or if you are only concerned about the well-being of the Mourners.
- (*Cyran Soldier*) Regardless of whether you have the Soldier background, if you’re a former Cyran soldier, Astan Morn may lean on you to help protect the Mourners. Bel Thiel and Jury d’Cannith also served in the war; do you know them?
- (*Brelish Soldier*) You faced Bel Thiel on the battlefield during the Last War. Do you respect one another because of this experience, or is it a source of lingering animosity?
- (*Cyran Criminal or Spy*) There are rumors of a sinister cabal hidden among the Mourners, composed of former Cyran criminals and covert operatives. If your character would have ties to such an organization, discuss it with the DM.

## THE TUUVA CLAN

**Location:** Oldtown

**Overview:** Industrious goblins

**Key NPCs:** Deven Sarkaas (male goblin tailor), Jhol Tuuva (female goblin merchant), Meera Sarkaas (female goblin accountant), Noon Tuuva (male goblin baker), Zel Tuuva (male goblin merchant, town councilor)

Goblins are found in most of the major cities of the Five Nations, but they are often denied opportunities that come easily to humans and the other “fair” races. The goblins of the Tuuva family had achieved modest success in the Bazaar of Sharn, but matriarch Jhol Tuuva felt that they would never reach the heights of the towers or be given the opportunities they deserved

Jhol is devoted to the Three Faces of Coin, and when the priest Vesper came to her with the proposal for Quickstone, Jhol committed the Tuuvas to the priest's cause. She rallied a number of other enterprising goblins in Dura—a few magewrights, an excellent tailor, not to mention a few goblins interested in the possibilities for smuggling on the Western Frontier. All in all, there are around forty goblins in Quickstone. While there are a number of families (Sarkaas, Paalman, Kurtuu, and more), they all rally behind Jhol Tuuva, and people use “The Tuuva Clan” as a term to refer to all the goblins of Quickstone.

Within the Three Faces of Coin, Kol Korran blesses the merchant, Onatar blesses the artisan, and Kol Tarrant blesses the ‘night merchant’—the one who acquires those goods that can't be purchased in the light. Within the Tuuva Clan, Jhol Tuuva is the mother of the Mercantile, working with a web of suppliers across western Breland and building her connections in the east. Noon Tuuva is the finest baker in Quickstone, specializing in Sharn Fusion—a blend of goblin and human cuisine. And Zel Tuuva is the goblin who can get you the things you can't buy at the Mercantile. He does his business in the common room of the Crown, and he also puts his charisma to work as one of the town councilors of Quickstone—usually allying with Vesper to support the interests of the Coins and the Pennyroyals.

While their families include a number of exceptional smugglers, the goblins of the Tuuva Clan are generally respected as upstanding citizens of Quickstone; among the Coins, smuggling is considered an honest way to make a living. They're proud Brelish citizens and invested in the success of the town. Most are Vassals of the Sovereign Host, and many are devoted to the Three Faces of Coin—so there's overlap between the Coins and the Tuuva Clan, but not all the goblins are Coins. Goblin-owned businesses include Tuuva Mercantile and Littlehand Haberdashers, along with a few independent magewrights; all are described later in this chapter. Right now, the Tuuva Clan's greatest fear is that the dragonmarked houses will continue to expand their presence in Quickstone; the last thing they want to see is a Cannith department store on Main Street.

If you're a goblin in Quickstone, talk with your DM and decide if you're connected to one of the families of the Tuuva Clan. If you're proficient with artisans' tools, you might sell your goods through the Mercantile. The Tuuva goblins come from Sharn and have no connections to Darguun or the Dhakaani, but if you want to play a character with a foot in both worlds, you could be a Shaarat'klesh spy embedded in the family or a Ghaal'dar mercenary hired to protect the Tuuva businesses.

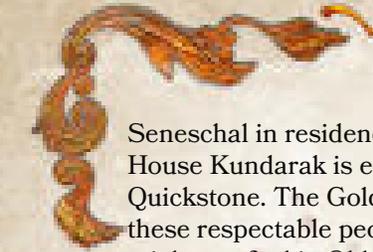
## POSSIBLE TIES TO THE TUUVA CLAN:

- (*Criminal or Smuggler*) Even if you're not a goblin, if you have any ties to smuggling in Quickstone you've probably dealt with Zel Tuuva or worked with some of his cousins. Zel could be your Criminal Contact, or someone you consider a friend and a colleague.
- (*Guild Artisan, proficiency with Artisan's Tools*) If you produce goods, you probably sell them through Tuuva Mercantile. While it's not actually a guild, your Guild Membership could reflect your special standing with the Tuuvas; Jhol Tuuva may think of you as her best supplier and an honorary member of her family. Even if you're not a Guild Artisan, if you have a trade proficiency, you could still be a trusted supplier for the Clan.
- Noon Tuuva and schoolteacher Ink Tragomir give lessons in the Goblin language at the Schoolhouse. Perhaps Noon is teaching you Goblin, or you've convinced him to give you cooking lessons!

## DRIFTERS AND NEWCOMERS

The communities described in this section are large forces that have a significant impact on the town. But what makes Quickstone important is that it's a border town, and at any given time there are hundreds of people who are just passing through. Some are just there for a night, resting at the Crown or the Gold Dragon Inn before crossing into Droaam or taking the lightning rail to Ardev. Others may be in town for a few days or a week—farmers selling their crops and buying supplies before returning to their land, smugglers making deals or waiting for connections, settlers considering their next move. And then there are those who don't know how long they'll stay—people in the Tents whose plans have fallen through or who simply never had a plan, former soldiers, or even fugitives who are waiting for fortune to present them with an opportunity. And, of course, there's always the chance of running across adventurers—treasure hunters hoping to plunder Dhakaani ruins or to find undiscovered wonders in the foothills.

In addition to these transients, there's also the new blood—the people of Main Street. Oldtown was established by the Chanters and the Coins. The Square and the Tents arose when the Grizzlies and the Mourners came to town. This next wave of settlers are scions of dragonmarked houses and envoys hoping to do business with the great powers of Droaam. While everything is relative—these people might not be considered wealthy or powerful in Sharn—by the standards of Quickstone, they are both. Orient Station is an important outpost for the house, with a Lord



Seneschal in residence to make deals with Droaam. House Kundarak is establishing a true enclave in Quickstone. The Gold Dragon Inn aims to provide these respectable people with a level of service they might not find in Oldtown. And with these three as anchors of polite society, other upstanding citizens of Ardev and other eastern cities are considering opportunities in Quickstone. In the months to come, someone could open up a candy shop on Main Street, or a salon specializing in cosmetic transmutation. It remains to be seen if such things could actually survive on the frontier, but there are always people who are hoping to be the next big thing.

If you have no particular connection to Quickstone, consider whether you live in the squalor of the Tents or whether you have a room at one of the inns (and if so, which one?). If you're a Noble or a dragonmarked House Agent, you might own one of the new houses on Main Street. If you're a drifter, what's brought you here, and how long are you planning to stay? Are you hoping to lay down roots, or are you just passing through—and perhaps, about to be touched by the hand of fate?

The Drifters table gives a few examples of people you might meet in a tavern, the Tents, or waiting at Orient Station.

#### DRIFTERS

##### d8 Rumor

- 1 **Huli'Aashta** (female half-orc) is a Tharashk agent escorting three ogres to a job in Ardev.
- 2 **Maze d'Orien** (male human) is an elite Orient courier. They never talk about what they're carrying, but you can be certain it's important.
- 3 **Dol Rani** (female elf) is an Aundairian duelist and bravo whose primary motivation seems to be humiliating Brelish wandslingers.
- 4 **Blue** (male warforged) is a former quartermaster turned aspiring merchant. He has a "merchant hat" and he's heading to Turakbar's Fist with a case of horn polish.
- 5 **Ja'kala** (female harpy) is a classic bard, singing for her supper and carrying news between farms and villages on the frontier. She's celebrated at the Crown when she sings.
- 6 **Lucky Haskal** (male halfling) is a settler from Wroat who's always chasing a new get-rich-quick scheme. *This one's a sure thing, really!*
- 7 **Epitaph** (female tiefling) is a Thrane missionary of the Silver Flame, bringing light to the Frontier. A Dolurh-touched tiefling, she's surrounded by ghosts—but she tries to lift people's spirits.
- 8 **The Gray Man** (male human) never gives his name and says as little as possible. He's dressed in gray—hence the name—and carries a polished rod and three wands. He's definitely looking for someone, but he won't say who.

## LOCAL BUSINESSES

In a vast city such as Sharn, there are so many different businesses and locations that the easiest way to define the city is by districts. Because Quickstone is so small, life revolves around specific businesses rather than around neighborhoods. You don't just go down to Lower Dura or Upper Central; you go to the Crown. If you want to get new armor, you go see Bel and Jury at the Anvil. This isn't a complete list of every shop in Quickstone, new places are always opening, and existing businesses may close. But these are the pillars of Quickstone, and the people who own them and run them are important members of the town's close-knit community.

In creating a character for a Quickstone campaign, it's important to develop your ties to the town. Do you spend your evenings at the Crown or at the Gold Dragon Inn? Each business includes a few possible hooks that could tie a character to that place. Pick one or two of these and work with the DM to establish the details. Alternatively, if you have a character who's similar to one of these key NPCs, you and your DM could decide to have your character replace the NPC. So, if you're a skilled blacksmith, you could be an independent rival of Bel Thiel at the Anvil; but another option is for YOU to be the town's blacksmith, removing Bel from the scenario.

## THE ANVIL

**Location:** Oldtown (11)

**Services:** Smithcraft, armor and weapons, hardware,

Common magic items; enchanting on demand

**Key NPCs:** Beleth "Bel" Thiel (female shifter smith), Jury d'Cannith (female human tinker)

There's a host of itinerant blacksmiths scattered around Quickstone; if you're looking for horseshoes or to repair your mining tools, you can find cheap labor in the Tents. But if you're willing to pay for quality, you want to see Bel. The Anvil is the largest and best equipped smithy in Quickstone, and the only one that pledges to meet Cannith standards. The Anvil produces weapons, armor, and tools; Bel also works on larger scale projects. Arcane artisan Jury d'Cannith is always working on something new, and the Anvil usually has an assortment of common or uncommon magic items; given time and the proper supplies (assuming they can be found), Jury can easily do custom work.

Beleth Thiel is brave and hard-working, and is widely respected for her honesty as well as her skills as a smith. Born into a family of guild smiths in the Cyran city of Eston, Bel served Cyre as an engineer during the Last War. In the wake of the Mourning, she rallied a group of refugees and helped them survive the journey



that ultimately brought them to Quickstone. Today, Bel and Jury donate the bulk of their profits to the Mourner community. While Bel has no interest in being a leader, she has a lot of influence with the Mourners.

Jury d'Cannith is a Cannith heir from Eston. She served with Bel in the Last War, and when the blacksmith lost her leg, Jury built her a new one; the two have been together ever since. Jury is a talented arcane artisan, but her independent nature kept her from finding a place within the Cannith hierarchy. She's always happiest when she's working on something new—especially if it's never been done before. She's from the Juran family of House Cannith, and this is the origin of her name; she's never revealed her true name.

### POSSIBLE TIES TO THE ANVIL:

- (*Cyran*) If you fought in the Last War, you may have served with Jury and Bel. If not, you may have traveled across Breland with them after the Mourning. How did one of them save your life?
- (*Proficiency: Smith's Tools or Artificer*) You could work alongside Bel or Jury at the Anvil, or you could replace the appropriate character and have a stake in the business yourself.
- (*Cannith*) Are you related to Jury? Do you know why she doesn't use her true name?

- (*Shifter or Druid*) Bel has a strong bond with her Beast Within; the two of you feel a primal connection.
- If your party doesn't have an Artificer or proficiency with Arcana, Jury can be a useful ally. She crafts custom magic items, but this takes time and exotic components; if you find something exotic (a wyvern's heart, a mind flayer's eyes, a displacer beast's hide) she might be able to work with it.

## THE CHURCH

**Location:** Oldtown (5)

**Services:** Spiritual guidance, divine spellcasting

**Key NPCs:** Vesper (female half-elf priest, town councilor)

There's only one church in Quickstone, a temple dedicated to the Sovereign Host. It's maintained by Vesper, a charismatic priest who offers sound spiritual counseling. Unlike the majority of Vassal priests, Vesper is both a competent spellcaster and willing to sell spellcasting services. This is tied to the fact that she's not just a priest of the Sovereigns, but a servant of the Three Faces of Coin. She is happy to give the faithful the help they need... As long as they can pay for it. In most towns, priests associated with a Three Faces sect would conceal their faith, but given that the Coins are a significant force in Quickstone, Vesper is open about her beliefs and about her expectations of payment for her services. That said, she delivers on her promises. Her advice is always good, just never free.

Vesper is a middle-aged half-elf. She's married to Brogan Hul, the owner of the Crown; she's also on the town council, representing the interests of the Coins. She's wise and clever, but she believes that people need to earn anything worth having. She's not a criminal, but she has strong ties to the Pennyroyals and is sympathetic to their work.

### POSSIBLE TIES TO THE CHURCH:

- (*Vassal Acolyte or Cleric*) You could work with Vesper at the Church, or you could have been sent by a powerful priest (perhaps Pthaso Mogan of Sharn) to evaluate her work and potentially replace her position.
- (*Acolyte or Cleric of another faith*) You could have a rivalry with Vesper, and be working to establish a temple for your faith. Or if you and the DM wish, Vesper could be removed, and the Church could be devoted to your faith.
- (*Vassal Criminal*) If you have ties to the Pennyroyals, Vesper could be your Criminal Contact. While she's not actually a criminal, she has considerable pull with the Pennyroyals and will guide you on the path to gold.

- (*Half-elf*) Vesper has a soft spot for other Khoravar. You occasionally gather with other half-elves in Quickstone for a traditional Unity dinner, and she may occasionally offer you free advice or a discount on her services.
- You've had a divine vision you don't understand, and Vesper is trying to help you interpret it.
- Vesper saved your life or the life of someone you care about with divine magic, but now you owe her a favor.

## THE CROWN

**Location:** Oldtown (13)

**Services:** Food, lodging, gambling, entertainment

**Key NPCs:** Brogan Hul (male human innkeeper), Fylas (male gnome chef), Grim (female war troll bouncer), Tyraen (female elf entertainer)

The Crown is the oldest inn in Quickstone. It's not as clean as the Gold Dragon Inn, the paint needs to be refreshed, and some nights it seems like more people leave through the windows than the door. But for the customers, the entertainment and opportunities more than make up for the mess. There's an axe-throwing wall on the east side of the common room; some nights, the elf Tyraen will conjure images on the wall,

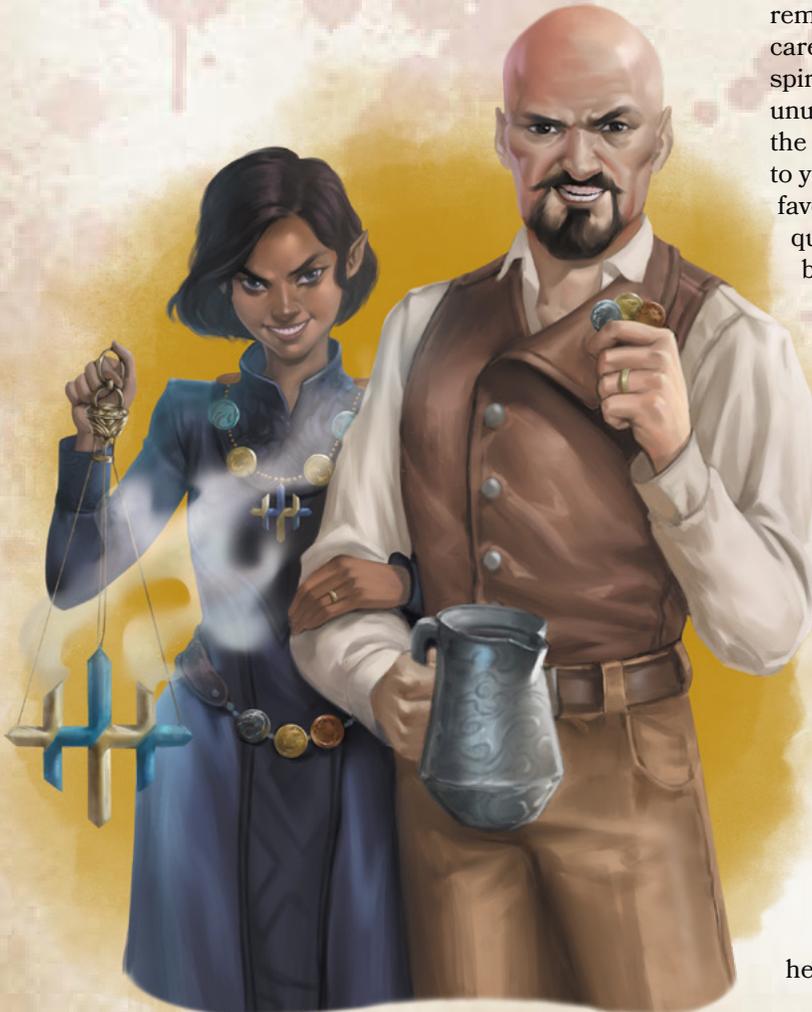
creating elaborate scenarios for the competitors to face. There's always a variety of games at the tables, for stakes as high as anyone's willing to play for. Beyond that, this is the primary place to find members of the Pennyroyals—smugglers, fences, and others whose business lies beyond the strict confines of the law—who pay a tithe to the innkeeper Brogan in exchange for his help arranging deals. The back room of the Crown is soundproofed and shielded against divination, perfect for secret negotiations.

The Crown is a social hub for the people of Oldtown. The magewright entertainer Tyraen plays the *Thurimbar Rod* and provides illusory entertainments most nights, but the small stage is always open for other local acts; the Greensinger Briar often leads people in song, and a kobold nose-flutist named Hetch is gaining popularity. A number of minor social clubs meet at the Crown on a weekly basis—the Rockhounds, the Soldier's Choir, the Wizard's Circle, and more. With that being said, it's a dangerous place for outsiders. It's not that it's *physically* dangerous; there are regular brawls, but the bouncer Grim will intervene if things get bloody. The simplest way to look at it is that this is an inn for wolves. The pack looks after its own, but careless sheep who walk through the door are likely to get fleeced.

The Crown serves Modest meals; it's reliable, if not remarkable. However, the innkeeper, Brogan, takes care of his regulars, stocking a wide range of exotic spirits and foods—slightly toxic Mror mushroom wine, unusual Droaamite delicacies for regular guests from the west, and other special requests. If he takes a liking to you, he can pull strings to get ahold of your personal favorites, producing special meals of up to Wealthy quality. Most rooms are Modest in quality and price, but there are three Comfortable rooms, and Brogan can find Poor accommodations for friends in need. The inn takes its name from its “crown brew,” a horrifying rotgut that only costs 1 Copper Crown for a mug; the taste is terrible, but it serves its purpose.

Brogan is a middle-aged man. Rumors say he was a legendary smuggler during the Last War, who crossed lines to get medicine and other vital supplies to people in need. Another story says he was a prolific grifter who invested his ill-gotten gains in Quickstone, far from his many enemies—and that Brogan himself spreads the “humanitarian smuggler” stories.

Those who know him well know that he is a devotee to the Three Faces of Coin, and that he and his wife Vesper are the force behind the Coins in general and the loose alliance of scoundrels known as the Pennyroyals. Brogan considers himself the patriarch of Quickstone, and takes pride in helping the town and the Coins prosper. But he expects payment from those he helps, either in gold or favors.



Other employees include Tyraen, an elf who entertains with illusions and arcane music. She has the Mark of Shadow, but won't talk about her past; it's generally believed that she's a Thuranni exorciate, but some think this is a front and that she continues to report to her house. The chef, Fylas, generally produces modest cuisine, but he loves an interesting challenge. The most unusual member of the staff is the bouncer, a war troll known only as Grim. No one knows the exact nature of her relationship with Brogan; some say that he won her services in a hand of Thrones, while others say that the innkeeper struck a bargain with a disguised Sora Maenya—and Grim was assigned to keep him alive until he fulfills this bargain. Grim rarely talks—hence her name—but as a war troll she's more intelligent than most expect.

### POSSIBLE TIES TO THE CROWN:

- *(Criminal, Charlatan or Smuggler)* If you're a former or current criminal with ties to the Pennyroyals, the Crown is likely your second home. Brogan is an excellent choice for a Criminal Contact, and will be happy to help you find work in Quickstone... For a small fee, of course.
- *(Entertainer or Bard)* You have a regular gig at the Crown. Do you get along with Tyraen, or do you want to replace her?
- *(Proficient with Brewer's Tools or Cook's Utensils)* You work part time at the Crown, cooking meals or brewing the infamous "crown brew".
- *(Proficient with a Gaming Set)* You regularly gamble at the Crown. What was your biggest win? What about your most tragic loss? Do you have a rival?
- If you've only recently arrived in town, you might live at the Crown. Modest room and board will cost 45 SP per week, though Brogan might give you a special rate in exchange for helping him out with a few delicate issues...
- You're part of a special interest group that meets in the Crown once a week. What's the focus of this particular group?
- Thanks to a spectacular evening that got out of hand, you have a drink named after you. What happened, and what's the drink?
- Brogan helped you when you were in dire need, and now you owe him. What happened?

## THE GOLD DRAGON INN

**Location:** Main Street (17)

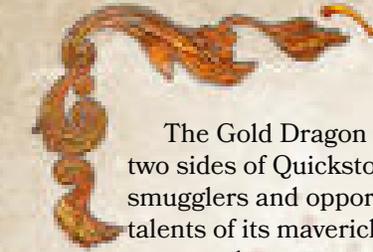
**Services:** Food, lodging

**Key NPCs:** Lady Hazel d'Ghallanda (female halfling innkeeper), Ivy d'Ghallanda (female halfling bartender), Dalis and Dolis d'Deneith (male human guards)

The Gold Dragon Inn, a franchise operated by House Ghallanda, opened its doors toward the end of 996 YK, and it serves as the cornerstone of the area now known as Main Street. From the white and gold décor, to the familiar menu, to the smell of fresh-baked bread that permeates the common room (generated and maintained through the regular use of *Prestidigitation*), Quickstone's Gold Dragon Inn is instantly familiar to anyone who's ever been to any of its many branches.

House Ghallanda believes that traffic between Droaam and Breland will continue to increase, and the Gold Dragon Inn provides a safe haven for merchants and envoys who don't want to stay in Graywall. The inn is exceptionally large, capable of supporting a hundred guests. It includes a small ballroom and a performance stage in the common room, and guests can store valuables in a safe equipped with an *Arcane Lock*. Modest and Comfortable meals and lodging are plentiful, along with two Wealthy quality rooms and one Wealthy quality suite. The common room is cheerful and welcoming. No gambling is allowed, and one of the inn's twin Blademark guards is always ready to intervene to deal with any signs of violence or criminal activity. The Inn recently lost its regular entertainer and is looking for a new one, but musicians can only play songs from the Ghallanda-approved playlist. It's safe and reliable, a haven for travelers and tourists—which may be why it's generally despised by the people of Oldtown.

Lady Hazel is the matriarch of the Gold Dragon Inn, and she runs it like her personal kingdom. She firmly believes that this is a great opportunity, that Quickstone is on the verge of a boom, and that the Gold Dragon Inn will be the heart of the emerging town. She's always looking for ways to improve the inn—within Ghallanda-approved guidelines, of course. Her daughter Ivy would rather be an adventurer than an innkeeper, and when she's not working behind the bar she often roams the fields and mountains; she has a particular interest in stories of the fey. Dalis and Dolis d'Deneith are Blademark mercenaries, well paid to protect the patrons of the Gold Dragon Inn from harm. They're identical twins, almost entirely indistinguishable; Ivy has taken to calling them "D," as either will answer to the name.



The Gold Dragon Inn and the Crown reflect the two sides of Quickstone. The Crown is a haven for smugglers and opportunists, embracing the varied talents of its maverick patrons. The Gold Dragon Inn caters to honest merchants and envoys, and is entirely predictable and reliable. Where do you and your fellow adventurers spend your evenings?

### POSSIBLE TIES TO THE GOLD DRAGON INN:

- *(Entertainer or Bard)* The Gold Dragon Inn needs entertainment! Do you have a full-time gig or just do one or two nights a week? How do you feel about the strict guidelines on what sorts of music and songs you're allowed to play? What sort of relationship do you have with Tyraen, the Crown's resident entertainer?
- *(Archfey connection)* If you're an Archfey Warlock, a Circle of Dreams Druid, or otherwise possess a connection to the fey, you may be friends with Ivy d'Ghallanda; the bartender is fascinated by all things fey.
- If you're new to Quickstone, you might live at the Gold Dragon Inn. Modest room and board will cost you 5 GP per week, while a Comfortable room and board will be 8 GP per week. If you're a Guild Artisan or House Agent (regardless of which house) you receive a 10% discount.

## KEMBLE BANK

**Location:** Main Street (18)

**Services:** Financial services

**Key NPCs:** Ilia Kemble (female human banker)

Kemble Bank is a small financial institution offering basic savings and loan services to the people of Quickstone. Ilia Kemble saw a thriving community in Quickstone, yet one too small to draw the interest of House Kunderak. Kemble Bank has provided good service to the town, and helped many settlers find their footing. But now, House Kunderak is building its own enclave in Quickstone, right next door to the bank. Toln Kunderak has offered to buy the bank from Kemble, merging it with the enclave; so far Ilia has refused, but Kemble Bank can't possibly compete with the services Kunderak will be able to provide.

Kemble Bank is a simple bank, with a small but solid vault equipped with an *Arcane Lock*. It has a set of safety deposit boxes, and offers small loans for sound investments. Ilia Kemble is a young entrepreneur and is always looking for new opportunities. Recently, she's been working with the kobold community. Following a robbery, the kobolds have taken to assigning someone to watch over Kemble; there's typically an alert kobold standing ready to protect Ilia from any threats.



### POSSIBLE TIES TO THE KEMBLE BANK:

- Ilia Kemble has invested in something you're involved in. Is it a land claim? Arcane research? An unusual business venture? Work with the DM to establish the terms of this arrangement.
- You have a family heirloom stored in the vault at Kemble Bank. It may not have much resale value, but to you, it's priceless. What is it?
- Ilia is an old friend of yours. Perhaps you went to school together, or maybe your families have close ties. Whatever it is, you'd love to find a way to help her with the business.

## KUNDARAK ENCLAVE

**Location:** Main Street (20)

**Services:** None currently

**Key NPCs:** Toln d'Kundarak (male dwarf banker)

Following a number of tragic incidents in Graywall, House Kundarak decided to invest in a major enclave in Quickstone instead. Once it's completed, the enclave will be a small fortress capable of supporting the house's western operations. In addition to multiple vaults and safety deposit boxes, the enclave will have access to the Kundarak Vault network. The enclave will ultimately incorporate Sivil Stone 182, and in coordination with House Orien, will serve as an important postal outlet.

Currently, the Enclave is little more than a dream. There's a basic foundation and framework, but there are still many crucial questions to be answered. Lord Toln d'Kundarak is overseeing the construction of the enclave. Under current plans, it could still be a year before the Enclave is ready. This schedule could be dramatically accelerated if Lord Toln would allow the use of quickstone in the construction; currently he's resisted using what he calls "mud-stone." There have also been a number of unfortunate accidents; some believe Ilia Kemble is responsible.

Lord Toln d'Kundarak is stubborn and proud. He respects his dragonmarked peers, including Viceroy Emerick d'Orien and Lady Hazel d'Ghallanda, but unless you're a noble or a dragonmarked heir, he has little interest in you. He sees the people of Oldtown and the Coins as peasants and criminals; he envisions his enclave as the center of a bold new Quickstone, with no room for such disreputable folk.

### POSSIBLE TIES TO THE KUNDARAK ENCLAVE:

- (*Kundarak heir or House Agent*) As a Kundarak heir, you could be related to Lord Toln—a niece, nephew, or even his child. Are you actively working to help him overcome obstacles, or are you a layabout heir sent to the frontier to learn responsibility? Most of the houses recognize the Enclave as a valuable asset, and as a House Agent from any house, you might be asked to assist Lord Toln with problems that arise. Although, it's always possible your house has some auspicious reason they *don't* want the enclave to succeed...
- (*Proficiency with Mason's Tools*) When you're not adventuring, you're working on the Enclave. The pay is good, but Lord Toln is a hard taskmaster. And it's always possible you'll find something unusual in your work—an unanticipated passage below the foundation, a strange artifact embedded in the stone, a haunting voice whispering at night...

## LITTLEHAND HABERDASHERS

**Location:** Oldtown (6)

**Services:** Tailoring

**Key NPCs:** Deven Sarkaas (male goblin tailor), Meera Sarkaas (female goblin accountant)

While it's a tall order, tailor Deven Sarkaas is determined to make Quickstone the most fashionable town in the Five Nations. While he's perfectly capable of creating functional working clothes for miners and farmers, Deven's love is high fashion—grand hats, gowns and crinolines, capes in the Cyran style, and Aundairian veils. While he's not an enchanter, he's always thrilled when he gets a bolt of *Glamerweave* cloth or other exotic materials. Recently, he's begun to experiment with Droaamite styles and materials, creating a curious fusion of fashions. More than anything, he loves a challenge. Designing a ballgown for a warforged juggernaut? A frilled *Glamerweave* collar for a worg? That's Deven's idea of a perfect day.

Littlehand Haberdashers can produce any sort of mundane clothing, given time. While he's not an artificer, it's possible that Deven could work with Jury d'Cannith to create Common or Uncommon magical clothing, provided he has access to the necessary materials for such items.

Deven Sarkaas is part of the Tuuva Clan, goblins that came to Quickstone from Sharn. His wife Meera keeps the books for the Haberdashers and Tuuva Mercantile, and they have three children: rebellious Kala, studious Chotja, and little Gaate.



### POSSIBLE TIES TO LITTLEHAND HABERDASHERS:

- *(Goblin character)* The goblins of Quickstone are a tight-knit community. Did you know Deven before you moved to Quickstone? He has no direct relatives in town, but you could be related to Meera.
- *(Proficiency with History)* In addition to his love of fashion, Deven enjoys discussing history and the ancient lore of the region, especially anything related to the Empire of Dhakaan. Some might find his remarkable knowledge to be suspicious, but he assures you he's just a simple tailor.
- *(Proficiency with Weaver's Tools)* Do you work with Deven at Littlehand? Or are you planning to start a rival shop?
- Deven is working on an exotic piece of clothing for you. What is it?

## THE LIVERY

**Location:** The Square (12)

**Services:** Mounts, animal boarding, veterinary medicine

**Key NPCs:** Gavrin d'Vadalis (male human handler), Lirra d'Vadalis (female human veterinarian), Turro (male awakened dog)

The Livery is an outpost of House Vadalis. Lirra and Gavrin provide boarding and care for travelers' beasts, as well as offering guidance and veterinary care to the farmers around Quickstone. In addition to these services, the Livery has an assortment of mounts for sale. Their focus is on tribex, and they breed riding tribex; however, they generally have a few horses on hand, and can acquire more exotic beasts given enough time. Both Gavrin and Lirra are intrigued by the unusual beasts and monstrosities of Droaam; Gavrin has been trying to train a cockatrice he recovered from one of the old mines, but so far his efforts have simply resulted in a series of petrifications.

Gavrin and Lirra are in their early thirties, and came south from the Eldeen Reaches. Gavrin is a big man, and enjoys the challenge of matching wits with large beasts. Lirra is calm and empathic, always trying to understand the pain of those around her and to find ways to ease it. The third member of their household is Turro, an *Awakened* herding dog who's been with Lirra since he was a puppy.

### POSSIBLE TIES TO THE LIVERY:

- *(Mark of Handling or proficiency with Animal Handling)* You might work part-time at the Livery, helping to care for the beasts. If you're a Vadalis heir, you could be related to Gavrin or Lirra.
- *(Worg)* Turro is fascinated with worgs and has adopted you as an older sibling. He's always keen to hear stories of your adventures and the Dark Pack.
- If you have an animal companion or mount, Lirra could have saved them from illness or injury. She's taken an interest in both you and your beast since then, and you've become friends.
- You helped Gavrin acquire his cockatrice, and he may ask you for help acquiring other, even more exotic creatures.





## ORIENT STATION

**Location:** Main Street (19)

**Services:** Transportation (lightning rail, stagecoach, caravan), courier services

**Key NPCs:** Lord Seneschal Emerick d'Orien (male human administrator), Bruus Tayne (male dwarf stationmaster), Rhia d'Orien (female human House Agent)

Traffic between Breland and Droaam is on the rise, and House Orien is prepared for whatever lies ahead. Orien Station is a large facility designed to support both individual stagecoaches and trade caravans. The station serves both as the post office and as the courier station; while the *Speaking Stone* remains inoperable, Orien couriers are the fastest way to send messages. The station's importance has dramatically increased with the arrival of the lightning rail; this is a recent development, and artisans still work to improve the freight cranes and other systems that support the rail.

In addition to the services it provides the residents of Quickstone, Orien station supports house operations. The station has sleeping quarters for teamsters and couriers, a stable so mounts can be swapped out, and facilities to repair damaged coaches. The stationmaster is an old dwarf named Bruus Tayne.

Newcomers are often surprised to see a dwarf in charge of an Orien facility, but Bruus has proven his value through long service to the Transportation Guild; he may not have a dragonmark, but he has a brilliant grasp of the logistics required to maintain the facility and ensure that coaches are kept on time and in good repair. He's a serious man who's always counting the minutes until the next coach arrives, and he has little patience for interruptions or frivolity.

While Tayne is the stationmaster, he's been upstaged by the arrival of Lord Emerick d'Orien, the Orien Seneschal of Breland, along with his personal operative, Rhia d'Orien. Emerick's role and his goals are discussed in more detail later in this chapter, but he is one of the most powerful members of House Orien and is used to having things his way. Some say Emerick's presence is grating on Stationmaster Tayne, though surely Bruus won't allow frustration to interfere with his performance of his duties.

### POSSIBLE TIES TO ORIEN STATION:

- (*Orien House Agent*) You could replace Rhia d'Orien as Lord Emerick's personal agent, or you could be a local agent assigned to work with Stationmaster Tayne. You may be tasked to deal with obstacles to the expansion of the lightning rail or with bandits raiding the caravans.
- You're waiting for an important letter to arrive; you've checked in at the station every day for weeks, but it still hasn't shown up. Who is the letter from?
- You've known Bruus Tayne since he arrived in Quickstone. You play Conqueror with him once a week in his office at the station; to date, you've never won a game. He's not talkative by nature, but you're probably his best friend in Quickstone.

## THE PATCHERY

**Location:** Oldtown (7)

**Services:** Medical services, healing potions

**Key NPCs:** Daff d'Jorasco (male halfling healer)

Every town needs a doctor, and Quickstone has Daff. While he's an heir of House Jorasco, trained and licensed by the Healer's Guild, he's very interested in unorthodox paths of medicine. One day he'll be working with new herbal remedies, the next, he'll be messing around with Znir broodworms that disinfect wounds by eating infected flesh. The day after that he'll be practicing Sarlonan psychic sympathy ("*Don't you see? Laughter IS the best medicine!*"). While he's colorful, he is still a capable healer. In addition to mundane medical care, he can perform *Cure Wounds* or *Lesser Restoration* at the standard rates, and sells *Potions of Healing*. Depending on how his experiments go, he may occasionally have *Greater Potions of Healing* or other medical magic for sale, but

these are the product of his experiments and may have unexpected side effects...

### POSSIBLE TIES TO THE PATCHERY:

- You have a rare cosmetic medical condition that Daff is studying. Work out the details with the DM; it's not contagious and doesn't impose any penalties, but it may be visually unsettling.
- As above, but Daff is actually responsible for your condition; it's the result of an earlier experiment. *"Just relax... It's totally under control."*
- If you're a rare humanoid (such as a Tiefling, Aasimar, or Drow), or from an very distant culture (Sarlona, Xen'drik), Daff may be eager either to study your physiology or to discuss your culture's medical traditions.



## THE ROSE THEATER

**Location:** Oldtown (9)

**Services:** Entertainment

**Key NPCs:** Flourish ("male human" master of ceremonies), Rose ("female human" artist)

The Rose Theater provides entertainment for Quickstone. Each week, one night is devoted to scripted entertainment, and another to Brelish country dances. Three nights have variety shows—music, magic, tumbling, fancy wandwork, and more. The

remaining two nights, the theater is made available to local interest groups: kobold acrobats, the Soldiers' Choir, Mourners who want to dance the Cyran tago. Traveling entertainers and local talent are often worked into the variety shows, so there's almost always something new in the mix—occasionally including performers from Droaam.

The mystery of the Rose is that while there's a host of regular performers, no one knows exactly how many people work there. Vaegal is an elf acrobat and contortionist; the dwarf Drego Drego does a comedy act lampooning Karrnath ("*What a country!*"); the elderly Mystress Mysteria entertains with illusion and *Prestidigitation*; Rose plays the harp and sings; and these are just a few examples. But most of these performers are rarely seen outside the theater, and certainly never in a group. It is quite possible that they're a tight-knit troupe who prefer to keep to themselves, but most people assume that at least *some* of these performers are just personas created for the shows. The two people who are encountered outside the theater are Flourish, who serves as the master of ceremonies and manager of the theater; and Rose, who designs sets and costumes in addition to writing music. For the most part, the townsfolk go to the Rose for entertainment, and don't really care if the performers are changelings, warlocks, or magewrights; it's all part of the show, and of *course* things aren't exactly what they appear. Flourish and Rose are established members of Oldtown, and they are entitled to their secrets; and if asked directly about it, they'll smile and say "*We wouldn't want to spoil the mystery.*"

The Rose Theater isn't licensed by House Phiarlan or Thuranni. While this is hardly a problem for the wild frontier, as Quickstone grows it's always possible that one of the Shadow Houses will take an interest in the town, and this could cause trouble.

### POSSIBLE TIES TO THE ROSE THEATER:

- (*Entertainer, Bard, or Changeling*) You could be part of the regular company of the Rose Theater, or just perform in the occasional variety show. If you're a Changeling, and Rose or Flourish are as well, you might be family; discuss this with your DM if this is a path you want to explore.
- You've somehow offended Flourish, and there's a regular act in rotation at the Rose that specifically makes fun of you.
- You're part of a group that meets weekly at the Rose, practicing the particular dances or songs of your country.
- You have a romantic connection to either Flourish or Rose. How serious is it—just a fling in the distant past, or something more recent and potentially more serious? Develop the details with your DM.

## THE SCHOOLHOUSE

**Location:** Oldtown (3)

**Services:** Education, research, spellcasting services

**Key NPCs:** Tragomir “Ink” Narathun (male dwarf alchemist)

Quickstone is a thriving community, with an ever-increasing population. Honoria Soldorak paid for the construction of the Schoolhouse, and brought in her nephew, Tragomir Narathun—generally called “Ink” both because of his constant note-taking and his exotic tattoos—to teach the local children. While young, Ink is an excellent scholar, well-versed in history and mathematics. However, his true love is alchemy—and in particular, the science of fleshcrafting. This is a common field of study in Ink’s home of Narathunhold, but he recognizes that people in Breland generally find it repulsive. So, he generally hides this work, but if your character has any interest in such things, they’ll find an eager collaborator in Ink.

The Schoolhouse is a simple building with a large open classroom. Ink lives above the classroom and maintains his alchemical lab there. While the Schoolhouse has a small library, it’s the largest collection of books in Quickstone and the primary resource for research in the town. Ink is usually happy to help with research, especially on matters relating to history or the daelkyr. Ink has some of the skills of an Alchemist Artificer, and may be willing to sell his spellcasting services; he may also have a few potions he’s created, or even a symbiont

he’s willing to sell. He generally doesn’t have *Potions of Healing*; these can be purchased from Daff at the Patchery.

Ink is a Ruinbound Dwarf, described in *Exploring Eberron*. He has colorful tattoos covering his torso and arms, and these slowly shift in design. These tattoos include the image of a flumph, which actively moves around his skin; Ink sometimes talks to the tattoo, and says that it gives him advice.

### POSSIBLE TIES TO THE SCHOOLHOUSE:

- (*Sage or Alchemist*) You could collaborate with Ink on your work, but if you and your DM agree, your character could replace Tragomir in Quickstone, and *you* could be the local teacher.
- Ink knows a great deal about Aberrations and symbionts. You had a harrowing encounter with one of these, and Ink is keen to get a more detailed description of the experience.
- You have a child who’s one of Ink’s students.

## THE SHARN INQUISITIVE

**Location:** The Square (15)

**Services:** News

**Key NPCs:** Isti Devir (male half-elf chronicler), Vox (nonbinary warforged town crier)

The *Korranberg Chronicle* may be the most trusted newspaper in Khorvaire, but the *Sharn Inquisitive* is willing to go wherever it takes to get a story. Isti Devir has two jobs: to report on the ongoing development of Droaam (especially any signs of renewed hostilities between Breland and Droaam), and to a lesser degree, to report on the rise and ongoing evolution of this frontier town.

Isti is a half-elf from Sharn. While his primary job is to send stories of general interest to his employers in Sharn, he’s fallen in love with Quickstone and loves digging into local drama and gossip. While he shares the latest news from the *Sharn Inquisitive*, he also posts a weekly broadsheet covering local events. He’s assisted by Vox, a small warforged envoy who serves as the town crier. Vox can be found in the center of the Square from dawn to dusk, tirelessly sharing all the news there is to share. On a slow news day, Vox may advertise local businesses, share the wisdom of Beggar Dane, or offer their personal interpretation of recent events. While the lack of a functioning



*Speaking Stone* is a serious blow to the town, the *Inquisitive* office can still be a useful source of information on current events. If your adventures are newsworthy, Isti will certainly be interested in telling your story; he may also offer payment for especially important news (such as political developments in Droaam) or hire adventurers to carry out an investigation that's too dangerous for him to handle.

### POSSIBLE TIES TO THE SHARN INQUISITIVE:

- (*Entertainer or Folk Hero*) As either an Entertainer or a Folk Hero, you have a certain degree of fame or infamy. Perhaps Isti has been responsible for covering your previous deeds and is keen to chronicle what you do next. Do you like Isti's coverage, or do you have issues with how you've been depicted?
- You and Isti have a shared love of gossip, and you regularly meet over lunch to discuss the latest rumors and scandals.
- Isti revealed a scandalous secret about you in his broadsheet, and townsfolk still snicker about it. What was the secret, and do you want revenge?



## SIVIS STONE 182

**Location:** The Square (16)

**Services:** Scribing, translation, *Sending*, divination

**Key NPCs:** Sahra “Sora” Syrralan d’Sivis (female gnome scribe)

When Count ir’Blis chose to expand Quickstone and built the Square, he asked House Sivis to establish a *Speaking Stone* in the town. The house was happy to comply, and Sivis Stone 182 was established in early 996 YK. There’s only one problem: *the stone doesn’t work*. The house has replaced the *Speaking Stone* multiple times and brought in different stonespeakers, but despite all these efforts, messages sent through the Quickstone *Speaking Stone* never reach their intended destination.

The current stonespeaker for Stone 182 is Sahra Syrralan d’Sivis, an experienced sage with a talent for divination. She’s friendly and outgoing, always willing to listen to your troubles and offer suggestions. It was the kobolds who first called her “Sora”, the Goblin word for “grandmother.” She’s embraced it, and anyone who’s looking gloomy can expect to hear “*Now, now, dear, it can’t be all bad. Tell Sora what’s troubling you.*”

Despite her best efforts, Sora hasn’t been able to get the *Speaking Stone* to function. However, she provides the other services one can expect from House Sivis: scribing, translation, and notary services. For those with gold to spare, Sora’s dragonmark allows her to cast *Sending* twice per day, at a cost of 90 GP. She’s also capable of casting *Identify* (20 GP), or *Augury* (45

GP); as a devoted diviner, her *Augury* can potentially reach further into the future, offering insight into the events of the next day or so. These costs are the rates she’s required to charge based on Sivis standards, but she might be willing to perform these services under the table for friends at a reduced rate.

### POSSIBLE TIES TO SIVIS STONE 182:

- (*Sage or proficiency with Arcana*) You’ve been consulting with Sora about the background force that’s interfering with the *Speaking Stone*. You haven’t come up with an answer yet, but it’s a fascinating conundrum you’re continuing to explore.
- (*Sivis heir with the Mark of Scribing*) With your DM’s approval, you could take Sora’s place as the stonespeaker of Stone 182. Otherwise, you could have been sent by the house to assist Sora, or you could be one of her actual grandchildren; she’s so glad you’ve found time to visit!
- (*Anyone, but especially a Folk Hero*) Sora is writing a novel set in Quickstone, and she’s chosen you to be the protagonist in her story. She’s going to be following your adventures very closely.
- Sora knows a great many people, including your parents. She often invites you over for a cup of tal, to check in on how you’re doing and to make sure you’ve been writing to your family. (“*Would you like to send your mother a message right now? We could do that.*”)

## SOLDORAK MANOR

**Location:** South of the Haunt (1)

**Services:** Patronage

**Key NPCs:** Honoria Soldorak (female dwarf investor)

Soldorak Manor is the largest and grandest home in Quickstone—a mansion that is luxurious even by the standards of Sharn and Wroat. When Count ir'Blis decided to expand Quickstone, he sought outside investors who might take an interest in the town. He found his partner in Honoria Soldorak, a Mror lord whose deep platinum mines provide her with a lot of disposable income. Her investments helped build much of the infrastructure of the Square and the expansion of Oldtown; she owns a number of buildings in the square and a few tenements in Oldtown that she's renting to Grizzlies and Mourners. It's no secret that Honoria is unhappy about the imminent arrival of House Kundarak; she's enjoyed her role as the richest woman in Quickstone, and once the enclave is fully operational she's likely to be eclipsed by Kundarak. However, she still has a card left to play; Honoria Soldorak has purchased the old mines adjacent to Quickstone from ir'Blis. This is an uncertain investment as currently the mines are unusable, infested with cockatrices and other threats. Because of this, there's no actual way of knowing what they hold. Ir'Blis imagines that they were tapped out thousands of years ago. But Honoria Soldorak has heard stories of byeshk, and she hopes that her investment will pay off—that once she has time to clear and restore the mine, she may find wonders in its depths. Honoria has experience with mining, and a working byeshk mine would be a boon for the town.

While she is old even for a dwarf, Honoria Soldorak is one of the cleverest people in Quickstone. She enjoys intelligent conversation and has a bitterly sharp wit. More than anything, she loves to play games—whether with cards, investments, or people.

She's not an evil woman, but she is concerned first and foremost with her own entertainment and bottom line, and will abandon an investment the moment it becomes boring or surely unprofitable. However, she does have a soft spot for both family and children; she built Quickstone's schoolhouse both to care for the children and to give her nephew Ink a job.

Honoria is proud of her manor and enjoys showing it off. She maintains a rooftop garden with a host of blooms that would never survive without mystical sustenance, and occasionally throws garden parties for the town's children. She's always looking for a good excuse to host a ball or a feast, so as to show off her wealth and largesse; she might honor a heroic deed, a new arrival, or simply throw a party because there's someone she wishes to publicly snub. She can be a valuable patron for adventurers. She might hire

people to clear out or explore her mines, to eliminate something that poses a threat to the children of Quickstone, or to otherwise pursue an investment or an opportunity for profit.

### POSSIBLE TIES TO HONORIA SOLDORAK:

- (*Mror Dwarf*) You could be related to Honoria Soldorak; she has nieces and nephews in a number of clans. If so, she will do what she can to help you, but she always expects a return on an investment. Alternatively, your family could have a deep vendetta with Honoria's branch of the Soldoraks.
- Honoria Soldorak is a gold concordian in the Aurum. If you've worked for another concordian, your patron could make an introduction.
- Later this month, Honoria Soldorak is holding a ball in your honor. Do you know *why* she's decided to do this?

## TASHKA'S TENT

**Location:** The Haunt (21)

**Services:** Patronage, information

**Key NPCs:** Tashka (female medusa envoy)

The medusa Tashka arrived in Quickstone just one week before the start of your campaign: she is a new arrival, and the people of the town aren't entirely sure what to make of her. Tashka is an emissary from Cazhaak Draal, formally here as an envoy for the warlord Sheshka; many suspect she is truly an agent of the Daughters of Sora Kell. Officially, she has come to Quickstone in recognition of the growing importance of the town. She has begun what will likely be lengthy negotiations with House Orien, and has been discussing the market for Cazhaak Draal's unique resources with Tuuva Mercantile.

While many locals are uncomfortable around the medusa, Tashka is calm and polite. She keeps her eyes covered when in public, relying on her serpent mane for vision. Her exact skills remain a mystery, but she often carries a shortsword and seems to feel that she has no need for a bodyguard. She's quite well-informed about Quickstone and the east, but there are occasional gaps in her knowledge that can be entertaining—though it's possible these funny moments are feigned when she wants to break the ice. While she is an official envoy of Queen Sheshka, Tashka genuinely seems to be interested in getting to know the people of the town, and can often be found drinking in one of the taverns or inns, or enjoying the show at the Rose Theater. She is usually happy to talk about her homeland, and will offer advice to adventurers planning a trip into Droaam. She may also have work for adventurers; for the most part such tasks involve exploring ruins or unusual sites on the eastern side of the Graywall, likely things Sheshka



has learned about but been unable to explore. It may be that, as some speculate, she is truly working on behalf of the Daughters of Sora Kell. But others note that the warlords of Droaam are quite independent; it's possible Sheshka has her own agenda that has nothing to do with the interests of the Daughters.

Tashka has set up her tent on the edge of the Haunt, a stretch of ruins shunned by the townsfolk. There's no question that the Haunt is in fact haunted, but Tashka seems to be unafraid of its dangers. Her tent is quite large, and made of what seems to be the hide of multiple gorgons. She's lured two cockatrices out of the nearby mine and keeps them in the tent, where she appears to be training them.

### POSSIBLE TIES TO TASHKA:

- (*Medusa*) Talk with your DM to determine if you have a connection to Tashka or if you might take her place as the local medusa. It could be that you're related, that you are supposed to work together, or that your mutual presence is purely a coincidence.
- (*Droaamite*) You met Tashka one night in Graywall. Did you work together to humiliate a rude ogre? Did she beat you at a game of chance or a drinking contest? Do you owe her a favor or a drink?
- You met Tashka at the Crown last night. She gave you a smooth, green, stone disk with a serpent engraved and left without any explanation.

## TAVERNS

**Location:** Oldtown—Dorn's Rest (10), Stone Soup (4); The Tents—The Hole in the Wall

**Services:** Meals

**Key NPCs:** Wrenna Wrihten (female human barkeep, Dorn's Rest); Cord Risten (male elf barkeep, Stone Soup); Cask (male dwarf barkeep, the Hole in the Wall)

The Crown and the Gold Dragon Inn are the main inns of Quickstone, able to provide both food and lodging to a considerable number of people. But if you're just looking for a place to drink or grab a quick meal, there are other options—especially if you have a particular crowd you're looking to mingle with. Here are a few of the secondary taverns of Quickstone, though others may come and go!

**Stone Soup** is the oldest tavern in Quickstone. Built by and for the quickstone miners who originally founded the settlement, Stone Soup has a rough sculpted interior. It serves bitter grog and simple bread and stew. A meal and a drink costs one silver piece, but it's far more nourishing than the typical Poor quality meal. The patrons take pride in the rough décor and tough bread; it reflects their belief that they are the toughest people in Quickstone, the original foundation of the town. The barkeep is an elf named Cord Risten, who was a miner back when the town was called Graystone. Generally, only stone chanters and miners are welcome in Stone Soup, but if you're proficient with Mason's Tools or want to discuss your Stonecunning insights, you might be able to find some friends here.

**Dorn's Rest** caters to Brelish veterans. Owner Wrenna Wrihten served ir'Blis in the Last War, and lost two fingers on her left hand to an ogre's axe. Any Brelish veteran will be welcome here, and if you've got the Military Rank feature of the Soldier background—or are otherwise celebrated for your deeds in the Last War—you'll drink for free at Dorn's Rest. If you served another nation in the Last War, you'll want to tread very lightly in Dorn's Rest, unless there's a Brelish soldier willing to vouch for you and compare stories. Meals at Dorn's Rest are of Modest quality (3 SP for a meal, 4 CP for Blackcap ale) but their traditional comfort food will warm any Brelish heart.

**The Hole in the Wall** is exactly what it sounds like—a pop-up tavern in the Tents, set into a crevasse that runs deep into the Westwall. It's the creation of a Cyran dwarf named Cask, who brews powerful moonshine. Typically, the Hole in the Wall is open two nights each week, depending on Cask's supplies. It caters to the Mourners, who sing Cyran songs and share stories of their lost homeland. However, most of the patrons are happy to share a round with anyone willing to swallow Cask's brew. A mug of moonshine

costs 1 Copper Crown at the Hole in the Wall. If food is available, it's shared freely, potluck style; however, there's no assurance there will be food on a given night. While most patrons of the Hole are peaceful, powerful spirits and an unpredictable mix of patrons makes the Hole in the Wall the most dangerous tavern in Quickstone.

### POSSIBLE TIES TO THE TAVERNS:

- (*Brelish veteran*) You served with Wrenna Wrihten during the war. What's your history? How did she save your life, that one time? Are you friends, rivals, or former lovers?
- (*Cyran refugee*) You help Cask organize the Hole in the Wall. If you've got proficiency with Brewer's Tools or Cook's Utensils, you help with the meals. If you're proficient with Performance, you provide entertainment. If you're tough, you deal with anyone who has a little too much of Cask's brew. How do you know Cask? Are you from the same Cyran town, or did you meet during the exodus across Breland?
- No one knows exactly how old Cord Risten is, but he's been on the Western Frontier for at least three centuries. If you're from western Breland, Cord could be an old, old friend of your family—dating back to before the oldest incarnation of Quickstone.

## TOWN HALL

**Location:** The Square (14)

**Services:** Civic administration, prison

**Key NPCs:** Facet (nonbinary warforged administrator), Constable (male warforged sheriff)

The town hall is the civil center of Quickstone. It contains the office of the warforged Facet, known as the Magistrate, who administers Quickstone on behalf of Count ir'Blis, as well as the office of Sheriff Constable and two large jail cells. The largest room is the council hall, used for town council meetings, public audiences where people can present grievances to Facet, and as a courtroom should any cases need to be tried. Facet maintains an archive of records relating to the town and the surrounding region, including census data and maps.

### POSSIBLE TIES TO THE TOWN HALL:

- (*Criminal*) You've spent a fair amount of time in one of Constable's cells, and surprisingly, the two of you found something to bond over. What interest do you share with the sheriff?
- (*Noble*) Facet has great respect for the nobility, regardless of the nation you're from; they're just delighted to have "civilized company." They regularly invite you to join them for tal and biscuits, even though they don't actually eat or drink.

- (*Warforged*) You were forged in the same facility as either Facet or Constable. If you're Brelish, you may have served in the war with Constable; otherwise, you may have known each other only briefly before you were shipped off to your final destination.
- You've been deputized by Sheriff Constable in the past, and he may call on you again if there's a threat that needs to be dealt with.

## TUUVA MERCANTILE

**Location:** Oldtown (8)

**Services:** General merchandise (clothing, gear, supplies, tools)

**Key NPCs:** Jhol Tuuva (female goblin merchant), Noon Tuuva (male goblin baker), Zel Tuuva (male goblin merchant)

Tuuva Mercantile—typically just called "Tuuva"—is a general store that stocks everything a growing town might need, or at least attempts to. Whether you're looking for a bedroll or a ten-foot pole, for a tent to live in or a lantern so you can see in your tent, Tuuva is there for you. Family matriarch Jhol Tuuva manages most of the inventory, while Noon Tuuva produces baked goods, rations, hard candy, and other delights. While Tuuva has a wide selection of mundane goods, shortages are common, and it may take them a while to fill an unusual request. Tuuva may have Common magic items, and carries a selection of arcane focuses; other Spellcasting Focuses may be harder to find. There's always a rush to the store when a new shipment comes in from Sharn or Ardev.

### POSSIBLE TIES TO TUUVA MERCANTILE:

- (*Goblin*) The Tuuvas are a large family with deep roots in Sharn. As a city goblin, you could have ties to the Tuuvas or even be a member of the family. If you're a Dhakaani dar, you could have established a connection to the Tuuvas to help find your footing in the world of the chaat'oor.
- (*Tool proficiency*) If you have a practical skill, you might sell goods you produce during downtime to the Tuuvas.
- You're waiting for a particular special order to come into Tuuva Mercantile, but it's taking them a long time to obtain it. What is it that you're waiting for, and why is it so hard to acquire?
- You dealt with a pair of thugs that tried to rob Jhol Tuuva, and ever since then she's considered you to be a member of the family. You're frequently invited (well, "invited" is a light term—"expected" would be more accurate) to the Tuuva home for dinner, and she may be trying to set you up with one of her single children.



## HOUSING

---

If you're starting a campaign based in Quickstone, work with your DM to determine your housing situation. Anyone can pitch a tent in the Tents or rent a room at an inn. In addition to the inns, there are a few tenements and boarding houses scattered throughout town; if you're a long-term resident, are you renting a room in an Oldtown tenement, or do you actually own a small house in the Square? Shared housing can be an easy way to establish a connection between player characters, while renting a room at the Crown will put you in regular contact with a host of interesting people. Beyond this, a critical question is whether your housing is secure or whether you actually have to worry about paying your rent. As a general guideline, consider the following:

**The Tents** support a Poor lifestyle, though some residents live in Squalid conditions and those in the main camps have a Modest standard of living. There's no cost to pitch a tent, but you still have to maintain your equipment and acquire food—unless you have ties to one of the main communities (Grizzlies, Khaar'paal, Mourners) and can manage get food at their camp.

**Oldtown** supports a Modest lifestyle, though some of the tenements are Poor in quality and there are a few Comfortable homes. You can rent a room at the Crown or in one of Honoria Soldorak's buildings.

**The Square** straddles the line between Modest and Comfortable. There aren't many homes here, but it's a nice place to live. Town Hall is in the Square, so living here means you're close to Sheriff Constable. Honoria Soldorak maintains a Comfortable boarding house.

**Main Street** supports a Comfortable lifestyle, and a few homes of Wealthy quality are being constructed for dragonmarked heirs. If you're a Noble or have a similarly prestigious background, you might have a home here. If you don't like the clientele at the Crown, you could rent a room at the Gold Dragon Inn. Main Street is also a reasonable choice if you're a dragonmarked House Agent or have your housing provided by a wealthy patron.

## MAGEWRIGHTS

---

Not every entrepreneur has a storefront. There are **Magewrights** among both the Mourners and the Grizzlies who are practicing their trades as best as they can in the Tents while they work to obtain more permanent housing. The gnome Sheets is a Grizzly launderer who keeps the blue tents as blue as can be, but as time permits, he cleans for others in the Tents. Yenna Lane is a healer who takes care of the Mourners, but she'll sell her services to those who

can't afford Jorasco prices at the Patchery. It's also the case that many of the most notable artisans in town are magewrights, even if it's not mentioned. Bel Thiel uses *Magecraft* (from *Exploring Eberron*) and *Mending* to help with her smithcraft. Noon Tuuva uses *Prestidigitation* and *Magecraft* in his baking. The Magewrights in Quickstone table provides a few specific examples of magewrights in town, but this isn't a complete list; it's intended to be a source of inspiration, examples of what magewrights on the frontier might be like.

When dealing with magewrights, it's important to remember that they don't just cast spells as player characters do. Magewrights can cast cantrips freely and there's usually no additional cost for a service that employs a cantrip. A chef may use *Prestidigitation* to heat their food instead of a stove, but that's just a tool they use to do their job; as there's no extra cost to them, they don't have to pass that cost along to the customer. The restriction is that most magewrights only have access to limited versions of cantrips. Bel Thiel knows a version of *Mending* that works on metal, but she can't mend cloth; the reverse is true of Deven the tailor. Player characters are exceptional, and their versatile cantrips are one example of this.

Other magewrights services are more costly. As described in *Eberron: Rising from the Last War*, when a magewright casts a spell, they do so using a ritual that takes between 10 minutes to an hour (at the DM's discretion based on the service and the spell). It requires components with a minimum cost of 20 GP multiplied by the level of the spell. That's just the cost to perform the ritual, with no profit for the magewright; per *Eberron: Rising from the Last War*, most magewrights charge 25 GP for a level 1 spell, 50 GP for a level 2 spell, and up to 100 GP to perform a level 3 Ritual. However, even if you have gold in hand and a magewright who can cast a spell, the fact that you're on the frontier means that they may not have the components they need to perform their ritual. Regardless of what's normally used, all magewright rituals can be performed using *Residuum* (refined dragonshard powder); Tuuva Mercantile carries *Residuum*, but generally has a limited supply. This sense of shortage is an element of frontier adventuring. Yenna Lane knows how to perform *Lesser Restoration*, but if a plague is spreading among the Mourners, odds are good that she simply can't contain it magically. It's not just about the cost in gold; the town just doesn't have enough *Residuum* for her to cure every victim.

With that said, not all magewrights are *magewrights*. What defines the magewrights is that they cast leveled spells as Rituals, meaning they can cast them over and over as long as they have the components. But there are also arcane initiates, who effectively have the same ability as a player character who takes the Magic Initiate feat—the ability to cast

a few cantrips, and to cast a single leveled spell once per Long Rest without any expensive components. It's essentially a less dedicated form of training, reflecting the ability to produce a single burst of energy. It's rare to find an arcane initiate who can cast a 2nd or 3rd-level spell in this way, but it means that you might find a duelist who can surprise you with a quick *Shield* or a firefighter who can cast *Burning Hands*. They don't need gold to do it, but they only get to do it once a day.

### MAGEWRIGHTS IN QUICKSTONE

#### d8 Magewright

- 1 **Lali Tuuva** (female goblin laundress) works out of Tuuva Mercantile and performs dry cleaning—dry because she uses a form of *Prestidigitation* instead of soap and water.
- 2 **Noli Graybridge** (male human firefighter) is a Brelish veteran and specialized wandslinger. As a sheriff's deputy, he primarily uses *Control Flames* to put out fires, but with his wand in hand he can cast *Fire Bolt*, and once per Long Rest he can cast *Burning Hands*.
- 3 **Tyraen** (female elf entertainer) is an illusionist who works at the Crown. While she specializes in *Minor Illusion* and the occasional *Vicious Mockery*, she has the Mark of Shadow and may have greater powers she holds in reserve.
- 4 **Gareth Stone** (male dwarf stone chanter) is a foreman at the quickstone quarry and a town councilor, but he's also a stone chanter; he can cast *Mold Earth* (from *Xanathar's Guide to Everything*), and knows the specialized rituals used to shape quickstone.
- 5 **Keys** (female halfling locksmith) can cast *Arcane Lock* and *Knock* as Rituals. She generally sells her services out of the common room of the Crown. She's a member of the Coins and may work with the Pennyroyals; rumor has it she used to be a member of the Boromar Clan in Sharn.
- 6 **Jon Bright** (male gnome lamplighter) is a Cyran lamplighter who came to town with the Mourners. Count ir'Blis is employing him to create and maintain *Everbright Lanterns* for Quickstone, but he can also cast *Light*.
- 7 **Uula** (female kobold performer) is a Khaar'paal kobold and expert acrobat, displaying her tumbling skills in the Tents, and occasionally in the Rose Theater. More sorcerer than magewright, she uses *Guidance* to enhance her skills and has two spell slots she can use to cast *Jump*, *Expeditious Retreat*, or *Feather Fall*.
- 8 **The Magistrate** (nonbinary warforged administrator) can cast *Zone of Truth* as a Ritual, which they employ in the pursuit of justice.

## OTHER BUSINESSES

The businesses and locations mentioned in this section form the foundation of Quickstone, but you can always build upon that foundation. Main Street is actively expanding, and new shops could open up any day. There may be a boarding house in Oldtown. Some Mourners could get together and start a Cyran restaurant in the Square. As a DM, if you feel something's missing from your Quickstone, go ahead and add it!

## OTHER PLACES OF INTEREST

While the local businesses are the heart of the town, there's more to Quickstone than Oldtown and Main Street. The following areas may be important to any adventure in Quickstone.

### THE ABANDONED MINES

When the Dhakaani built the fortress town whose ruins can still be seen today, they dug deep into the Graywall Mountains. An entrance to these mines can be found in Quickstone itself, close to Soldorak Manor. Other shafts have been discovered along the foothills, and there may yet be some that the settlers have yet to find. This network of mines has been abandoned for thousands of years; some passages have collapsed or are dangerously unstable. Other tunnels are infested with dangerous creatures; cockatrices seem especially drawn to them. For now, no one knows just how far the mines extend, if all the discovered passages are connected, or even what ores can be found in their depths. Based on other findings in the region, it's quite possible that they hold veins of byeshk, an unusual metal that the Five Nations have yet to fully master. It's even possible that these aren't just mines—but that some of these tunnels may connect to deep Dhakaani vaults, or to demiplanes of Khyber.

Honorina Soldorak bought the rights to the mines in the foothills. She has dreams of bringing in Tharashk prospectors to discover what minerals lie in the depths, and hopes to get all the mines operational within a year. But this will require a great deal of dangerous work, beginning with scouting expeditions. If only there was a capable party of adventurers she could call on...



## THE FARMS

---

Following the Last War, Count Thavius ir'Blis granted tenancy rights for tracts of land around Quickstone to his finest soldiers. He also set aside some land for the use of the Cyran refugees, and has promised to expand this in the future after further evaluation. As such, there is a network of farms and ranches springing up around Quickstone. A few of these belong to settlers who have worked the land for decades—people who established their farmsteads back when Quickstone was known as Graystone. However, most are less than two years old. Many stand vacant, with their future tenants still living in the Tents of Quickstone as they wait for homesteads to be constructed. Others are half-built, or have fields that are only partially established. All in all, it presents a host of places for smugglers or brigands to hide out and an assortment of targets for raiders to strike.

Quickstone isn't the finest farmland. The primary crops are beans, winter wheat, and the succulents known as sand fruit. A few farmers are trying to introduce new crops, while others are focusing on livestock; the Triple Thunder Ranch has both plains tribex and traditional cattle. A halfling named Lucky Haskal is trying to convince one of the Grizzly farmers to start a raptor ranch, but so far no one's bitten.

## THE QUICKSTONE QUARRIES

---

Quickstone is the foundation of Quickstone. There are three quickstone quarries in the foothills, currently named Rusty, Treacherous, and Crimson. All three were established long before Brelish settlers came to the region, but all three have rich deposits; some believe that the quickstone somehow regenerates over time. Crimson is the closest to town, just above Quickstone along the southern path. Initially, it was the only quarry that was in use. When the next wave of settlers arrived—the Grizzlies and the Mourners—they began working in Rusty. Treacherous has largely been left alone. An early group of workers suffered a series of accidents, and it's said to be cursed or haunted, hence its name.

At a glance, there's little to draw adventurers to the quarries. But their presence is still an important part of Quickstone, and you never know when miners might uncover something interesting—whether breaking into a subterranean chamber or finding something or someone embedded in the quick. The adventure presented in chapter 7 explores one such possibility.

## THE WALL

---

Little remains of the ancient fortress that once dominated this region. The only semi-intact structures are the ruins of the Haunt and the fragments of the wall that surrounded it. The largest segment is the western wall, which separates Oldtown and the Square from the Tents. There are a few other segments; Soldorak Manor is built up against a major fragment to the east of town.

The tallest segments of the wall are approximately forty-five feet in height, and about ten feet thick. They're made of fixed quickstone and are extremely durable. Thanks to centuries of wear and weathering, there are a host of pockmarks and cracks that make decent handholds for climbers, and children often climb up to the top of the western wall to look out over the Tents. In Oldtown and the Square, quickstone buildings are merged directly into the wall, often rising to about thirty feet.

## CRIMINAL ACTIVITIES

Quickstone was founded by smugglers and others keen to exploit the opportunities that come from being on the edge of Droaam. While Sheriff Constable is quick to address violent crimes in Main Street and Oldtown, there's a tacit understanding between the sheriff and more peaceful criminals; without the support of the Pennyroyals, it would be all but impossible for Constable to maintain order. So shady dealings are kept in the shadows and the Crown, but the undercurrent is always there.

The following organizations are active in the region, and characters with appropriate backgrounds—Criminal, Charlatan, Smuggler, City Watch—will be familiar with these forces. Depending on your background and backstory, you could have ties to a specific organization or individual in one of these groups. If your character has the Criminal Contact feature, you should work with the DM to choose both an organization and individual you're tied to. Even if you're not a Criminal, you might have other ties. If you're a Noble, you could have been robbed by Dassk raiders or conned by a Coin grifter. If you're a Soldier, you could have a former comrade in arms who's now riding with the Black Crown Company. Do you want revenge, or are you hoping to convince them to change their criminal ways?

## THE BLACK CROWN COMPANY

As described in chapter 2, Breggan Blackcrown and her company are the most infamous bandits on the Western Frontier. To date, they've never actually attacked Quickstone, and they have a loose truce with Sheriff Constable. When Breggan comes to Quickstone, it's to deal with the Pennyroyals and to enjoy the entertainment; as long as she and her bandits don't commit any major crimes *in* Quickstone, Constable leaves them alone. But that leaves plenty of room for brawling in the taverns or the Tents, and there's no love lost between the Black Crowns and the Grizzlies, who despise the bandits as deserters; it's always a tense time when the company comes to town.

Breggan generally drinks at the Crown when passing through town, and is always happy to play a hand of Thrones; she doesn't cheat any more than anyone else, but most people are smart enough to let her win.

## THE PENNYROYALS

The Coins—followers of the Three Faces of Coin—make up a significant portion of the population of Quickstone. The Coins believe that they are each especially blessed by one of the three Sovereigns they worship, and one of those three alone.

Those blessed by Onatar are the artisans who create goods. Those blessed by Kol Korran are the merchants who buy and sell in the open markets. And those blessed by Kol Turrant—who other Vassals know as the Keeper—are the Pennyroyals. Kurrant's blessed can get people the things that they desire, even if the law stands in their way; they are grifters, smugglers, fences, and thieves. The Pennyroyals of Quickstone are a loose cabal that supports non-violent crime. Their one strict rule is that those who engage in targeted crimes must never target residents of the town. Anyone passing through—merchants, mercenaries, diplomats, settlers moving on—are fair game, but you don't abuse the people you live with. It's this code that has allowed them to maintain an understanding with Sheriff Constable, which is why certain members of the Pennyroyals are well known in town. It's an open secret that Brogan, the owner of the Crown, is the lynchpin of the Pennyroyals; if you're planning to run a racket in Quickstone, you'd best clear it with him.

If you're a resident of Quickstone, the Pennyroyals are generally more of an opportunity than a threat. If you're looking to sell exotic or questionably acquired goods, Brogan can help you find a buyer. Brogan helps people get the things they need for a price, and that means that he often has job opportunities for adventurers, if they're willing to perform tasks that

aren't *entirely* legal. Brogan is married to Vesper, the local priest of the Sovereign Host and the spiritual guide of the Three Faces of Coin; people with a good relationship with the Pennyroyals may be able to get a price break on Vesper's services.

While Brogan and Vesper's ties to the Pennyroyals are generally known to residents, others maintain a lower profile. If your character has ties to the Pennyroyals, Brogan is most likely your Criminal Contact, but talk to the DM if you want to consider other options.

## DAASK

In the wilds of the Western Frontier, the greatest threats that emerge from Droaam are generally Rhesh Turakbar's raiders or independent brigands. But as Quickstone grows in size and significance—as Dragonmarked houses and other powerful forces increase their investments—it is also drawing the attention of Daask, a criminal organization based in Droaam. There's no known permanent Daask presence in Quickstone, but Daask members come to town both to deal with the Coins and on their own business. Some people believe that there is at least one Daask spy observing the town and considering opportunities for expansion. If more denizens of Droaam settle in Quickstone, this could create the cover Daask needs to solidify its position.

As things stand, Daask can provide unexpected opportunities or dangerous threats. A Daask smuggler can be a source of exotic goods or a useful guide if adventurers need to sneak into Vralkek or Turakbar's Fist. On the other hand, a Daask changeling might replace someone in town in order to establish a foothold for the organization... Or a bunch of Daask enforcers could stop in Quickstone on their way to Sharn, looking for trouble.

If your character is an immigrant or exile from Droaam, you might have ties to Daask. A Droaamite with the Soldier, Criminal, or Spy background could be an active observer, assigned to watch Quickstone for opportunities. On the other hand, a monstrous character could be a former agent of Daask, who has turned their back on the organization or been driven out by internal feuds.

## THE TAGO

Most of the Cyran refugees in Quickstone are honest folk looking to build a good life in a new land. Farmers, artisans, and miners all want to use their knowledge to help their new home prosper. But there are also rumors of a sinister force hidden among the Mourners. The tago is an iconic Cyran dance—beautiful but filled with surging energy—and in its most infamous form,

performed with knives. When there's a crime in the Tents—a murder with no witnesses, a significant theft—many are quick to blame the Tago, a force that strikes swiftly and then dances back into the shadows.

The Tago is largely a rumor, a straw man the Brelish use to blame their troubles on the Mourners. According to the stories, the Tago are a cabal of Cyran criminals, elite soldiers, and members of the Fifth Crown—spies and assassins, Cyre's answer to the Dark Lanterns. The claim is that the Tago chafe at taking charity from the people they were fighting, and that they see Breland as the rightful territory of their dead queen; any crimes they commit in the service of their people are justified as acts of war. Grander conspiracies assert that the Tago has a deeper agenda, that they are seeking ways to harm Breland (Triggering a war with Droaam? Damaging Breland's relationship with House Orien?). Assuming that the Tago even exist, they are a small group of elite individuals. But there's certainly a wider range of petty criminals in the Tents, both Cyran and Brelish. The lesser crimes of these individuals could be blamed on the Tago, or the Tago could be acting to defend abused refugees.

In general, the Tago are a rumor, an explanation for violent crimes in the Tents. If your character is Cyran—especially if you have the Soldier, Spy, or Criminal background—you may have closer ties to the Tago. If so, talk to the DM to establish these details.

## LONE WOLVES AND PETTY CRIME

The Western Frontier draws a wide assortment of lone criminals, people whose infamy or antisocial tendencies keep them from working with others for any lengthy period of time. Some of these malefactors live in the Tents, where it's relatively easy to avoid the eyes of the law. Others are only encountered in passing, moving on as soon as they've made new enemies or when their past catches up with them. Where the Pennyroyals prefer not to target residents, these criminals aren't bound by any code and can potentially threaten anyone.



Some lone wolves are well known and have just as many friends as enemies; Three-Widow Jane is a notorious duelist, but also has a reputation for helping the underdog when things are grim. Jane may be recognized wherever she goes, but Constable won't try to arrest her unless she lingers after her latest duel. On the other hand, other petty criminals are pure scum, and will be targeted by the sheriff as soon as they are identified; and if an adventurer finds them first and deals with them, the townsfolk will be grateful.

### LONE WOLVES AND PETTY CRIMINALS

#### d8 Magewright

- 1 **Three-Widow Jane** (female half-elf) is a deadly wandlinger and infamous duelist, said to have killed three men in a single showdown. She's a gambler and a rake, always willing to play a dangerous game. While she's left a trail of bodies in her wake, in most of the stories told about her, Jane never kills someone who doesn't deserve it; she hates a bully.
- 2 **Jonni Thunder** (male dwarf) a Brelish combat engineer who deserted in the final days of the war. He lost his right arm in an accident and uses a prosthetic. He specializes in *Blast Disks* and other explosives, and is a suspect in a number of bank robberies and caravan ambushes. He's said to wear a *Blast Disk* that's been set to trigger upon his death.
- 3 **Jek and Tol** (nonbinary changelings) are the sort of changelings who give changelings a bad name. Brilliant grifters, they specialize in two-person cons. They're always planning their next job, and take as much pleasure in the deception as they do in the gold they obtain.
- 4 **Taarka'sar** (male kobold) is an exceptionally talented pickpocket. In addition to his mundane skills, his minor sorcerous powers allow him to disguise himself as a halfling or gnome, and to *Charm* his way out of a tight situation.
- 5 **Calamity** is an urban legend. Some say she's a Thuranni excoriate, while others insist she's the daughter of Sharn crime lord Saiden Boromar. What's certain is that she's a brilliant burglar who's robbed the lightning rail, Orien caravans, and even Soldorak Manor. If she could be positively identified, there's many people on both sides of the law with scores to settle.
- 6 **The Bosco Boys** (male humans) are muscle for hire, drifting from town to town looking for quick jobs that require muscle and a lack of scruples. There's currently three Boscos in the gang, though it may be that there's a larger Bosco family waiting for the call.



# CHAPTER 4: FRONTIER CHARACTERS

**A** warforged, a gnoll, and a gargoyle walk into a bar—you'd think one of them would have seen it! An old joke, I know... but it's all too true in this place. Here at Unicorn Point, I see all types. Last week I had a wagon in from Sylbaran, with a Warden traveling with all these little talking shrubs. Just yesterday it was a minotaur with a shard of black glass sticking out of his heart, and I swear that shard was moaning. And that woman over there? That's Three Widow Jane, the fastest wand in Breland. And from the way she's looking at that Tharashk Bloodhound... I've got a feeling you're going to see just how fast she is.

—Jasco d'Orien, caravan master

The Western Frontier lies between Breland, Droaam, and the Eldeen Reaches. This chapter includes character options that draw on all of those regions. An adventurer from Droaam could be a Harpy, a Gargoyle, or another species common in that nation. A character from the Eldeen Reaches could be a Greensinger Initiate or a Ranger with ties to the Wardens of the Woods. A traveler from Breland could be a dashing Wandslinger or a priest of the Three

Faces of Coin. This chapter includes all of these and many more, providing new subclasses, feats, species, and backgrounds for characters to choose from. While these options are well suited to adventurers on the Frontier, they could be found anywhere in Eberron. This chapter also includes a few iconic elements of Eberron—dragonmarks, the warforged—that have been updated to work with the latest edition of DUNGEONS & DRAGONS.

## SUBCLASSES

This section presents six additional archetypes for the classes found in the 2024 version of the fifth edition *Player's Handbook*.

JULIO AZEVEDO

BAD MOON ART STUDIO





PATH OF THE  
DEMONSHARD  
SUBCLASS

## BARBARIAN: PATH OF THE DEMONSHARD

### *Empower Yourself with a Fiendish Presence*

Demonglass holds the essence of a fiend—pure malefic power yearning for release. A painful, and often lethal, ritual can embed a shard of demonglass in a mortal's body; if the mortal survives, they can draw on the power of the fiend. The warriors of the Carrion Tribes in the Demon Wastes and the champions of Turakbar's Fist in Droaam are eager to augment their might in this way, but there are others—Znir hwyri, Ghaash'kala—who make this sacrifice in order to fight hellfire with hellfire. No matter their intention, a Barbarian who walks the Path of the Demonshard may struggle to keep the fiendish malice contained.

### **LEVEL 3: DEMONTONGUE**

Your demonshard grants you innate understanding of the languages of fiends. You can speak and understand your choice of either Abyssal or Infernal.

### **LEVEL 3: FIENDISH PUNISHMENT**

The fiendish presence in your demonshard can punish your enemies. While your Rage is active, if you take damage from a creature that you can see within 60 feet of yourself, the creature takes 1d4 Fire or Necrotic damage (your choice). You can use this feature only once per turn.

In addition, if an allied creature within 10 feet of you takes damage from a creature that you can see within 60 feet of yourself, you can use your Reaction to cause the damaging creature to take 1d4 Fire or Necrotic damage (your choice).

The damage increases when you reach Barbarian levels 6 (1d6), 10 (1d8), 14 (1d10) and 20 (1d12).

### **LEVEL 6: JUST ONE MASTER**

The fiendish presence in your demonshard has grown, and it reacts badly to competition. While your Rage is active you have Advantage on saving throws against the Charmed and Frightened conditions, and you have Resistance to Psychic damage.

Additionally, if you take Psychic damage or if you make a saving throw to avoid or end the Charmed or Frightened conditions, you must use your Reaction, if available, to immediately enter a Rage. Entering a Rage in this way does not expend a use of your Rage.

### **LEVEL 10: OVERFLOWING MALICE**

The evil in your demonshard has grown, and its power can escape when you are distracted by pain. When a creature triggers your Fiendish Punishment feature, all other creatures within 10 feet of you take the damage too.

## LEVEL 14: ASPECT OF TYRANNY

The fiendish presence in your demonshard revels in the pain it has wrought. When a creature takes damage from your Fiendish Punishment or Overflowing Malice features, you can use your Reaction to cause one affected creature to make a Wisdom saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). The creature suffers a -1 penalty to its saving throw for each other creature affected by Fiendish Punishment or Overflowing Malice on the same turn. On a failed save, the creature takes 1d10 Necrotic damage and has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the save (without a penalty), ending the effect on itself on a success.

## BARD: COLLEGE OF WANDS

*Wield Deadly Magic with Style and Panache*

For a Bard of the College of Wands, spellcasting is an art and every duel is a symphony. Whether they use their skills as Entertainers, Smugglers, or Spies, a Bard can draw applause from an audience even as they lay an enemy low with a distracting word, a perfect gesture, and a surge of arcane power.

### LEVEL 3: BONUS CANTRIP

You know one cantrip of your choice from the Sorcerer spell list (see the Sorcerer class's section of the *Player's Handbook* for a list of Sorcerer spells). *Fire Bolt* is recommended. The cantrip counts as a Bard cantrip for you, but it doesn't count against the number of Bard cantrips you know.

Additionally, you can use a Wand, Rod, or Orb as a Spellcasting Focus for your Bard spells.

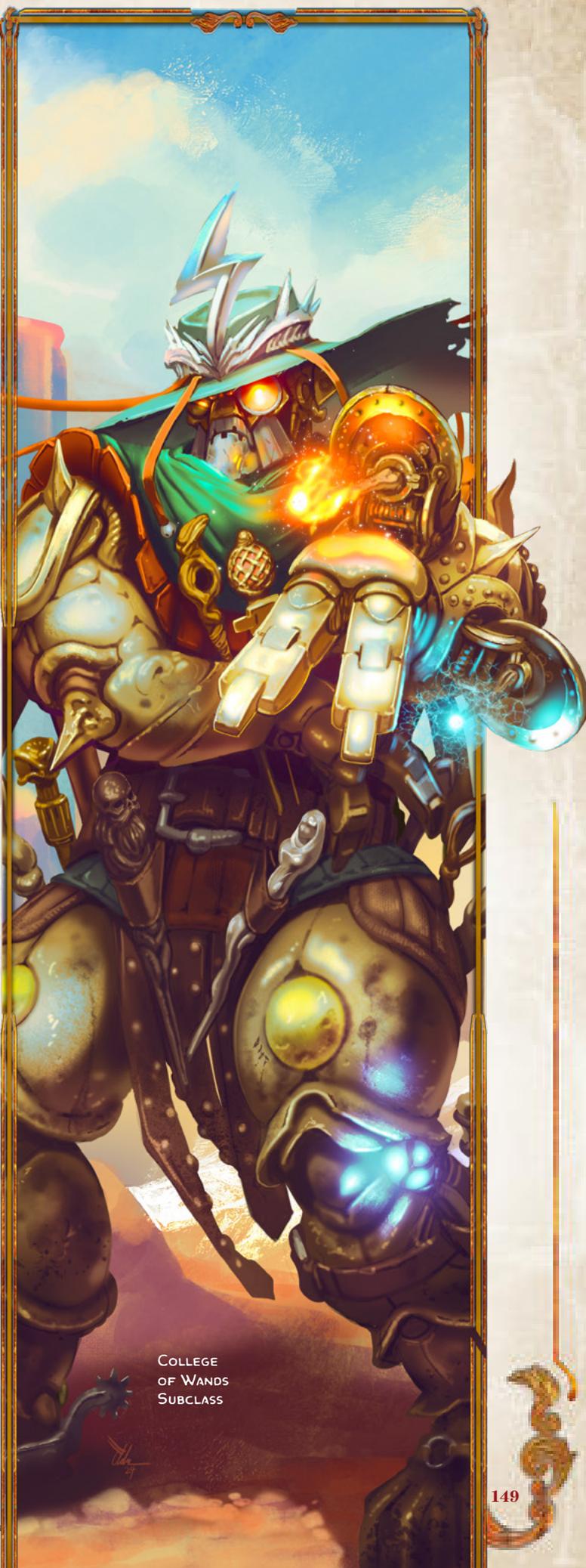
### LEVEL 3: WANDSLINGER'S PRESENCE

You know how to talk yourself up and tear your opponents down. If you speak to a creature for at least 1 minute, you can attempt to distract and rattle them when the call to action finally comes. If the creature rolls an Initiative count equal to or higher than your own, it must make a Wisdom saving throw against your spell save DC. On a failed save, the creature's Initiative is reduced to be equal to yours, and it acts immediately after you in the Initiative order.

### LEVEL 3: AT YOUR FINGERTIPS

When you hit a creature with a Bard cantrip or when a creature fails a saving throw against one of your Bard cantrips, you can expend one use of your Bardic Inspiration to deal an extra 2d6 damage to that creature. You can do so only once per round, on your turn.

The extra damage increases when you reach Bard levels 5 (3d6), 10 (5d6) and 15 (8d6).



COLLEGE  
OF WANDS  
SUBCLASS

## LEVEL 6: GOT YOUR BACK

You know how to cast with style, and your allies can take heart from your displays of grit or showmanship. If you expend a use of your Bardic Inspiration to improve the damage of a cantrip with your At Your Fingertips feature, you can use your Bonus Action on the same turn to grant a creature you can see within 60 feet of yourself Advantage on the next saving throw it makes for 1 minute.

## LEVEL 14: AIN'T BIG ENOUGH FOR THE BOTH OF US

Your wandplay is legendary, and your territory is assured. Whenever you expend a use of your Bardic Inspiration or when a creature within 60 feet of you adds one of your Bardic Inspiration dice to a D20 Test, one creature of your choice that can see you within 60 feet of yourself must make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Frightened condition until the end of its next turn. If the target already has the Frightened condition, it must immediately use its Reaction, if available, to move as far as away from you as it can, using the safest route.

## CLERIC: COMMERCE DOMAIN

*Tip the Scales of Fate with Divine Gold*

Prayer may be the currency of the gods, but hard cash makes the world go round. Clerics of the Commerce Domain believe that society and economy are two sides of the same coin, and defending one's community means little if you don't have the resources and trade to back it up. As the Sovereign of World and Wealth, Kol Korran is the most common patron to Clerics of this domain, but those with a more selfish outlook might look to the Keeper to support their greed.

## LEVEL 3: COMMERCE DOMAIN SPELLS

Your connection to this domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Commerce Domain Spells table, you thereafter always have the listed spells prepared.

### COMMERCE DOMAIN SPELLS

Cleric Level Prepared Spells

3	<i>Augury, Charm Person, Comprehend Languages, Locate Object</i>
5	<i>Glyph of Warding, Tongues</i>
7	<i>Divination, Leomund's Secret Chest</i>
9	<i>Legend Lore, Rary's Telepathic Bond</i>

COMMERCE  
DOMAIN  
SUBCLASS

### LEVEL 3: DIVINE WEALTH

Your spiritual savvy manifests as material wealth. When you finish a Long Rest, you conjure two divine coins and lose any previously unspent divine coins. Whenever you make a saving throw against a magical effect caused by a hostile creature, you can choose to spend a divine coin or gain a divine coin. You must choose whether or not to spend a coin before you roll your save.

**Spend a Coin.** Roll a d4 and add the number rolled to the saving throw.

**Gain a Coin.** Roll a d4 and subtract the number rolled from the saving throw.

The number of divine coins you conjure when you finish a Long Rest changes when you reach certain Cleric levels. You conjure three at level 5, four at level 9, five at level 13, and six at level 17.

### LEVEL 3: MONEY SPINNER

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to gain favor or turn away prying eyes. Choose a number of creatures within 30 feet of yourself equal to one plus one more for each divine coin you expend when you use this feature. For each target, choose either a bribe or a reward.

**Reward.** The target must make a Wisdom saving throw. On a failed save, the target has the Charmed condition for 1 minute or until it takes damage. While it has the Charmed condition, it is Friendly to you and other creatures you designate.

**Bribe.** The target must make a Wisdom saving throw. On a failed save, the target has the Blinded condition for 1 minute or until it takes damage.

### LEVEL 6: DIVINE BARGAIN

Transactions are at the heart of your belief system, and you have learned to buy and sell metaphysical boons with your divine wealth. As a Bonus Action, you can magically conduct a metaphysical trade with one creature you can see within 30 feet of yourself. Choose either Buy or Sell.

**Buy.** Give one of your divine coins to the target. It can spend the divine coin as if it had your Divine Wealth feature. The target takes 1d8 Necrotic damage, and you or one creature that you can see within 30 feet of yourself regains Hit Points equal to the damage taken.

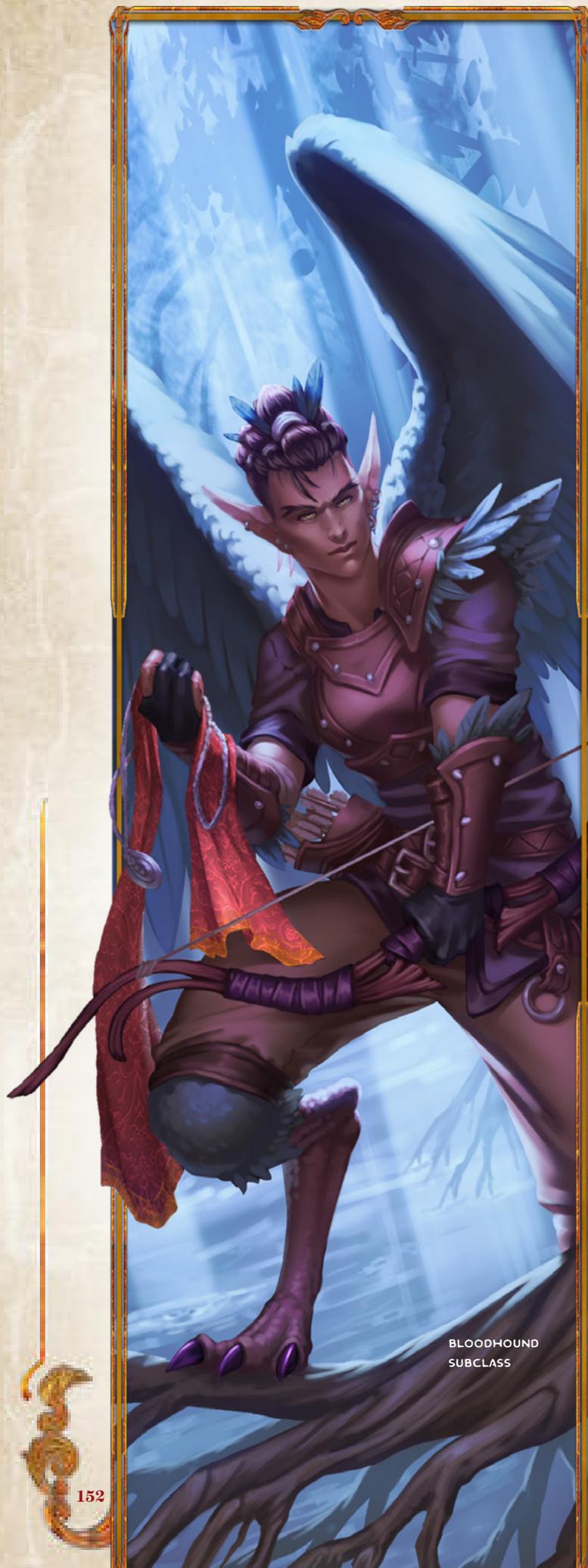
**Sell.** Gain a divine coin. You take 1d8 Necrotic damage, and the target regains Hit Points equal to the damage taken. The damage cannot be reduced by any means.

### LEVEL 17: OPEN MARKET

When you use your Divine Bargain feature, you roll 2d8 rather than 1d8 to determine how many Hit Points are regained or lost.

In addition, when you use your Divine Bargain feature you can target up to six creatures you can see within 30 feet of yourself, buying or selling divine coins separately for each target. You use the same 2d8 roll to determine the Hit Points each creature regains or loses. If you target multiple creatures in this way, you cannot do so again until you finish a Short Rest.





BLOODHOUND  
SUBCLASS

## RANGER: BLOODHOUND

### *Follow your Mark to the Bitter End*

Rangers recognise the primal connections between all living things, and as a Bloodhound you know precisely how to exploit them to track down your chosen prey. The Western Frontier is home to countless fugitives and war criminals, and House Tharashk trains its best bounty hunters to follow these ancient techniques—while on the other side of the Border Road, Znir hunters and worgs of the Great Pack use the skills of the Bloodhound to track enemies of Droaam.

### LEVEL 3: BLOODHOUND SPELLS

When you reach a Ranger level specified in the Bloodhound Spells table, you thereafter always have the listed spells prepared.

#### BLOODHOUND SPELLS

Ranger Level	Prepared Spells
3	<i>Alarm</i>
5	<i>Hold Person</i>
9	<i>Clairvoyance</i>
13	<i>Locate Creature</i>
17	<i>Scrying</i>

### LEVEL 3: LEY LINE TRACKER

Given your knowledge of the landscape, you can use ley lines as conduits to stretch your magic over vast distances when tracking a target, granting you the following benefits.

**Mark Bounty.** Whenever you finish a Short or Long Rest, you can single out one creature as your bounty. To mark a creature as your bounty, you must have seen that creature or possess an object that has been in their possession for at least 24 hours. Once on each of your turns you can change your bounty to one creature you can see (no action required).

**Masterful Tracking.** Your Ranger spells of the Divination school can target your bounty at any distance, even if you cannot see them, unless your bounty is protected from Divination spells (as with *Nondetection*) or is on another plane of existence.

### LEVEL 3: UNWAVERING ATTENTION

When you hit your bounty or a creature currently marked by your *Hunter's Mark*, you deal an extra 1d6 damage. You can deal this extra damage only once per turn. If you deal this damage as part of an Opportunity Attack, you can take a Reaction again from the start of the next creature's turn (instead of on your next turn).

## LEVEL 7: RELENTLESS PURSUIT

If your bounty or a creature currently marked by your *Hunter's Mark* ends its turn more than 5 feet away from you and you can see it, you can use your Reaction to move your speed towards it. This movement does not provoke Opportunity Attacks.

## LEVEL 11: EYES ON THE PRIZE

You focus everything on bringing your chosen target down. When you take the Attack action and target only one creature with all your attacks, you can make an additional attack against that creature. If the additional attack is a melee attack and it hits, the target has either the Grappled or Prone condition (your choice). If the additional attack is a ranged attack and it hits, the target has the Prone condition.

## LEVEL 15: NOWHERE TO HIDE

Illusions and other magical concealments cannot hinder your pursuit. You can cast *True Seeing* on yourself without expending a spell slot or material components. If you do so, you can't do so again until you finish a Short or Long Rest.

Additionally, when you use your Ley Line Tracker feature to target your bounty, you are not affected by magic that conceals your bounty from your Divination spells.

## SORCERER: NEMESIS SORCERY

### *Devastate Foes with Speed and Precision*

While some sorcerers revel in unleashing devastation on dozens of enemies at once, you specialize in the arcane duel. You act with absolute precision, focusing your energy to strike at the perfect moment. You learn to break spells directed against you, whether expending your own power to fully counter them or casually dispersing deadly force. You may have learned the arts of magic on the battlefields of the Last War, but now you're the epitome of the lone wandlinger, always ready for the next duel.

## LEVEL 3: NEMESIS SPELLS

When you reach a Sorcerer level specified in the Nemesis Spells table, you thereafter always have the listed spells prepared.

### NEMESIS SPELLS

Sorcerer Level	Prepared Spells
3	<i>Compelled Duel, Mirror Image, See Invisibility, Shield</i>
5	<i>Counterspell, Slow</i>
7	<i>Fire Shield, Otiluke's Resilient Sphere</i>
9	<i>Circle of Power, Mislead</i>



NEMESIS  
SORCERY  
SUBCLASS

### LEVEL 3: READIED MAGIC

You have learned to hold back your magical power, prepared to unleash it when the time is just right. If you use an Action to Ready a spell, you have Advantage on saving throws and ability checks until the start of your next turn. Additionally, if the trigger for your readied spell occurs, you can cast the readied spell without using your Reaction.

If the trigger does not resolve, if you choose not to act on the trigger, or if you lose Concentration on the spell, you gain a number of Sorcery Points equal to the spell's level at the start of your next turn. You still expend the spell slot as normal.

### LEVEL 6: SPELL DEFLECTION

When you take damage from a spell or other magical effect, you can use your Reaction to halve the spell's damage against you.

### LEVEL 14: ALWAYS READY

You always have your next spell dancing on the tip of your tongue. You can use a Bonus Action to Ready a spell as if you had used your Action to do so. If you expend a spell slot when you ready a spell in this way, it does not count against the usual limit of only one spell slot expended to cast a spell per turn.

Once you use this feature, you can't use it again until you finish a Short or Long Rest unless you spend 4 Sorcery Points (no action required) to restore your use of it.

### LEVEL 18: MINDSET OF PERFECT PREDICTION

You have learned to enter a focused state of mind. As an Action, you can activate your mindset of perfect prediction, gaining the benefits below. At the end of each of your turns, starting on the turn after you activated your mindset, you must make a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). On a failed save, your mindset ends. If you are concentrating on multiple spells when your mindset ends, you can choose one spell to maintain. The rest of the spells end as if your Concentration had been broken. Once you use this feature, you can't use it again until you finish a Long Rest.

**Quickened Mind.** When rolling Initiative, you may instead choose an Initiative count of 31.

**Expansive Mind.** You can concentrate on any number of spells simultaneously. If you are forced to make a saving throw to maintain Concentration while you are concentrating on multiple spells, you make only a single Constitution saving throw. On a failed save, your Concentration breaks on all spells.

**Predictive Mind.** You have *Counterspell* prepared. You can cast it as a 6th-level spell without expending a spell slot.

## WARLOCK: STONE SOVEREIGN PATRON

### *Hear the Whispering of the Stones*

You have listened to the will of the stone, and made a pact with one of Eberron's great earthen powers. The whispers of the daelkyr Orlassk corrupt many Warlocks to their cause, but similar magics may be the gifts of the greedy fey King Grayfinger or even the medusa Queen Sheshka of Cazhaak Draal. The gnomes of Lorghalan draw their power from their friendship with the earth elementals of their island; perhaps you have made peace with the earth itself.

### LEVEL 3: ETERNITY IN STONE

When you reduce a creature to 0 Hit Points, you can cause it to turn to stone. If you do so, you gain Temporary Hit Points equal to 1d10 + your Warlock level. A creature turned to stone in this way has the Petrified condition.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

### LEVEL 3: STONE SPEAKER

Your pact grants you the ability to commune with earth and stone. As a Magic action, you imbue stones in an immobile 30-foot Emanation with limited sentience, giving them the ability to communicate with you. You can question stones about events in the spell's area within the past day, gaining information about creatures that have passed, items that might have been removed from the area, and other circumstances.

If an earth Elemental or a creature with the Petrified condition is in the area, you can communicate with it as if you shared a language, but you gain no magical ability to influence it.

Once you use this feature, you can't use it again until you finish a Long Rest.

### LEVEL 3: STONE SOVEREIGN SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Stone Sovereign Spells table, you thereafter always have the listed spells prepared.

#### STONE SOVEREIGN SPELLS

Warlock Level	Prepared Spells
3	<i>Absorb Elements</i> , <i>Earthbind</i> <sup>XGE</sup> , <i>Earth Tremor</i> <sup>XGE</sup> , <i>Spike Growth</i>
5	<i>Magic Circle</i> , <i>Slow</i>
7	<i>Stone Shape</i> , <i>Stoneskin</i>
9	<i>Bigby's Hand</i> , <i>Wall of Stone</i>

## LEVEL 6: FORM OF STONE

Stone is no prison to you. Whenever you have the Petrified condition, you are aware of your surroundings and you have Immunity to Bludgeoning, Piercing, and Slashing damage.

Additionally, you have learned to take on a stone form to protect yourself from injury. As a Reaction when you take damage, you can give yourself the Petrified condition until the start of your next turn. The Petrified condition applies before you take the triggering damage, possibly granting Resistance or Immunity to that damage. When the Petrified condition ends, you can choose to emerge from a stone surface into an unoccupied space you can see within 30 feet of yourself.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

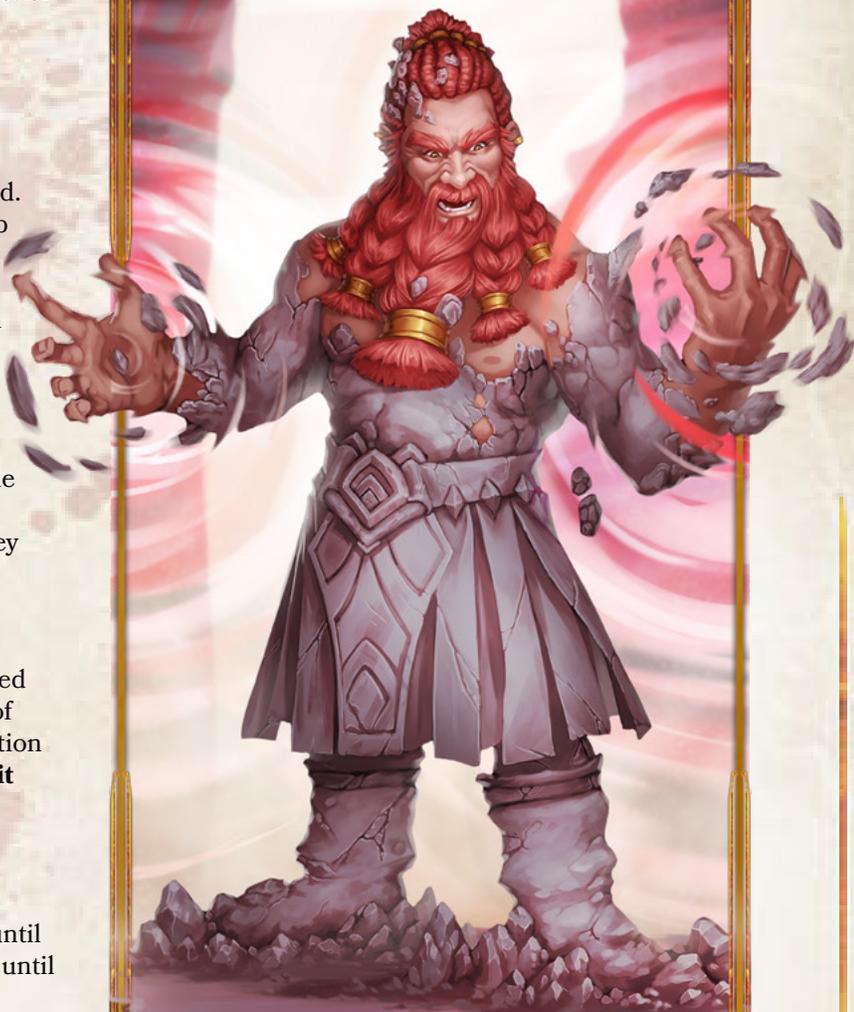
## LEVEL 10: STONE'S EMBRACE

You always have the *Meld into Stone* spell prepared. When you cast *Meld into Stone*, you can choose up to five willing creatures within 5 feet of you to also gain the benefits of the spell. Each creature must be touching a stone object or surface large enough to fully contain their body. Affected creatures can end the effect on themselves early by using 5 feet of movement to leave the stone where they entered it.

Creatures who finish a Short or Long Rest while under the effect of your *Meld into Stone* spell gain Resistance against the first instance of damage they take after leaving the stone.

## LEVEL 14: STONE SERVANT

You gain the ability to control the actions of Petrified creatures, while bestowing upon them the power of your patron. One creature with the Petrified condition that you touch becomes an **Earth Elemental Spirit** under your control as if you had cast the *Summon Elemental* spell at 6th-level. The creature's size does not change and you do not need to maintain Concentration. The transformation lasts until a *Greater Restoration* spell is cast on the creature, until the Elemental Spirit is reduced to 0 Hit Points, or until you use this feature again.



STONE  
SOVEREIGN  
PATRON  
SUBCLASS

## BACKGROUNDS

The Western Frontier draws characters from all backgrounds. There are Soldiers who fought in the Last War, Hermits in the hills, Merchants plying their trades, Farmers working the land, and much more. However, there are a few backgrounds that are especially appropriate for Frontier campaigns—or Eberron games in general.

Three of these backgrounds provide a character with the Lesser Dragonmark feat. To manifest a dragonmark, you must have a direct blood tie to a Dragonmarked House. A Dragonmarked Bravo or Scion was raised as part of a dragonmarked house, while a Dragonmarked Foundling is someone who has a blood tie to a house and who has manifested the house mark, but who was born and raised outside of the house. The Lesser Dragonmark feat has prerequisites, and a character who takes a Dragonmarked background must meet those prerequisites. So, a halfling who takes Dragonmarked Bravo gains the Lesser Dragonmark feat, but they must choose either the Mark of Healing or the Mark of Hospitality, the dragonmarks that are available to halflings. These details are summarized on the Dragonmarked Background table and the Lesser Dragonmark Benefit table later in this chapter. Keep in mind, a character doesn't need to have a dragonmark to have a background connection to a Dragonmarked house! A character with the Scribe background may have worked for House Sivis. A character with the Guard background could have been a Deneith Blademark bodyguard or served in a Kundarak bank. These backgrounds are specifically for characters that possess dragonmarks.

The Magewright and Wandslinger backgrounds reflect the widespread nature of magic in Eberron. Each of these backgrounds provides access to the Magic Initiate feat. While there's no concrete limitation on the spells and cantrips a character can take, thematically a Magewright should focus on practical, peaceful magic—*Alarm, Identify, Mending, Prestidigitation*—while a Wandslinger should have more aggressive magic, such as *Fire Bolt, Magic Missile, Mage Armor, or Thunderclap*.

## DRAGONMARKED BRAVO

**Ability Scores:** Strength, Dexterity, Charisma

**Feat:** Lesser Dragonmark

**Skill Proficiencies:** Athletics and Intimidation

**Tool Proficiency:** As indicated on the *Dragonmarked Backgrounds table*

**Equipment:** Choose A or B: (A) Spear, Light Crossbow, 20 Bolts, Quiver, Traveler's Clothes, Dragonmarked Signet, Tool as indicated on the *Dragonmarked Backgrounds table*, 12 GP; or (B) 50 GP

Your work for your house took advantage of your strength and speed. Were you a mercenary fighting in the Last War? A guardian protecting your family's assets and interests? A laborer moving crates in a warehouse? You're a dragonmarked heir and still have good standing with your family, but you find the freewheeling life of an adventurer to be more compelling than following all the rules and regulations of one of the house guilds.

## DRAGONMARKED FOUNDLING

**Ability Scores:** Dexterity, Constitution, Charisma

**Feat:** Lesser Dragonmark

**Skill Proficiencies:** Insight and Stealth

**Tool Proficiency:** Thieves' Tools

**Equipment:** Choose A or B: (A) 2 Daggers, Thieves' Tools, 2 Pouches, Traveler's Clothes, 18 GP; or (B) 50 GP

You possess a dragonmark, but you weren't born into one of the houses. You may know your family history and why your ancestors left their house—or it may have come as a surprise when you manifested your mark. Whatever the details, you have no interest in joining some soulless house guild. Do you hide your mark, hoping to avoid the attention of the houses? Or do you wield its powers proudly, ready to rebuff any house agents that come looking for you?

## DRAGONMARKED SCION

**Ability Scores:** Intelligence, Wisdom, Charisma

**Feat:** Lesser Dragonmark

**Skill Proficiencies:** Arcana and Persuasion

**Tool Proficiency:** As indicated on the *Dragonmarked Backgrounds table*

**Equipment:** Choose A or B: (A) Quarterstaff, Fine Clothes, Dragonmarked Signet, Tool as indicated on the *Dragonmarked Backgrounds table*, 24 GP; or (B) 50 GP

You were born into a Dragonmarked House and trained to use your knowledge and wits in the service of your family. You may have worked in sales, engaged in research, or even worked as an engineer or an

## DRAGONMARKED BACKGROUNDS

Lesser Dragonmark	Prerequisite	House	Tool Proficiency
Detection	Khoravar (Half-Elf)	Medani	Choose one kind of Gaming Set
Finding	Human, Orc, Half-Orc	Tharashk	Choose one kind of Gaming Set
Handling	Human	Vadalis	Leatherworker's Tools
Healing	Halfling	Jorasco	Herbalism Kit
Hospitality	Halfling	Ghallanda	Choose Brewer's Supplies or Cook's Utensils
Making	Human	Cannith	Choose one kind of Artisan's Tools
Passage	Human	Orien	Choose one kind of Gaming Set
Scribing	Gnome	Sivis	Calligrapher's Supplies
Sentinel	Human	Deneith	Choose one kind of Gaming Set
Shadow	Elf	Phiarlan or Thuranni	Choose one kind of Artisan's Tools
Storm	Khoravar (Half-Elf)	Lyrandar	Navigator's Tools
Warding	Dwarf	Kundarak	Thieves' Tools

administrator. You're still a dragonmarked heir and you'll always have a place in your house if you choose it, but for now you'd rather seek your own fortune and find challenges beyond the walls of your house enclave.

## MAGEWRIGHT

**Ability Scores:** Constitution, Intelligence, Wisdom

**Feat:** Magic Initiate (Wizard)

**Skill Proficiencies:** Arcana and Insight

**Tool Proficiency:** Choose one kind of Artisan's Tools

**Equipment:** Choose A or B: (A) Artisan's Tools (same as above), 2 Pouches, Traveler's Clothes, 32 GP; or (B) 50 GP

Magic is part of everyday life in Eberron.

Prestidigitation is an invaluable cantrip, whether you're a cook using it to heat and flavor food or a chimney sweep using it to wipe away dirt with a gesture. A blacksmith who doesn't know *Mending* is woefully unprepared. You could be an entertainer using *Minor Image* and *Silent image* for your performances, or a courier relying on Longstrider. Consider the career you once followed, and choose a set of Artisan's Tools, cantrips, and a spell that could help with that work.

## WANDSLINGER

**Ability Scores:** Dexterity, Intelligence, Charisma

**Feat:** Magic Initiate (Wizard)

**Skill Proficiencies:** Intimidation and Sleight of Hand

**Tool Proficiency:** Choose one kind of Gaming Set or Woodcarver's Tools

**Equipment:** Choose A or B: (A) Arcane Focus, Gaming Set, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

Bows and blades are tools of the past. Magic is the future, and any capable combatant needs to know how to cast a cantrip. You're quick with a wand and a

simple spell. Did you serve in the Last War? Were you a smuggler, or an enforcer in the criminal underworld? Whatever your past, you know that there's always opportunities for someone with steady hands and good aim.

## SPECIES

Seven species are presented in this section in alphabetical order: Gargoyle, Gnoll, Harpy, Medusa, Tiefling, Warforged, and Worg.

## GARGOYLE

Gargoyles are indistinguishable from stone statues... until they move. In Eberron, the first gargoyles were carved by Dhakaani goblins, but it was the daelkyr Orlassk who brought them to life. The oldest gargoyles have been in a state of torpor for thousands of years. Now they have risen to carve out a place of their own in the new nation of Droaam.

Gargoyles are humanoids carved from stone. The horned, winged form often associated with the gargoyle is a common design; in Eberron the Dhakaani placed these fierce figures on fortresses. However, gargoyles don't have to have horns or wings, and they can alter their form over time. Gargoyles reproduce by imbuing a sliver of their life force into a stone and burying it in gravel; this seed assimilates mass from the loose stone and builds its final form.

Gargoyles have no need of food or drink. They are nearly immune to the passage of time and can remain standing still indefinitely. For any gargoyle, a fundamental question is *why they choose to move at all*. What drives them? There are a few common archetypes. *Seekers* are driven by curiosity, and love seeing new places and learning new things. *Guardians*



devote themselves to protecting a person, place, or concept. *Movers* enjoy motion itself—flight, fighting, dancing—and often become scouts or soldiers. *Thinkers* are rarely seen, because they have the least reason to actually move; they live to ponder philosophies and ideas. A statue in a temple or a library could be a gargoyle priest or sage, lost in contemplation.

## GARGOYLE TRAITS

**Creature Type:** Elemental

**Size:** Medium (about 5–7 feet tall)

**Speed:** 30 feet

As a Gargoyle, you have these special traits.

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

**Elemental Nature.** You are a creature of living stone, which provides the following benefits.

- You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.
- You don't need to eat, drink, or breathe. You do not gain Exhaustion levels due to Dehydration, Malnutrition, or Suffocation.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep
- You cannot be subjected to the Petrified condition against your will.

**False Appearance.** While you remain motionless, you are indistinguishable from an inanimate statue.

**Sentry's Rest.** You can finish a Long Rest in 6 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

**Stoneskin.** Your thick stone hide provides you with natural armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier. You can use a Shield and still gain this benefit.

## GNOLL

Fierce and feral, the first gnolls were hyenas infused with malefic power by archfiends of war and the wild. They were created as cruel soldiers to serve in the endless conflicts of fiends, but over the course of countless generations a number of gnoll clans broke their ties to their demon overlords. These free gnolls are fiercely loyal to their pack and their clan, and serve as a stabilizing force within Droaam.

Gnolls that are bound to the overlords are vicious and wild. Those who have escaped this bondage still have a fiendish spark within, but they contain and control this power. Some learn to wield it as Warlocks. Others known as hwyri train to fight demons and other supernatural threats. Even free gnolls can be aggressive, but they are gifted hunters and fiercely loyal to those they choose as family.

## GNOLL TRAITS

**Creature Type:** Humanoid.

**Size:** Medium (about 7–8 feet tall)

**Speed:** 30 feet

As a Gnoll, you have these special traits.

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

**Bite.** Your teeth are natural weapons, which you can use to make Unarmed Strikes. If you hit with them, you deal Piercing damage equal to 1d4 plus your Strength modifier in place of the normal Bludgeoning damage of your Unarmed Strike.

**Hunter's Senses.** You have proficiency in the Perception, Stealth, or Survival skill.

**Rampage.** When you use your Bite or reduce a creature to 0 Hit Points with an attack, you can use a Bonus Action to move up to half your Speed and make one attack with a weapon or an Unarmed Strike using your Bite.

## HARPY

Harpies blend avian and human elements, possessing functional wings and birdlike legs ending in clawed feet. But the most remarkable feature of a harpy is their voice. Arcane power flows through a harpy and into their words, allowing them to manipulate emotions and to charm even the most hardened of hearts. While there are always exceptions, most harpies are passionate and energetic; the power of their song reflects their own surging emotions. Most enjoy the freedom of flight, expressing themselves through sound and motion.

The passionate nature of the harpy is reflected in their devotion to family, friends, and causes. Some of the harpy flights of Droaam are the most loyal allies of the Daughters of Sora Kell, while others stubbornly oppose their plans for Droaam. When creating a harpy character, think about their driving passion and pursue it fiercely.

## HARPY TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 5–6 feet tall)

**Speed:** 30 feet

As a Harpy, you have these special traits.

**Flight.** You have a Fly Speed equal to your Speed while you aren't wearing Medium or Heavy armor.

**Songbird.** You have proficiency in the Performance skill.

**Harpy's Charms.** You know the *Friends* cantrip and can cast it using only Verbal components in place of its usual components. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this species).



**Shadow's Magic.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Harpy Spells table are added to the spell list of your spellcasting class. You can cast these spells using only Verbal components in place of their usual components.

### HARPY SPELLS

Spell Level	Spell
1	<i>Charm Person</i>
2	<i>Suggestion</i>
3	<i>Enemies Abound</i> <sup>XGE</sup>
4	<i>Charm Monster</i>
5	<i>Dominate Person</i>

### SHADOW'S MAGIC

Harpies and Medusas both possess a trait called Shadow's Magic, which adds a set of spells to the spell list of any spellcasting class. While these abilities are resolved exactly like spells, they are supposed to reflect enhanced aspects of the harpy's voice or the medusa's gaze. When a Medusa Wizard uses Shadow's Magic to cast *Hypnotic Pattern*, they might glare at a group of people, their eyes flaring in iridescent colors. When a Harpy casts *Suggestion*, they might sing their request, the insidious power of their voice making it a command. Because of this, spells cast in this way don't require all of the usual components. While this is only true for spells on the Shadow's Magic lists, a Harpy or Medusa spellcaster could *describe* other spells as being manifestations of their voice or gaze. A Medusa Cleric could describe her *Guiding Bolt* as emerging from her eyes, while a Harpy Bard casting *Shatter* could describe it as a deadly song. This provides no mechanical benefit, but it's a way to add unique flavor to a character and to present their magic as expanded gifts of the Shadow.

## MEDUSA

Medusas are infamous across Khorvaire for the deadly power of their petrifying gaze. The medusas of Cazhaak Draal are one of the most powerful forces within Droaam, renowned both for their remarkable stonework and their deep devotion to the Dark Six; the Cazhaak Creed has become the most widespread religion in Droaam. Medusas tend to be calm and calculating, useful traits when a single glance can have devastating consequences.

Medusa appearance varies by bloodline; some have scaled skin while at a glance others appear to be carved from stone. All medusas have a mane of writhing serpents, and they can use this mane to observe their surroundings even when they are blindfolded or have their main eyes closed. The petrifying gaze that medusa are famous for is something that develops over time. Young medusas have a weaker form known as the Gray Gaze, which eventually evolves into the Shadowswift Gaze that can petrify creatures in an instant.

### MEDUSA TRAITS

**Creature Type:** Monstrosity

**Size:** Medium (about 5–6 feet tall)

**Speed:** 30 feet

As a Medusa, you have these special traits.

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

**Fearsome Presence.** You have proficiency in the Intimidation skill.

**Serpentine.** You know Serpentine, a sign language conveyed through the motion of the snakes atop your head. Serpentine has no written form and can only be utilized by medusas.

**Petrifying Gaze.** You know the *Gray Gaze* cantrip and can cast it without components. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this species). When you reduce a creature to 0 Hit Points with this spell, you can cause it to turn to stone. A creature turned to stone in this way has the Petrified condition.

**Medusa's Gift.** When you cast *Gray Gaze*, you can choose to augment it. If a creature fails its saving throw against the augmented spell, it has the Restrained condition for 1 minute instead of having Disadvantage on its next Dexterity saving throw. A Restrained target makes another Constitution saving throw at the end of each of its turns, ending the effect on a success. You must concentrate to maintain the effect. If you lose your Concentration, the creature no longer has the Restrained condition.

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



**Shadow's Magic.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Medusa Spells table are added to the spell list of your spellcasting class. You can cast these spells without Material components.

### MEDUSA SPELLS

Spell Level	Spell
1	<i>Ensnaring Strike</i>
2	<i>Hold Person</i>
3	<i>Hypnotic Pattern</i>
4	<i>Stoneskin</i>
5	<i>Hold Monster</i>

## TIEFLING

Tieflings are rarely seen in the Five Nations, and are often treated with fear and suspicion when they are. Rather than being directly descended from fiends, the most common tieflings of Eberron are touched by the malefic energies of one of the planes. Because of this, their appearance varies dramatically. Mabaran tieflings are reminiscent of incubi and succubi, with sinister beauty and small horns and fangs. Shavaran tieflings have scaly skin and horns of steel, while Risian tieflings are coated in frost and have horns of ice. Others don't have horns at all. Dolurrhi tieflings usually have gray skin and pale eyes, with tendrils of whispering mist clinging to their skin. Kythrian tieflings slowly change in appearance, with every aspect changing in time. Such plane-touched tieflings don't pass these traits on to their children; the birth of a tiefling is tied to the flow of planar energies, most often occurring when a child is conceived in a manifest zone at a key point in a plane's coterminous cycle.



### EBERRON FIENDISH LEGACIES

Legacy	Level 1	Level 3	Level 5
Dolurrhi	You have Resistance to Psychic damage. You also know the <i>Vicious Mockery</i> cantrip.	<i>Dissonant Whispers</i>	<i>Blur</i>
Fernian	You have Resistance to Fire damage. You also know the <i>Control Flames</i> cantrip.	<i>Burning Hands</i>	<i>Heat Metal</i>
Kythrian	You have Resistance to one of the following damage types: Acid, Cold, Fire, Lightning. Whenever you finish a Long Rest, your Resistance randomly changes to one of these four damage types. You also know the <i>Shocking Grasp</i> cantrip.	<i>Chromatic Orb</i>	<i>Shatter</i>
Mabaran	You have Resistance to Necrotic damage. You also know the <i>Chill Touch</i> cantrip.	<i>Inflict Wounds</i>	<i>Blindness/Deafness</i>
Risian	You have Resistance to Cold damage. You also know the <i>Ray of Frost</i> cantrip.	<i>Armor of Agathys</i>	<i>Hold Person</i>
Sakah	You have Advantage on all Wisdom saving throws against magic. You also know the <i>Mage Hand</i> cantrip.	<i>Disguise Self</i>	<i>Detect Thoughts</i>
Shavaran	You have training with Light and Medium armor and with Shields. You also know the <i>Blade Ward</i> cantrip.	<i>Heroism</i>	<i>Spiritual Weapon</i>



Tieflings are only created by the malefic influence of a plane, and there are no tieflings tied to Daanvi, Irian, Lamannia, or Syrania, or Thelanis. Popular stories say that tieflings are cursed and that they draw the negative powers of the plane wherever they go; while this is largely just superstition, it can make life difficult for tieflings.

Planar tieflings don't pass their traits to their offspring, which is why tieflings are rare in the Five Nations. But there are two other types of tiefling in Khorvaire. The **Sakah** are said to be descended from rakshasa, fiends who infused their immortal essence into mortal bloodlines. In their natural form, they have feline features with fiendish aspects—burning eyes, backward hands, disturbing fangs—that set them apart from shifters. Most of the Sakah are in the Demon Wastes, but some capable Sakah serve as agents of the Lords of Dust in the wider world. The final source of tieflings are the noble bloodlines of the Venomous Demesne. The Demesne tieflings are the result of fiendish bargains made long ago by the mages of Ohr Kaluun. Demesne tieflings should use the Infernal, Chthonic, or Abyssal legacies as presented in the *Player's Handbook*. Planar and Sakah tieflings should use one of the Fiendish Legacies presented in the

Eberron Fiendish Legacies table. All other traits for Planar and Sakah tieflings are the same as those in the *Player's Handbook*.

## TIEFLING TRAITS

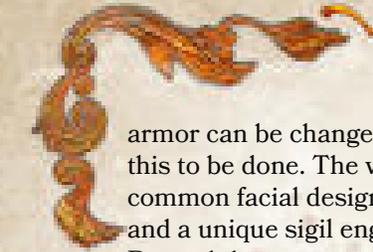
**Fiendish Legacy.** When you choose a legacy, you can select one of the options in the Eberron Fiendish Legacies table instead of one from the *Player's Handbook*.

## WARFORGED

Warforged are constructed humanoids, designed by skilled artificers and infused with the spark of life. Though they are made of wood and metal, warforged can feel pain and emotion. Built as weapons, they must now find a purpose beyond war. A warforged can be a steadfast ally, a cold-hearted killer, or a visionary in search of meaning.

Warforged are formed from a blend of organic and inorganic materials. Root-like cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood, and stone. Armored plates form a protective outer shell; this





armor can be changed and removed, but it's rare for this to be done. The warforged of Eberron share a common facial design, with a hinged jaw, crystal eyes, and a unique sigil engraved on the reinforced forehead. Beyond these common elements, the precise design of a warforged will vary depending on the purpose for which it was designed.

## WARFORGED TRAITS

**Creature Type:** Construct

**Size:** Medium (about 6–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

**Speed:** 30 feet

As a Warforged, you have these special traits.

**Constructed Resilience.** You were created to have remarkable fortitude, represented by the following benefits.

- You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.
- You don't need to eat, drink, or breathe. You do not gain Exhaustion levels due to Dehydration, Malnutrition, or Suffocation.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep

**Integrated Protection.** Your body has built-in defensive layers, which can be enhanced with armor.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have armor training. To don armor other than a Shield, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning and doffing armor in this way.
- While you live, the armor incorporated into your body can't be removed against your will.

**Sentry's Rest.** You can finish a Long Rest in 6 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

**Specialized Design.** You gain proficiency in one skill and one tool of your choice.

## WORG

While sometimes mistaken for large wolves, worgs are a unique species of canid predator possessing keen intelligence and the power of speech. Worg senses are sharper than those of humans, and they feel a deep connection to the natural world; they delight in scents and sounds that others around them may not even

notice. The worgs of the Watching Wood are devoted to the Devourer and the Fury, and this faith encourages them to rely on their instincts and intuition, as well as taking joy in the hunt and strengthening their pack.

The worgs of the Watching Wood are more compact than some other strains of the species. They are Medium creatures, though they can pull heavy loads and carry a Medium creature as a rider. While they have no hands and typically have little interest in material goods, the smiths of Maenya's Fist have developed specialized armor for worgs, along with Steel Jaws that strengthen a worg's bite and which can be enchanted like any other weapon.

## WORG TRAITS

**Creature Type:** Monstrosity

**Size:** Medium (about 4–5 feet tall)

**Speed:** 40 feet

As a Worg, you have the following special traits.

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

**Keen Senses.** You have proficiency in the Perception skill, and you have Advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Bite.** Your formidable jaws are a natural weapon, which you can use to make Unarmed Strikes. If you hit with them, you deal Piercing damage equal to 1d8 plus your Strength modifier in place of the normal Bludgeoning damage of your Unarmed Strike.

**For the Pack.** You can use the Help action as a Bonus Action.

**Natural Armor.** Your dense fur and thick hide provide you with natural armor. While you aren't wearing armor, your base Armor Class equals 12 plus your Dexterity modifier.

**Quadruped.** You have several traits based on your quadrupedal body shape.

- You cannot hold items in your paws, and you cannot wield weapons or a Shield unless otherwise noted in the weapon's description (see Steel Jaws).
- You can perform the Somatic components of spells with your front paws.
- You have Disadvantage on ability checks that require fine manipulation.
- You can carry a rider of Medium size or smaller. You also count as one size larger when determining your carrying capacity.
- You cannot wear armor designed for humanoids, you must wear barding instead. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.
- Any climb that requires hands is especially difficult for you. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.



### STEEL JAWS

Because they have no hands, worgs cannot wield weapons in the same way that most player characters can. However, worgs can wield a specially designed Martial Melee weapon called “Steel Jaws.” Only Worgs can wield Steel Jaws, fitting as they do over a Worg’s teeth. A Worg cannot use its Bite trait while it is wielding Steel Jaws.

Name	Damage	Properties
Steel Jaws	2d6	Finesse
Mastery	Weight	Cost
Topple	2 lb.	10 GP

## OTHER DENIZENS OF DROAAM

In addition to the species presented in this section, there are other common denizens of Droaam that can use existing mechanics.

- The **Goblins** of Droaam use the traits provided in *Mordenkainen Presents: Monsters of the Multiverse*.
- The **Kobolds** of the region use the traits provided in *Mordenkainen Presents: Monsters of the Multiverse*. The Khaar’paal kobolds of the Graywall Mountains typically have the Draconic Sorcery

legacy, while the kobolds of the broader barrens are more likely to have Defiance or Craftiness as their Kobold Legacy.

- The **Minotaurs** of Turakbar’s Fist use the traits provided in *Mordenkainen Presents: Monsters of the Multiverse*.

## FEATS

This chapter presents fifteen new feats well suited to adventurers on the Western Frontier. Some of these feats are tied to specific species, such as the Stone Eyes of the Medusa or the Shadow’s Gift of Song of the Harpy. Others can be useful for anyone, such as the Wandlinger Fighting Style feat.

This section notably includes the Lesser Dragonmark feat. This is a new way to represent dragonmarked characters and is intended to replace the approach taken in *Eberron: Rising from the Last War*. There are a few important things to understand about the feat.

- Dragonmarks only manifest on certain species, and they can only manifest on someone with a direct blood tie to a dragonmarked house. It’s possible that a character might not realize they have a tie to a house; this is the concept of the Dragonmarked Foundling background. However, the Mark of Making can only manifest on a Human character, and a human who develops the Mark of Making must have a tie to a Cannith bloodline somewhere in their family tree.
- Dragonmarks can be granted by a background, but a character can also develop a dragonmark later in life by taking the feat.
- The powers granted by the Lesser Dragonmark feat only reflect the basic gifts of the mark. An adventurer could attribute class abilities to their dragonmark, or describe spells cast as channeled through the dragonmark. A Cleric with the Life Domain and the Mark of Healing could describe casting *Healing Word* or *Raise Dead* by using their mark, and a Storm Sorcerer with the Mark of Storms could say that they use their dragonmark to channel elemental power. Likewise, NPCs with dragonmarks could have spell-like abilities reflecting the greater powers of their dragonmarks.

## ORIGIN FEATS

These feats are in the Origin category.

### LESSER DRAGONMARK

*Origin Feat (Prerequisite: Member of appropriate species)*

You possess a Lesser Dragonmark, which is visible somewhere on your body. You gain the following benefits.

**Manifest Dragonmark.** You manifest a dragonmark. Your choice of Mark is restricted by your species, as shown in the Least Dragonmark Benefit table. Your choice of Mark determines the skills, tools, and spells you gain, as given in the same table. When you select this feat, choose Intelligence, Wisdom, or Charisma as your spellcasting ability for the feat's cantrip(s) and spells.

**Guidance of the Mark.** You add 1d4 to any ability check you make using the skills or tools associated with your Mark.

**Cantrip.** You learn the cantrip(s) associated with your Mark. The Mark of Handling and Mark of Warding don't grant a cantrip; instead, each Mark grants three Spells of the Mark.

**Spells of the Mark.** Your dragonmark grants you access to the spells associated with your Mark. You always have these spells prepared, and you can cast each of them once at their lowest level without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Long Rest. To cast any of these spells at a higher level or a second time prior to finishing a Long Rest, you must expend a spell slot.



### LESSER DRAGONMARK BENEFIT

Mark	Species	Guidance of the Mark	Cantrip	Spells of the Mark
Detection	Khoravar (Half-Elf)	Investigation, Insight	<i>Guidance</i>	<i>Detect Poison and Disease, See Invisibility</i>
Finding	Human, Orc, Half-Orc	Perception, Survival	<i>True Strike</i>	<i>Locate Animals and Plants, Locate Object</i>
Handling	Human	Animal Handling, Nature	None	<i>Animal Friendship, Beast Sense, Speak with Animals</i>
Healing	Halfling	Medicine, Herbalism	<i>Spare the Dying</i>	<i>Cure Wounds, Lesser Restoration</i>
Hospitality	Halfling	Persuasion, Brewer's Supplies or Cook's Utensils	<i>Friends, Prestidigitation</i>	<i>Calm Emotions, Purify Food and Drink</i>
Making	Human	Arcana, Artisan's Tools	<i>Mending</i>	<i>Identify, Magic Weapon</i>
Passage	Human	Acrobatics, Land Vehicles	<i>Orien Step</i>	<i>Longstrider, Misty Step</i>
Scribing	Gnome	History, Calligrapher's Supplies	<i>Message</i>	<i>Comprehend Languages, Illusory Script (no Material component required)</i>
Sentinel	Human	Insight, Perception	<i>Blade Ward</i>	<i>Shield, Warding Bond</i>
Shadow	Elf	Performance, Stealth	<i>Minor Illusion</i>	<i>Darkness, Minor Image</i>
Storm	Khoravar (Half-Elf)	Acrobatics, Navigator's Tools	<i>Shocking Grasp</i>	<i>Fog Cloud, Gust of Wind</i>
Warding	Dwarf	Investigation, Thieves' Tools	None	<i>Alarm, Arcane Lock, Knock</i>

## GENERAL FEATS

These feats are in the General category.

### ASHBOUND INITIATE

*General Feat (Prerequisite: Level 4+)*

You have learned a certain number of the secrets and techniques of the Ashbound druidic order. You gain the following benefits.

**Ability Score Increase.** Increase your Wisdom or Charisma score by 1, to a maximum of 20.

**Ashbound Proficiency.** You gain proficiency in the Intimidation skill.

**Arcane Enmity.** When a creature you can see casts a spell, you have Advantage on attack rolls against that creature until the end of your next turn.

**Ashbound Spells.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Ashbound Spells table are added to the spell list of your spellcasting class.

#### ASHBOUND SPELLS

Spell Level	Spells
1st	<i>Guiding Bolt</i>
2nd	<i>Branding Smite</i>
3rd	<i>Nondetection</i>
4th	<i>Aura of Purity</i>
5th	<i>Circle of Power</i>

### GATEKEEPER INITIATE

*General Feat (Prerequisite: Level 4+)*

You have learned a certain number of secrets and techniques of the Gatekeeper druidic order. You gain the following benefits.

**Ability Score Increase.** Increase your Wisdom or Charisma score by 1, to a maximum of 20.

**Gatekeeper Proficiency.** You gain proficiency in the Arcana skill.

**Protection Against Aberrations.** When you make a saving throw against the magic abilities of an Aberration or a spell cast by an Aberration, you can roll 1d4 and add it to your saving throw.

**Gatekeeper Spells.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Gatekeeper Spells table are added to the spell list of your spellcasting class.

#### GATEKEEPER SPELLS

Spell Level	Spells
1st	<i>Detect Evil and Good</i>
2nd	<i>Warding Bond</i>
3rd	<i>Magic Circle</i>
4th	<i>Banishment</i>
5th	<i>Dispel Evil and Good</i>



## GREENSINGER INITIATE

General Feat (Prerequisite: Level 4+)

You have learned a certain number of secrets and techniques of the Greensinger druidic order. You gain the following benefits:

**Ability Score Increase.** Increase your Wisdom or Charisma score by 1, to a maximum of 20.

**Greensinger's Proficiency.** You gain proficiency in the Performance skill.

**Fey Dancer.** Whenever you cause a creature to gain the Charmed condition, you can join them in dance and revelry. If you do so, you can use your Reaction to move up to half your Speed without provoking Opportunity Attacks.

**Fey Affinity.** Your spells and magical abilities that affect Humanoids also affect Fey.

**Greensinger Spells.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Greensinger Spells table are added to the spell list of your spellcasting class.

### GREENSINGER SPELLS

Spell Level	Spells
1st	<i>Tasha's Hideous Laughter</i>
2nd	<i>Enthrall</i>
3rd	<i>Major Image</i>
4th	<i>Compulsion</i>
5th	<i>Mislead</i>

## HEWN FOR BATTLE

General Feat (Prerequisite: Level 4+, Gargoyle species)

You have reshaped your stone body to be a more effective and devastating weapon of war. You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.

**Thickened Hide.** When you finish a Short or Long Rest, you can choose the thickness of your natural armor. While you aren't wearing armor, your base Armor Class becomes your choice of either 14 plus your Dexterity modifier, or 18. You can use a Shield and still gain this benefit.

**Spellcarving.** Your hide can be enchanted or infused as if it were nonmagical armor.

**Claws.** You have shaped your hands into fearsome claws. Your claws are natural weapons, which you can use to make Unarmed Strikes. If you hit with them, you deal Slashing damage equal to 1d6 plus your Strength modifier in place of the normal Bludgeoning damage of your Unarmed Strike.



## ORB EXPERT

General Feat (Prerequisite: Level 4+)

Your skill with magical Orbs helps you evade enemies while overcoming their defenses. You gain the following benefits.

**Fortune Teller.** When you finish a Short or Long Rest, roll 1d6 and record the result. When you cast a spell using an Orb as a Spellcasting Focus, you can add the result of this prescience roll to your spell attack roll, or reduce one target's saving throw by that amount. You must choose to do so before the attack roll or saving throw.

Once you use this benefit, you can't use it again until you finish a Short or Long Rest. Unused prescience rolls are lost when you finish a Short or Long Rest.

**See the Path.** While you are holding an Orb, Opportunity Attacks against you have Disadvantage.

**Prescient Escape.** While you are holding an Orb, whenever a creature you can see enters a space within 5 feet of you, you can use your Reaction to move up to your Speed without provoking an Opportunity Attack.

## ROD EXPERT

General Feat (Prerequisite: Level 4+)

You've mastered the use of a rod as an Arcane Focus. You gain the following benefits.

**Close-Ranged Focus.** If the target of a cantrip you cast using a Rod as a Spellcasting Focus is within 20 feet of you when you roll a 1 or 2 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**Unshakeable Casting.** When you make a ranged spell attack roll while using a Rod as a Spellcasting Focus, you do not have Disadvantage on the roll if you are within 5 feet of an enemy.

**Rough & Tumble.** When you make a ranged spell attack while using a Rod as a Spellcasting Focus, you can use a Bonus Action to make a melee attack with your Rod. It counts as a Club for the purposes of the attack.

### HEAVY RODS

Humanity's use of Wands and Staffs as Arcane Focuses dates back to Sarlona, but the Rod was born in Breland. Beren Hearth is a Brelish folk hero said to have owned an inn in the days before Galifar. When brigands tried to rob him, they took his staff; Beren smashed a chair, used the leg as a focus for *Scorching Ray* and then beat the last brigand with the leg itself. The Brelish "heavy rod" can be used either as an Arcane Focus or as a standard Club. Today, both Brelish and Karrnathi artificers produce heavy rods, while Aundairian and Cyran mages traditionally scorn such Rods as deplorably uncouth. A character with the Rod Expert feat doesn't have to be wielding a heavy rod to gain the benefits of the feat; any rod will suffice.

## SHADOW'S GIFT OF STONE

*General Feat (Prerequisite: Level 4+, Medusa species)*

You have learned to channel arcane power through your gaze. You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Innate Magic.** When you reach a character level specified in the Shadow's Gift of Stone Spells table, you thereafter always have the listed spells prepared. You can cast each of these spells once without expending a spell slot, and you must finish a Long Rest before you can cast them in this way again. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting ability for these spells is the same as the spellcasting ability you chose for your Petrifying Gaze trait.

### SHADOW'S GIFT OF STONE SPELLS

Character Level	Spell
4	<i>Ensnaring Strike</i>
5	<i>Hold Person</i>
9	<i>Hypnotic Pattern</i>
13	<i>Stoneskin</i>
17	<i>Hold Monster</i>

## STAFF EXPERT

*General Feat (Prerequisite: Level 4+)*

You've unlocked the deadly ranged potential of the Staff. You gain the following benefits.

**Arcane Artillery.** When you cast a spell that has a range of 5 feet or greater using a Staff as your Spellcasting Focus, you can use a Bonus Action to double the range of the spell.

**Powerful Focus.** When you roll a 1 or 2 on a damage die for a cantrip you cast using a Staff as a Spellcasting Focus, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**Explosive Casting.** If all targets of a spell you cast using a Staff as your Spellcasting Focus are more than half the spell's range from you, one creature of your choice that you hit with a spell attack or that fails a saving throw against the spell has the Prone condition.

## STONE EYES

*General Feat (Prerequisite: Level 8+, Medusa species)*

Your Petrifying Gaze has come into its own. If a creature that has the Restrained or Paralyzed condition as a result of one of your spells or your Medusa's Gift trait fails a saving throw to end the effect by 5 or more, you can choose to turn that creature to stone. Any magical effects causing the creature to have the Restrained or Paralyzed condition end, and the creature has the Petrified condition for 1 minute. You must concentrate to maintain the effect. If you lose your Concentration, the Petrified condition ends.

If you maintain your Concentration on the effect for the entire possible duration, the target is Petrified until the condition is ended by *Greater Restoration* or similar magic.



## VOICE OF THE FURY

General Feat (Prerequisite: Level 4+, Harpy species)

The mystical power of your voice grows stronger. You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.

**Innate Magic.** When you reach a character level specified in the Voice of the Fury Spells table, you thereafter always have the listed spells prepared. You can cast each of these spells once without expending a spell slot, and you must finish a Long Rest before you can cast them in this way again. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting ability for these spells is the same as the spellcasting ability you chose for your Harpy's Charms trait.

### VOICE OF THE FURY SPELLS

Character Level	Spell
4	Charm Person
5	Suggestion
9	Enemies Abound <sup>XGE</sup>
13	Charm Monster
17	Dominate Person

## WAND EXPERT

General Feat (Prerequisite: Level 4+)

You are adept with the use of Wands as a swift Spellcasting Focus. You gain the following benefits.

**Wand Mastery.** If you make a spell attack using a Wand as a Spellcasting Focus, you gain Advantage on the attack roll if the target hasn't taken a turn.

**Unshakeable Casting.** When you make a ranged spell attack roll while using a Wand as a Spellcasting Focus, you do not have Disadvantage on the roll if you are within 5 feet of an enemy.

**Arcane Quickdraw.** Drawing or stowing a Wand does not count against the number of object interactions you can take for free on your turn.

## WARDEN INITIATE

General Feat (Prerequisite: Level 4+)

You have learned some of the secrets and techniques of the Wardens of the Wood druidic order. You gain the following benefits.

**Ability Score Increase.** Increase your Wisdom or Charisma score by 1, to a maximum of 20.

**Warden's Proficiency.** You gain proficiency in the Animal Handling skill.



**Protect Ally.** When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d6 + your Proficiency Bonus.

Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

**Warden Spells.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Wardens of the Wood Spells table are added to the spell list of your spellcasting class.

### WARDEN OF THE WOOD SPELLS

Spell Level	Spells
1st	Sanctuary
2nd	Detect Thoughts
3rd	Blink
4th	Mordenkainen's Faithful Hound
5th	Hold Monster

## WINGS OF STONE

General Feat (Prerequisite: Level 4+, Gargoyle species)

You have manifested stone wings and achieved mastery of the air. You have a Fly Speed equal to your Speed.



## WINTER INITIATE

*General Feat (Prerequisite: Level 4+)*

You have learned some of the secrets and techniques of the Children of Winter druidic order. You gain the following benefits.

**Ability Score Increase.** Increase your Wisdom or Constitution score by 1, to a maximum of 20.

**Life from Death.** Whenever you take Necrotic damage, you gain Temporary Hit Points equal to your Proficiency Bonus after you take the damage.

**Summon Decay.** When you conjure a creature with a spell or magical ability, you can choose for that creature to be Undead instead of its usual creature type.

**Understand Disease.** You have Advantage on ability checks to research, diagnose, and treat disease.

**Children of Winter Spells.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Children of Winter Spells table are added to the spell list of your spellcasting class.

## CHILDREN OF WINTER SPELLS

Spell Level	Spells
1st	<i>False Life</i>
2nd	<i>Ray of Enfeeblement</i>
3rd	<i>Bestow Curse</i>
4th	<i>Death Ward</i>
5th	<i>Enervation</i>

## FIGHTING STYLE FEATS

These feats are in the Fighting Style category.

### WANDSLINGER

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

You gain the following benefits.

**Arcane Aim.** You gain a +1 bonus to attack rolls you make with spells.

**Mystic Force.** When you cast a cantrip that requires the target to make a saving throw, increase the DC of the saving throw by 1.

## NEW AND REPRINTED SPELLS

### NEW CANTRIP: GRAY GAZE

*Transmutation Cantrip (Druid, Warlock, Sorcerer)*

**Casting Time:** Bonus Action

**Range:** 20 feet

**Components:** V, S, M (a pebble with a hole in it)

**Duration:** Instantaneous

You turn your gaze on one creature you can see within range. If the target can see your eyes, their body stiffens and cracks as if it were turning to stone. The target must succeed on a Constitution saving throw or take Necrotic damage equal to your Proficiency Bonus and have Disadvantage on the next Dexterity saving throw it makes before the end of its next turn.

### NEW CANTRIP: ORIEN STEP

*Transmutation Cantrip (Mark of Passage)*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You teleport up to five feet to an unoccupied space you can see. You cannot teleport through solid objects or out of manacles and similar restraints.

## EARTHBIND<sup>XGE</sup>

Level 2 Transmutation (Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** Action

**Range:** 300 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its Flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

## EARTH TREMOR<sup>XGE</sup>

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

**Casting Time:** Action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 Bludgeoning damage and is knocked Prone. If the ground in that area is loose earth or stone, it becomes Difficult Terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**Using a Higher-Level Spell Slot.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## ENEMIES ABOUND<sup>XGE</sup>

Level 3 Enchantment (Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is Immune to being Frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an Opportunity Attack from the affected creature, the creature must make that attack if it is able to.

## MAGECRAFT<sup>EXE</sup>

Divination Cantrip (Artificer, Bard, Wizard)

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a set of Artisan's Tools)

**Duration:** Concentration, up to 1 minute

You must be proficient in the Artisan's Tools used as the Material component of this spell. Once before the spell ends, you can gain Advantage on an ability check using these tools.

## MOLD EARTH<sup>XGE</sup>

Transmutation Cantrip (Druid, Sorcerer, Wizard)

**Casting Time:** Action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become Difficult Terrain. Alternatively, you can cause the ground to become normal terrain if it is already Difficult Terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an Action.





## CHAPTER 5: TREASURES BEYOND

**I** know, I know—it's shorter than the standard Vown rod. But trust me, I've added a little extra weight to the pommel and the balance is perfect. You want the classic Vown design, you can go back to Sharn. You want the best damn rod gold will buy? You show me eighty galifars.  
—Jury d'Cannith

While it's far from the forges of House Cannith and the grand markets of the great cities of the east, there are countless wonders hidden in the dusty expanse of the Western Frontier. There are ancient blades buried in Dhakaani ruins, fey gifts from the Halls of King Grayfinger and the Merchant of Mithaven, exotic goods from the Venomous Demesne, and far more. The treasures in this chapter range from common trade goods from Droaam to the hand of the daelkyr Orlassk—tools that could be part of everyday life on the frontier, or artifacts that could change the course of a campaign.

### STYLES OF THE WESTERN FRONTIER

The frontier is a melting pot, where the handiwork of the many cultures of Droaam mix with Cannith artifice, the primal creations of Eldeen druids, and the work of local crafters. When dealing with treasure on the Western Frontier, don't just think about what it does; consider where the item came from and who created it. A wandlinger might carry a wand carved by a Cannith artilleryman, but she could just as easily possess a dueling baton from the Venomous Demesne or a rough-hewn branch from Sylbaran. This can be true even of an adventurer's starting equipment; is the fighter's chainmail surplus from their service in the war, or is it homespun, perhaps made by a smith in their hometown? It's always possible to find basic Cannith goods from the east on the frontier, but here are a few distinct styles adventurers might encounter.

#### ANCIENT DHAKAANI

The Forge Adepts of the Dhakaani Empire produced astonishingly durable arms and armor, and equipment salvaged from Dhakaani ruins can be found across the region. The Dhakaani worked with exotic metals and alloys, such as mithral, adamantine, and byeshk. Dhakaani tools and equipment are typically austere and functional in design, with a brutalist sensibility.

#### BARRENS CHIBS

Before the rise of Droaam, the Barrens were home to an ever-shifting array of small communities, each of which survived only as long as the chib that founded it—often an ogre or troll. This wasn't a distinct culture, but rather a churning sea of anarchy. Barrens equipment is typically made from stone, hide, or bone. While there's no tradition of arcane science or artifice, magic items were occasionally produced by warlocks or sorcerers. What defines the chib style is the lack of any ongoing style or tradition.

#### CAZHAAK STONEMARK

The medusas of Cazhaak Draal are capable metalsmiths, but prefer to work with leather and stone. Cazhaak work typically has a sinuous, serpentine style with smooth curves and engraved patterns. Cazhaak magewrights excel at crafting items associated with poison or animate stone—*Daggers of Venom*, stone *Periaps of Proof against Poison*, *Figurines of Wondrous Power*. Cazhaak priests of the Dark Six also imbue items with divine power. Such items can't be mass-produced, but can be quite powerful; a *Mace of Terror* could be a Cazhaak stone weapon dedicated to the Mockery.

#### DEMESNE ARTIFICE

Products of the Venomous Demesne are elegant and beautiful, produced using arcane science and techniques beyond those of the Five Nations. Their designs often feature metal that merges seamlessly with crystal or threads of energy. The Demesne excels at evocation and conjuration, and is an excellent source for Wands, Rods, Staffs, and other Arcane Focuses. Items of up to Rare quality are common in daily life in the Demesne, but they are also capable of producing Very Rare items. A traveler from the Demesne might have an *Instant Fortress* for shelter. However, the Demesne is a small city-state that lacks the resources and industrial base of House Cannith or a nation like Breland; its tools are powerful, but not widespread.

## FEY GIFTS

---

Adventurers might make bargains with the Merchant of Misthaven or be gifted with rings by King Grayfinger, but even normal people can receive gifts from lesser fey. Sometimes Fey gifts are ostentatious; a *Doss Lute* from Misthaven might be a beautifully gilded instrument with silver strings. On the other hand, Fey gifts can often appear to be very mundane and may have an appearance at odds with their purpose or standard design. For example, a *Belt of Giant Strength* could be a pair of old slippers; a *Luckstone* could be an old set of dice or a bone comb. One way to approach this is to pair the abilities of a standard magic item with an item rolled on a trinket table. The key is the contrast between the intentional arcane science of the Venomous Demesne or House Cannith; a fey gift isn't a product of science.

## FRONTIER HOMESPUN

---

The people who live along the Border Road have limited access to goods from Breland and House Cannith. Because of this, many goods are either produced locally or are heirlooms that have been repaired time and time again. Because they are either handmade or patched up, homespun goods often have unique details. A homespun Longsword might be slightly shorter than usual, or perhaps the pommel doesn't match the rest of the hilt. If an adventurer has homespun gear, one question to consider is whether they know the artisan who made it—or, if they have the proficiency, did they make it themselves?

## MILITARY SURPLUS

---

The Last War only just ended in 996 YK. Since then, quite a few Brelish veterans have settled on the Western Frontier—and throughout the war, Droaam saw its share of deserters and fugitives from many nations. Beyond personal equipment, there's a thriving black market trade in surplus weaponry—*Blast Disks*, *Long Rods*, and powerful weapons from the Venomous Demesne. Bandits, Droaamite warlords, and the Swords of Liberty are all interested in stockpiling weapons... while some villages along the Border Road are building their own arsenals to defend against these forces. A bandit could easily wear a Brelish Breastplate and have an Aundairian-issued *Wand of Magic Missiles*; the question is which nation, if either, they originally served. Another thing to consider is military awards imbued with arcane power. A Brelish veteran might have earned *Wroann's Star*—a medal for bravery that duplicates the effects of a *Stone of Good Luck*. Do they wear it proudly? Or is there a deeper story that causes them to keep it hidden beneath their armor?

## PATCHWORK

---

The gnolls of the Znr Pact are well known for patching their armor and equipment together from different sources. For the Znr, this is a way to cling to the memories of past victories, but brigands and adventurers alike may find it to be the most expedient approach to arming and armoring themselves. This is a good place to blur the lines of the *title* of armor or weaponry with its actual appearance; an adventurer could have armor that is functionally a Chain Shirt, but it could be *described* as Brelish-issued Studded Leather matched up with the right arm of a suit of Dhakaani Plate. Helmets, vambraces, boots—on the frontier, each piece of equipment may have a story to tell.

## SYLBARAN WOODWORK

---

The Western Frontier lies between Breland, Droaam, and the Eldeen Reaches, and over the course of decades goods from the Eldeen town of Sylbaran have made their way south along the Border Road. The Eldeen druids often use natural materials that have been imbued with primal magic to match the strength of steel—blades of carved wood, scale mail made from bronzewood leaves. The primal magic of the Eldeen Reaches can also be a source of magic items, ranging from everyday items to more powerful treasures. A *Potion of Healing* could be a Jorasco brew, but it could just as easily be goodberry wine from Sylbaran (or troll's blood from Droaam!). The Eldeen rangers have long made use of *Boots of Elvenkind* and *Cloaks of Elvenkind*—though on the frontier these are just known as *Eldeen Boots* and *Eldeen Cloaks*.

## OTHERS

---

These are just a few options among many. The fiend-smiths of Turakbar's Fist produce powerful magic items embedded with demonglass; some of these are sentient, containing the essence of a bound fiend. The changelings of Lost manufacture items tied to shapeshifting and illusion; they produce the finest *Shiftweave* on the Frontier. The Khaar'paal kobolds often work with wyvern scale and bone, but their tools channel sorcerous power. And if an object is made from stone, it could always be tied to Orlassk, the daelkyr Lord of Stone! Ultimately, this is an opportunity to add an interesting flavor to an otherwise random item. If adventurers find an *Ioun Stone*, it might be the product of House Cannith or the Arcane Congress, but it could just as easily be a creation of Orlassk or a Cazaak stonemith. It could also be a jewel from the hoard of King Grayfinger, or a demonglass shard from Turakbar's Fist. Aside from suggesting the appearance of the item, this connection could become important later in the campaign!

## FRONTIER STYLE

### d12 Magic Item Style

- 1 **Eastern Industrial.** Cannith, Arcane Congress
- 2 **Military Surplus**
- 3 **Frontier Homespun**
- 4 **Ancient Dhakaan**
- 5 **Sylbaran Woodwork**
- 6 **Fey Gift**
- 7 **Demesne Artifice**
- 8 **Patchwork**
- 9 **Cazhaak Stonework**
- 10 **Demonglass or Daelkyr**
- 11 **Barrens Chibs**
- 12 **Droamite.** Lost, Znir, Oni

## MAGIC ITEMS

Magic items are just as important to everyday life on the frontier as they are in the Five Nations. Some of the items presented in this section can be found across the Five Nations; it's simply that, because the frontier has more than its fair share of wandslingers, this may be the first place you encounter a *Duelist's Scorecard* or a *Flashdraw Wand*. Other items are unique to the region—and in some cases, entirely one of a kind!

A few of the items that follow allow for casting spells found in *Xanathar's Guide to Everything*. These spells are noted with <sup>XGE</sup>, and are reprinted in chapter 4.

### RARITY AND UNIQUE ITEMS

The rarity of a magic item—from Common to Legendary—serves multiple purposes. It suggests the relative power of an item; an Uncommon magic item is assumed to be weaker than a Rare one. It's also a factor in calculating the cost of creating or purchasing a magic item. However, sometimes using one word for all of these purposes runs into problems. If an item is both exceptionally rare and also extremely weak, should it be rated Common based on its power or Legendary based on its actual rarity?

With this in mind, there are a few items presented in this chapter that are called out as being Unique. The *Misthaven Miscellany* isn't very powerful, and thus it is rated as Common, but it's a unique treasure from Thelanis. Jury d'Cannith created the only existing *Jury's Squeaky Wheel*; someone could replicate it, but you won't find it in a shop. Other items in this section aren't unique, but simply can't be purchased; House Orien doesn't sell its *Thunder Coaches* or *Lightning Runners*. So, the rarity of the items in this section indicates their relative power, but it's up to the DM to determine if these items can be found in a campaign.

## FRONTIER MAGIC ITEMS

The items in this section are treasures that can be found in the villages and wilds around the Border Road, from the town of Quickstone up to Sylbaran. Some of these are creations of local artisans; others are items that are especially popular with the wandslingers and brigands found in this region.

### BEGGAR'S WISDOM

*Wondrous Item, Common*

The wit and wisdom of Beggar Dane is considered to be one of the national treasures of Breland. This small leatherbound book is a comprehensive, enchanted edition of his proverbs and advice. As a Magic action while holding this book, you can declare your desire for assistance with a particular task, causing the book to open to a page containing a quip or mote of wisdom that is strangely relevant to the situation at hand. You add 1d4 to the next ability check you make within the next minute. Once this property is used, you cannot benefit from any copy of *Beggar's Wisdom* until the next dawn.

### DAFF'S WONDERFUL DRAUGHT

*Potion, Uncommon*

Daff d'Jorasco's eclectic style of medicine produces similarly eclectic brews. This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 of yourself. The creature that drinks this potion must roll on the following table to determine the effect:

### POTION EFFECTS

d6	Effect
1–3	You regain 4d4 + 4 Hit Points.
4	You gain the effects of the <i>Detect Thoughts</i> spell for 1 minute or until you lose your Concentration. The save DC is 13.
5	You gain the effects of the <i>Haste</i> spell for 1 minute or until you lose your Concentration.
6	You must succeed on a DC 13 Wisdom saving throw or suffer the effects of the <i>Tasha's Hideous Laughter</i> spell for 1 minute.

### DRY SPELL

*Scroll, Rare*

This desiccated *Spell Scroll* seems to draw the moisture from your fingertips. Its cipher is ineffable, and while its meaning becomes clear as you read the runes, clarity slips away should you try to transcribe it.

As a Magic action, you can use the scroll to cast *Control Water* without providing any Material components. The spell save DC is 15. In addition to the usual effects of the *Control Water* spell, any water manipulated by the spell is destroyed when the spell ends. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

### **DUELIST'S SCORECARD**

*Wondrous Item, Common*

This scrap of paper bears a table with space for five names. If you write a creature's name in one of the blank spaces on the table, it will shuffle the text to show their ranking as a duelist relative to all the other individuals named on the table. This appears to be calculated based on the number of duels the named individuals have won over the past year. The source of these scorecards and the rankings remains a mystery, but it appears to be linked to the Infinite Archive of Daanvi. Once all the spaces on the scorecard are filled, you cannot reveal the ranking of another name for 1 week, when all the names are magically erased.

### **FLASHDRAW WAND**

*Wand, Uncommon (Requires Attunement)*

This delicate Wand hums with bound potential, and seems drawn to your fingers. While attuned to it, you cannot be Surprised. Additionally, whenever you roll Initiative you can choose to immediately draw this wand (no action required). If you do so, you can roll 1d4 and add the total to your Initiative score, and all creatures within 5 feet of you take 1 Lightning damage.

### **JURY'S SQUEAKY WHEEL**

*Armor (Shield), Uncommon (Requires Attunement), Unique*

This magic Shield resembles a wooden wagon wheel. Writing inscribed on its inner rim indicates the shield was crafted by Jury d'Cannith, Quickstone's premier artificer, to prove a point to her wife.

As a Bonus Action while holding this shield, you can grant Temporary Hit Points equal to your level to the humanoid creature you can see within 60 feet of yourself that has the fewest Hit Points. If creatures you can see within range are tied for the fewest Hit Points, you can choose which of those creatures gains the Temporary Hit Points.

### **LIGHTNING RUNNER**

*Wondrous Item, Uncommon*

This 10-foot-wide, 10-foot-long, 6-inch-thick platform of wood and steel levitates 5 feet off the ground and remains horizontal so long as it is within 20 feet of an operational track of lightning rail conductor stones. The platform can carry up to 2000 pounds. If it

becomes overloaded, it drops to the ground, unable to levitate.

The platform is equipped with a 'pump' in its center that can be used to move it along the track of conductor stones. As a Magic action, a creature touching the pump can expend a spell slot of 1st-level or higher to cause the platform to continuously move either forwards or backwards along the conductor stone track at a speed of 30 feet. A creature with the Mark of Passage does not need to expend a spell slot to cause the platform to move.

Once moving, the platform will move in the chosen direction for one hour, or until a creature touching the pump uses a Magic action to cause the platform to stop. If stopped in this way, a creature must expend another spell slot as a Magic action to start the platform moving again.

If the platform encounters an obstacle while moving, it will continue to push against the obstacle unless stopped with a Magic action. Obstacles that weigh less than the total weight of the platform and its cargo will be pushed in front of the platform.

### **MISTHAVEN MISCELLANY**

*Wondrous Item, Common, Unique*

This small embroidered pouch is said to contain the cast-off goods discarded by the Merchant of Misthaven, an archfey of Thelanis. When you reach into the pouch, you can pull out a random trinket (see page 46 of the 2024 version of the fifth edition *Player's Handbook* or any other random trinket table of your choice). A trinket pulled from this pouch disappears when you pull another trinket from the pouch.

### **QUICKSTONE BOOMSTICK**

*Rod, Uncommon (Requires Attunement)*

Whenever you cast a spell of 1st-level or higher using this Rod as a Spellcasting Focus, you can choose to release its power in a thunderous burst. All creatures within 5 feet of you (including you) must make a Constitution saving throw against your spell save DC. On a failed save, affected creatures take 1d4 Thunder damage for each level of the spell you cast, and are Deafened until the end of their next turn.

### **SANDSTORM STAFF**

*Staff, Uncommon (Requires Attunement)*

Many of the discarded weapons of the Last War have found their way into the hands of the people of the Barrens. This sliver of a broken *Siege Staff* can deliver a powerful punch when it needs to, but ejects an exhaust of swirling dust when exerted.

This staff can be wielded as a magic Quarterstaff. The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn.

When you cast a spell using this Staff as a Spellcasting Focus, you can expend 1 charge to gain a +1 bonus to all spell attack rolls you make for that spell. If you do so, the staff conjures a 5-foot diameter vortex of dust in your space. At the start of each of your turns, roll a d20 for each dust vortex the staff has created. On a roll of 11 or higher, the dust vortex moves 5 feet in a random direction. On a roll of 10 or less, the dust vortex disappears.

Any creature that starts its turn within 5 feet of any of the dust vortexes must make a Constitution saving throw against your spell save DC. On a failed save, an affected creature takes 1d4 Bludgeoning damage and is Blinded until the end of its turn.

### SARKAAS' GLADRAGS

*Wondrous Item, Common, Unique*

Deven Sarkaas of Littlehand Haberdashers in Quickstone knows all too well how important it is to look one's best ... and how 'best' can be very different depending on who (or what) you're meeting with. Deven stitched this fine cloak and sent it to Graywall to be enchanted, only to lose track of the garment on the return journey.

As a Bonus Action while wearing the cloak, you can speak its command word to transform your outfit into finely crafted garments appropriate to the culture of one creature of your choice that you can see. Regardless of its appearance, the outfit can't be anything but clothing. Although it can duplicate the look of other magical clothing, the outfit doesn't gain its magical properties.

### SCALE OF KETHELRAK

*Weapon (Dagger), Uncommon (Requires Attunement)*

This Dagger is said to have been created by Kethelrak the Cunning, the kobold warlord of Shaarat Kol. Its short, crimson blade resembles a red dragon's scale, and tiny flames dance along its edge.

While you are holding this Dagger, you can use it as a Spellcasting Focus for your spells. Additionally, you can cast *Fire Bolt* as a Magic action, using Intelligence, Wisdom, or Charisma (you choose when you Attune to the dagger) as the spellcasting ability.

Whenever you hit with a weapon attack using this Dagger, you can choose to deal Fire damage instead of Piercing damage.

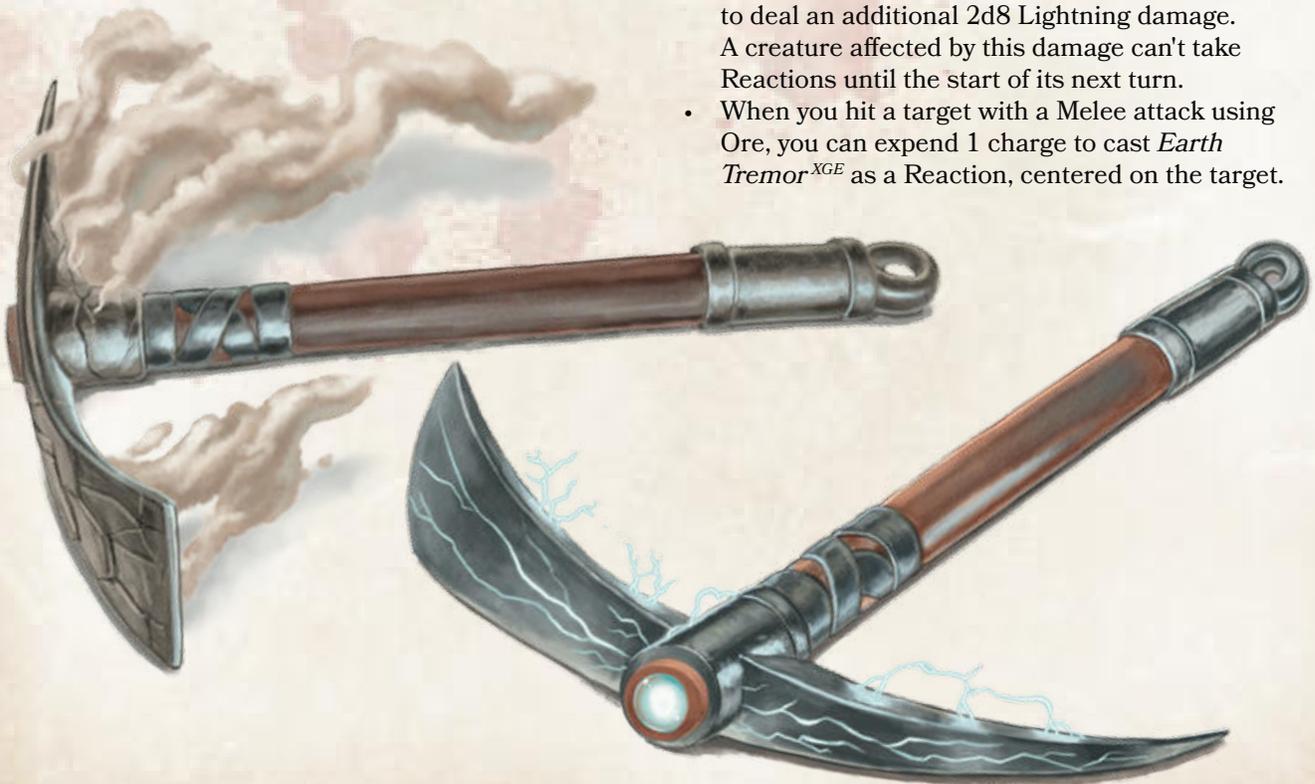
### SHOCK AND ORE

*Weapon (War Pick), Rare (Requires Attunement), Unique*

This pair of rough and ready War Picks are said to have been created by the first miners to quarry quickstone in the Barrens. They have long been passed around as heirlooms and rewards. These magical picks are a single magic item for the purposes of Attunement.

You gain the following benefits while wielding both picks:

- The picks have the Light weapon property.
- You gain a +1 bonus to attack and damage rolls made with the picks.
- The picks have 3 charges, which they share. They regain 1d3 expended charges daily at dawn.
- When you hit a target with a Melee attack using Shock, you can expend 1 charge as a bonus action to deal an additional 2d8 Lightning damage. A creature affected by this damage can't take Reactions until the start of its next turn.
- When you hit a target with a Melee attack using Ore, you can expend 1 charge to cast *Earth Tremor*<sup>XGE</sup> as a Reaction, centered on the target.



## STONEBANE WEAPON

*Weapon (Any Melee), Uncommon*

This weapon was masterfully crafted by artificers of the ancient Dhakaani empire to combat the minions of the daelkyr Orlassk. It is forged from byeshk, and does not corrode or weather with time.

lthough stonebane weapons are not inherently magical, this weapon ignores Resistance to nonmagical Bludgeoning, Piercing, and Slashing damage when used against creatures made of stone, creatures with stone-like natural armor (such as Gargoyles), and Petrified creatures.

As with other byeshk weapons, this weapon is especially effective against Aberrations. Whenever you hit an Aberration with this weapon, the target takes an extra 1d6 damage of the weapon's type, and it can't regain Hit Points until the start of your next turn.

### BYESHK WEAPONS

Byeshk is a rare and heavy metal of lustrous purple, mined from the Byeshk and Graywall Mountains along Droaam's borders. Aberrations tied to the daelkyr—including **Dolgaunts**, **Dolgrims**, and **Mind Flayers**—are susceptible to weapons made of byeshk alloys, making the metal highly valued to the Dhakaani, Gatekeeper druids, and others that combat Aberrations. Dhakaani weapons forged during the Xoriat Incursion were often forged from byeshk.

Melee weapons made of or coated with byeshk are not inherently magical weapons, but are unusually effective when used to fight Aberrations. Whenever you hit an Aberration with a byeshk weapon, the target takes an extra 1d6 damage of the weapon's type, and it can't regain Hit Points until the start of your next turn.

The byeshk version of a Melee weapon costs 400 GP more than the normal version, whether the weapon is made of the metal or coated with it.

## THREE-FACED COIN

*Wondrous Item, Common*

This gold piece appears to be a normal coin, with the crown of Galifar on one side and the Octogram of the Sovereign Host on the other. However, when flipped, it will land with one of three different symbols showing, each corresponding to one of the patrons of the Three Faces of Coin: Kol Korran, Onatar, and Kol Tarrant (the Keeper). When you flip the coin, you can will the coin to land displaying a face of your choice. Once this property is used, you cannot do so again until the next dawn.

While this item doesn't require a command word or Attunement, the ability must be consciously triggered; if you've never used a Three-faced coin before, you must spend a Short Rest studying it to learn how to

activate it. After being flipped, the coin returns to its usual two faces when a creature next touches it.

### CONTRABAND ON THE FRONTIER

The Three Faces of Coin have been involved in smuggling operations in the region since before Droaam became a nation. But what is it that smugglers smuggle? If an adventurer has the Smuggler background, just how sordid is their past? Some of the goods that are smuggled are forbidden in Breland, such as...

**Weapons.** During the Last War, smugglers sold Brelish weaponry—such as *Long Rods* and *Blast Disks* (as described in *Exploring Eberron*)—to Droaamite warlords (especially Rhesh Turakbar) and brigands. Today, this trade often flows in the other direction. The Venomous Demesne produces arcane weaponry that is both more sophisticated and more horrifying than their Brelish counterparts. Aurum Concordians, criminal groups, dissidents like the Swords of Liberty, and other private citizens may take interest in such tools.

**Drugs.** Dragon's blood can temporarily grant or enhance sorcerous abilities, but it is dangerous and highly addictive. Blood gin allows the imbiber to experience the last moments of someone who died. These are just a few examples of drugs produced in Droaam; both are illegal in Breland.

In general, goods that are outlawed are either dangerous or disturbing. However, there are also goods that are fundamentally harmless, but which have tariffs imposed upon them to protect Brelish interests. These include Eldeen goods from Sylbaran—from goodberry wine to Sylbaran honey—as well as things like harpy sugar, a sweetener that's entirely mundane but “as sweet as a harpy's song” or trolls skin bandages, which are nonmagical but highly effective. When adventurers acquire these items, the tariffs have already been paid, but smugglers can make a decent profit by bypassing the King's Assessors. So it's not the most exciting crime, but the dashing wandslinger could have been going back and forth with a *Bag of Holding* filled with harpy sugar!

## THUNDER COACH

*Wondrous Item, Rare (Requires Attunement by a Creature with the Mark of Passage)*

The *Thunder Coach* is the workhorse of Orien's overland shipping, sometimes referred to as “galleons of the road.” A product of the Twelve, it incorporated members of Kundarak, Cannith, and Orien in the design. A typical coach is a 10-foot-wide, 40-foot-long, 15-foot-high (including the wheels) vessel of wood and steel. When pulled by a large team (typically eight tribex), a coach can maintain a speed of up to five

miles per hour. However, if someone with the Mark of Passage attunes to the coach and sits in the driver's seat, the full magic of the *Thunder Coach* comes into play. Under such conditions, four strong beasts can pull the coach at a steady pace of ten miles an hour. If it is moving along an Orien trade road, the effect is further amplified, allowing a top speed of 15 miles per hour. This requires the driver to remain seated and to maintain Concentration, as if casting a spell. However, beyond these limitations, they are capable of conversation and other actions.

The forward fifteen feet of the coach holds a small cabin for up to three crew members. The crew of a coach typically includes one marked driver and two crew members who serve as both guards and cargo haulers. One of these haulers is usually a Vadalis-trained (though unmarked) handler who cares for the beasts. The top of the coach has positions at the front and back where archers or wandslingers can be stationed with Half Cover.

A typical *Thunder Coach* has two cargo chambers; one magical and one mundane. The back gate of a *Thunder Coach* opens to grant access to an extradimensional space that functions in the same way as a *Bag of Holding*. When closed, the gate is typically sealed with an *Arcane Lock* linked to a password known to the driver. The mouth of the extradimensional space is 10-foot-wide by 10-foot-high. The size of the extradimensional space varies based on the model of the coach; the standard is 20-foot-wide, 15-foot-high, and 50-foot-deep. The system maintaining the extradimensional space takes up the final five feet of the coach.

Objects that produce extradimensional spaces (such as *Bags of Holding*, *Portable Holes*, or House Cannith's *Crates of Containing*) cannot cross the threshold of the rear compartment. For this reason, and to allow the transport of living creatures, the *Thunder Coach* also has a standard cargo compartment accessed from the side of the vehicle; this space is 10-foot-wide, 10-foot-high, and 20-foot-long.

## FIENDISH TREASURES

Most scholars of the Age of Demons are familiar with the story of Rak Tulkhesh—how the prison of the Rage of War was shattered, and how even a tiny sliver of the overlord's essence can have a dangerous effect on anyone who comes into contact with it. What's sometimes misunderstood, however, is the concept of the *prison* itself. It's often thought that the overlords are bound within Khyber dragonshards, but that's not actually the case; the overlords are in fact bound by the Silver Flame. To trap these immortal spirits, the Flame caught the essence of the fiends and, essentially, crystalized it—creating a sort of violet obsidian not unlike a Khyber shard, a substance that



is virtually indestructible but infused with fiendish power: **demonglass**. The prisons of the overlords themselves (containing a fraction of the overlord that is extended beyond the borders of its heart demiplane, as discussed in *Exploring Eberron*) are massive demonglass shards. But many lesser fiends were also caught by the Silver Flame, and they too were bound into a crystalline form.

There are two key types of demonglass in the world. *Raw* demonglass was used by the overlords themselves as a sort of building material. It is pure, solidified evil—an unnatural and almost indestructible substance that registers as a fiend when someone uses *Detect Evil and Good* or a paladin's Divine Sense. But raw demonglass has no focused sentience, and it can be found in massive quantities. There are reefs formed of raw demonglass in the Thunder Sea and ridges of demonglass in the Demon Wastes. The fortress of Turakbar's Fist is formed from raw demonglass. It's durable and radiates malevolence, but there is no intensity to it. By contrast, *bound* demonglass contains the essence of a native fiend that once had an independent form. This could be any sort of fiend. While the rakshasa are the most common form of native fiend in the present day, one reason for this is that they were the most resistant to the binding. A chunk of bound demonglass might hold the essence of an imp, a vroock, or even a marilith. These entities are *native* fiends, most directly tied to one of the overlords. Most cannot affect the world while bound. But their power is held within the crystal, and with the proper rituals it can be drawn out. Mortal champions who serve an overlord might embed demonglass in their own bodies, while arcanists may find ways to channel the power of a fiend into an object. Over tens of thousands of years, the Lords of Dust have crafted many objects that draw on the power of demonglass; they may not be able to free their bound brethren, but they can still use their power.

Most of the items in this section were made by fiends as tools to arm their servants or corrupt their enemies. Those found on the Western Frontier are often tied to the overlord Tol Kharash, who loves to intimidate foes; the appearance of such relics will be brutal and cruel. However, it is possible for any artificer to use bound demonglass as a source of power when creating a magic item. However, if they don't know what they're doing, this could result in the item becoming cursed—or even waking the fiend, creating a sentient item driven by a malevolent spirit.

These are just a few examples of fiendish treasures. Any magic item could have a fiendish aspect. A servant of Eldrantulku could craft *Daggers of Venom* with slivers of demonglass in the hilts. The point is that demonglass is a common thread for these items—and that items made with demonglass will register faintly to any effect that detects Fiends.

Demonglass is virtually indestructible; it takes magic on par with a *Wish* to shatter it, and even then the splinters will remain. Because of this durability, it is nearly impossible to shape it; items tied to demonglass generally incorporate a shard of it.

### BRAND OF TYRANNY

*Rod, Very Rare (Requires Attunement)*

One end of this heavy, black iron Rod glows as if hot. Rather than burning red and orange, it shines a sickly shade of purple.

While holding this Rod, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

Whenever you touch a creature with this Rod, that creature must succeed on a DC 15 Charisma saving throw or be branded with the mark of Tol Kharash, the overlord known as the Horned King. Whenever a branded creature makes an attack roll or a saving throw against being Frightened, the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw. The brand lasts until the next dawn or it is removed with *Remove Curse* or *Greater Restoration*.

### DEMONGLASS WEAPON

*Weapon (Any Simple or Martial), Rare (Requires Attunement)*

A demonglass shard is inlaid into this weapon, granting it magical properties. Though the fiendish presence embedded within cannot speak directly to its wielder, its presence is keenly felt by those whose blood it spills.

You have a +1 bonus to attack and damage rolls made with this magic weapon. On a Critical Hit, the target is Frightened of you until the end of its next turn, and you gain Advantage on saving throws until the end of your next turn.

### DEMONGLASS ORB

*Orb, Rare (Requires Attunement)*

Red and black flames flicker behind the rough cut facets of this heavy demonglass shard. Memories of the Ages of Demons are bound within, and spellcasters who dare channel their magic through it find themselves and their targets visited by visions of that terrible past.

Whenever you cast a Divination spell using this Orb as a Spellcasting Focus, you can give up some of your life force to reduce the saving throw of one creature affected by your spell. Roll 1 to 4 d6s; the resulting total is how much Necrotic damage you take. This damage can't be reduced in any way. The target has its saving throw reduced by 1 for each d6 of damage you take. You must decide how many dice to roll before the DM says whether the target succeeds or fails.

### KHARASH'S PROMISE

*Wondrous Item, Instrument, Artifact (Requires Attunement)*

Tol Kharash, the Horned King, overlord of tyranny, demands that his minions revel in domination, fear, and the suffering of the downtrodden. During his campaigns in the Age of Demons, Tol Kharash shaped an artifact that would announce his coming across the Barrens; a harbinger of cruelty.

*Kharash's Promise* is a 3-foot long warhorn forged of demonglass and black iron. A trickle of boiling blood constantly drips from its widest end. While holding this Horn, you gain a +3 bonus to spell attack rolls and to the saving throw DCs of your Bard spells.

**Random Properties.** This Artifact has the following random properties, which you can determine by rolling on the tables in the "Artifacts" section of the *Dungeon Master's Guide*:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

**Surety of Dominance.** While attuned to the warhorn, no creature can assert its influence over you. You cannot be Charmed or Frightened. If a creature targets you with a magical effect that would cause you to be Charmed or Frightened, that creature takes 4d10 Psychic damage.

**Thaumaturgic Clarion.** If you blow *Kharash's Promise*, the sound it produces can be heard by all creatures within 1 mile.

**Promised End.** As a Magic action when you blow the horn, you can choose one creature that you can see and that can hear the horn to suffer a painful and inevitable end. The target must make a DC 20 Charisma saving throw. On a failed save, the target's Hit Point maximum is reduced by 1 at the start of each of its turns until it dies, you die, you are no longer on



the same plane of existence as the target, or the effect is ended with a *Wish* spell. Once this property is used, you cannot do so again until 13 days have passed.

As a Bonus Action while affected, the target can choose to confront the source of its inevitable end, teleporting to an unoccupied space within 5 feet of you.

## SYMBIONTS

The daelkyr like to create living tools and weapons; objects formed from chitin, bone, and muscle. Many of these items bond to their bearer, drawing sustenance from the creature attuned to them; for this reason, they are commonly called “symbionts.” Though a symbiont is a living tool, it is mechanically considered a magic item, not a creature.

When presenting an existing item as a symbiont, the DM must decide whether to add the Symbiotic Nature feature that other symbionts have. When such an item is attuned, it can't be removed from the bearer, even if they desire it; the only way to end the Attunement and remove the symbiont is to use an effect that ends a curse. This prevents the item from being taken away, but limits a character's free will, so it's up to the story you want to tell. While Symbiotic Nature is a common attribute for symbionts, it's not a requirement. A slug that functions as an *Everybright Lantern* wouldn't require Attunement. Even if the *Periapt of Wound Closure* is a scarab that digs into the flesh of the bearer, perhaps it could be pried loose, or it might release its grip voluntarily if the bearer ends the Attunement.

### INK'S AIDE

*Wondrous Item, Uncommon (Requires Attunement), Unique*

This colorful, jellyfish-like blob has been carefully cultivated by Quickstone's schoolmaster, Tragomir “Ink” Narathun, to impart a full curriculum to its host—though he has yet to convince anyone to partake. To attune to this item, you must hold it to one ear for the full Attunement period, during which time its stringy tentacles reach inside your ear canal and secure the aide in place. The symbiont does not impair your hearing while it is attached.

**Spells.** The symbiont has 4 charges. You can use a Magic action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it: *Enhance Ability* (2 charges) or *Comprehend Languages* (1 charge).

The symbiont regains 1d4 expended charges daily at dawn.

**Symbiotic Nature.** The aide can't be removed from you while you're attuned to it, and you can't voluntarily end your Attunement to it. If you're targeted by a spell that ends a curse, your Attunement to the aide ends, and it detaches from your ear.

## LIVING STONESKIN

Heavy Armor (Plate Armor), Very Rare (Requires Attunement)

This Plate Armor appears to be made of stone slabs carved with alien symbols. It is strangely warm to the touch. To attune to this item, you must wear it for the entire Attunement period, during which the stone plates fuse with your skin.

While wearing this armor, you have a +1 bonus to Armor Class, and you have Resistance to nonmagical Bludgeoning, Piercing, and Slashing damage. Additionally, the armor hardens under extreme impact; if you take 20 or more nonmagical Bludgeoning, Piercing, or Slashing damage from one damage roll (after accounting for your Resistance), you are Petrified until the end of your next turn.

**Symbiotic Nature.** The armor can't be removed from you while you're attuned to it, and you can't voluntarily end your Attunement to it. If you're targeted by a spell that ends a curse, your Attunement to the armor ends, and it detaches from you.

The armor requires fresh blood be fed to it. Immediately after you finish any Long Rest, you must either feed half of your remaining Hit Dice to the armor (round up) or take 1 level of Exhaustion.

## ORLASSK'S REACH

Wondrous Item, Artifact (Requires Attunement)

Despite being separated from its original owner, the lost arm of the daelkyr Orlassk can grant its wielder a sliver of the Lord of Stone's magic; enough power to reshape the world. To attune to this symbiont, you must hold it against one of your arms for the full Attunement period, during which time its stone skin softens and envelops your limb.

**Random Properties.** This Artifact has the following random properties, which you can determine by rolling on the tables in the "Artifacts" section of the *Dungeon Master's Guide*:

- 2 minor beneficial properties
- 2 minor detrimental properties
- 1 major beneficial property
- 1 major detrimental property

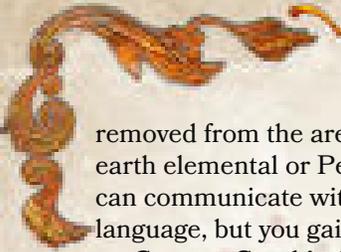
**Voice of the Daelkyr.** You can speak with any Aberration as if you shared a language.

**Command Aberration.** As a Magic action, you can cast *Dominant Monster* on an Aberration (save DC 18). Once this property is used, you cannot do so again until the next dawn.

**Petrifying Touch.** The power of the stone shaper flows from you—despite what you may will. Any creature that you touch with your stone fingertips is affected as if you had cast *Flesh to Stone* (spell save DC 18). You do not need to concentrate on the effect, and you cannot choose to end it.

**Stone Speaking.** As a Magic action, you imbue stones in an immobile 30-foot Emanation with limited sentience, giving them the ability to communicate with you. You can question stones about events in the effects area within the past day, gaining information about creatures that have passed, items that might have been





removed from the area, and other circumstances. If an earth elemental or Petrified creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

**Greater Symbiotic Nature.** The arm can't be removed from you while you're attuned to it, and you can't voluntarily end your Attunement to it. Your Attunement to the arm can only be ended by a *Wish* spell.

### QUICKSTONE WHISPERER

*Wondrous Item, Uncommon (Requires Attunement)*

This ancient, heavy marble torc is strangely warm to the touch. Though it resembles stone jewelry, the torc is in fact a simple symbiote which grants a limited form of control over earth and the ability to manipulate quickstone without the usual rituals. To attune to it, you must wear it around your neck for the full Attunement period, during which time it coils around your throat like a snake.

While wearing the torc, you can use a Magic action to transform a 5-foot cube of quickstone between its soft and wet forms, or irreversibly change it into its fixed form.

**Spells.** As an Action, you can use the symbiote to cast *Mold Earth*<sup>XGE</sup> or *Meld into Stone*. Once you use the torc to cast *Meld into Stone*, the spell can't be cast in this way until the next dusk.

**Symbiotic Nature.** The torc can't be removed from you while you're attuned to it, and you can't voluntarily end your Attunement to it. If you're targeted by a spell that ends a curse, your Attunement to the torc ends, and it uncoils from around your neck.

## TREASURES OF DROAAM

Droaam is home to a wide range of mystical traditions and many common magic items can be found in the region. The tailors of Lost make fine *Cloaks of Displacement* and the duelists of the Venomous Demesne often wear *Brooches of Shielding*. The items mentioned here are things that are unique to the region and unlikely to be found elsewhere, unless they are carried by a Droaamite.

### BARGHEST COLLAR

*Wondrous Item, Rare (Requires Attunement by a Worg)*

As a Bonus Action when you bark the command word, you can transform from your worg form into a goblin form with your choice of physical characteristics, including age, sex, skin color, hair color, and voice. While transformed, your size is Small and you lose your Quadruped and Bite traits. Otherwise, your statistics don't change.

You can maintain the transformation for up to 4 hours, all at once or in several shorter periods, each one using a minimum of 1 minute of the duration. The collar regains 2 hours of transformation time for every 12 hours it isn't in use.

### CAZHAAK EYEBLINDERS

*Wondrous Item, Uncommon*

While wearing this magical blindfold, you can see as if you were not wearing it, and you cannot be Blinded by magical effects. However, if you possess the Petrifying Gaze trait, you cannot use it while you are wearing the blindfold.

When you don the blindfold, you can choose to magically seal it in place by nominating yourself or a creature you can see to hold the seal's power. You cannot remove the blindfold until the creature speaks a chosen command word, you and the creature are at least 1 mile apart, or the creature dies.

### FIGURINE OF WONDROUS POWER, BYESHK WORG PACK

*Wondrous Item, Very Rare*

This set of four miniature worg statuettes is made from byeshk, a metal that is anathema to Aberrations. Each statuette is small enough to fit in a pocket. If you use a Magic action to speak the command word and throw one of the figurines to a point on the ground within 60 feet of you, the figurine becomes a living **Worg** for up to 1 hour. You can use one figurine or multiple simultaneously. If the space where a worg would appear is occupied by other creatures or objects, or if there isn't enough space for the worg, the figurine doesn't become a worg.

The worgs are Immune to Psychic damage, cannot be Charmed or Frightened, and their Bite attack deals an additional 2d6 damage against Aberrations.

The worgs are friendly to you and your companions. They understand your languages and obey your spoken commands. If you issue no commands, the worgs defend themselves but take no other actions.

At the end of the duration, the worgs revert to their figurine forms. A worg reverts to a figurine early if it drops to 0 Hit Points or if you use a Magic action to speak the command word again while touching it. When a worg becomes a figurine again, its property can't be used again until 7 days have passed.

### GORGON HIDE MAIL

Medium armor (scale mail), Uncommon (Requires Attunement)

This suit of Scale Mail is made from the metallic hide of a gorgon. It is particularly valuable to anyone that wishes to visit Cazhaak Draal; while wearing this armor, you have Advantage on saving throws against any magical effect that would cause you to be Restrained or Petrified.



### GRIST CAKES

Wondrous Item, Common

These rations made of troll meat slowly regenerate, promising a long-lasting food supply. A creature can use a Magic action to eat one cake. Eating a cake restores 1 Hit Point, and the cake provides enough nourishment to sustain a creature for one day.

A pack contains a maximum of 10 cakes. So long as at least 1 cake remains uneaten and unspoiled, the pack regenerates 1d6 cakes per day. If you take Fire or Acid damage while carrying a pack of *Grist Cakes*, 1d4 cakes permanently spoil and will no longer regenerate.

### LHARVION LENS

Wondrous Item, Very Rare

Hags, oni, doppelgangers, and more all spin webs of intrigue in Droaam, and the richest warlords have found ways to ensure their safety against infiltrators. This 4-inch-diameter, dull-gray glass lens is said to have been ground with a stone fallen from the moon Lharvion. When you speak its command word, the lens' power activates for 1 minute. If you look at a creature through the lens while it is active, you see ghostly images of every shape that creature has taken within the last 24 hours. The lens reveals shapes taken using innate magical abilities, as well as Illusion and Transmutation spells such as *Disguise Self* and *Polymorph*. It does not reveal mundane disguises. Once this property is used, it cannot be used again until 7 days have passed.

### LUSTROUS HARPY FEATHER

Wondrous Item, Common

With the right expertise and rituals, a songbird harpy's magic can be suffused throughout her plumage. While wearing this magical feather, you find that people can be much more agreeable—all they need is a little push. When you make a Charisma (Persuasion) check, you can choose to have Advantage on the check (no action required). Once this property is used, the feather loses its luster and becomes nonmagical.

### MASK OF THE WIELDER

Wondrous Item, Rare

Though most worgs prefer to fight with their teeth or steel jaws, there are those that desire to wield a Dhakaani blade against their enemies. This ornate mask is set with magical gems that focus your subconscious thoughts into a subtle form of telekinesis, allowing you greater control over objects you hold in your teeth.

While wearing the mask, you can use your mouth to wield any Melee weapon that does not have the Heavy, Two-Handed, or Reach properties. If you use the mask to wield a weapon that has the Versatile property, you can only wield it as if you were using a single hand.

### MINOTAUR'S MAP

Wondrous Item, Common

The minotaurs of Droaam have no issues navigating the winding streets of the region's great cities, and their understanding has been captured in these fragile maps. When you speak the map's command word while in the city for which it was made, you can add twice your Proficiency Bonus to any Wisdom (Survival) checks made to navigate or track a creature through the city for 1 hour. At the end of the hour, the map crumbles to dust.



### OGRE TINES

*Wondrous Item, Common*

Enterprising artificers are keen to bridge the gap between the tallest and the smallest Droaamites. *Ogre Tines* are just one example of the myriad devices designed to help giantkin interact with kobolds and goblins. Each set consists of five foot-long iron nails bound by a ring at their tops. When held in one hand, the nails can bend and twist as if they were tiny fingers. While using the tines, creatures of Medium size or larger that would normally have Disadvantage on Dexterity (Sleight of Hand) checks instead do not have Disadvantage.

### ONI BRAID

*Wondrous Item, Common*

This thin rope belt is woven with strands of white and black oni hair. While wearing the belt, you can speak its command word to cause your height to become exactly 5 ft. 10 inches, and your size to become Medium. You can speak the command word again to return to your natural size.

The original *Oni Braid* was designed by a hobgoblin artificer who wished to see eye to eye with all the people of Droaam, though it's rumored that she designed it to set everyone's height to be one inch less than her own.

### TRAPPER'S TEETH

*Weapon (Steel Jaws), Rare (Requires Attunement by a Worg)*

You gain a +1 bonus to attack and damage rolls made with these Steel Jaws.

The teeth have 4 charges. When you hit with an attack using them, you can expend 1 charge to leave a set of spectral teeth clamped around the target. The target's Speed is reduced to 0. At the end of each of its turns, the target can make a DC 13 Strength saving throw, ending the effect on a success. The teeth regain all expended charges at dawn.

### TROLLGUT ROPE

*Wondrous Item, Common*

This 'rope' is made from treated troll entrails. Typically, it is found in a 50-ft length that weighs 6 pounds and can hold up to 3,000 pounds.

If *Trollgut Rope* is cut, you can use a Magic action to press two ends together, causing them to merge together into a single length of rope. This only works with pieces of *Trollgut Rope* from the same original coil. If the *Trollgut Rope* takes Fire or Acid damage, it no longer regenerates and becomes nonmagical.





LISTEN TO THE STONE

# CHAPTER 6: FEARSOME FOES

This chapter describes and provides stat blocks for various creatures found on the Western Frontier. For guidance on how to use a creature's stat block, consult the introduction of the Monster Manual.

## STAT BLOCKS BY CREATURE TYPE

### Aberration

Dolguul  
Orlassk

### Beast

Tribex, Plains  
Tribex, Riding  
Tribex, War

### Construct

Steel Horse

### Elemental

Quickstone Gargoyle

### Fey

Gantii'kaas  
King Grayfinger  
Merchant of Mithaven

### Fiend

Demonglass Gargoyle  
Tol Kharash, the Horned King

### Humanoid

Black Crown Spellsworn  
Breggan Blackcrown  
Sentinel Marshal  
Stone Listener  
Stone Speaker  
Tharashk Hunter  
Wandslinger  
Westwind Riders

### Monstrosity

Rhesh Turakbar

### Template

Demonglass Warrior  
Stoneborn

## BREGGAN BLACKCROWN

Breggan Blackcrown is said to be the most dangerous woman on the Western Frontier. Once a Brelish soldier, she is now a bandit commander who launches brutal attacks against Droaamite raiders and civilians. Some see her as a hero of the people defying the laws of nations that are unwilling to protect Brelish settlers, while others condemn her for her cruelty. What cannot be questioned is her skill; she is a charismatic leader, a cunning strategist, and a deadly wandslinger. Breggan and her Black Crown bandits can be a source of random encounters and challenges—the adventurers stumble upon a group of Black Crowns pillaging a kobold wagon; do they interfere? A group of Black Crowns offer assistance when the adventurers are fighting Turakbar's raiders—the adventurers might be grateful for the help, but do they stop the Black Crowns from taking gruesome trophies? Breggan shows up in Quickstone and the adventurers know she's got a price on her head; do they try to claim it? Breggan embodies the lawless uncertainty of the frontier: is the enemy of your enemy a friend? Will you have a drink with the bandit queen and let her leave in peace, or will you start a fight even if innocents will surely be harmed in the crossfire?

**The Queen of the Lost.** During the Last War, Breggan Lanner commanded an elite force of Brelish soldiers stationed at Orcbone. She led guerrilla raids into Droaam, and was often reprimanded for her brutality and for targeting civilian populations; her assertion is that all Droaamites are enemy combatants, something she truly believes. When the war came to an end, Breggan declared that King Boranel had betrayed the Brelish people by failing to destroy Droaam. She claimed to have had a vision from Breggor Firstking, the founder of the ancient nation of Wroat. She said that Breggor hailed her as his descendant and rightful heir, and led her to the location of his black iron crown—and that he charged her to defend the abandoned people of the Western Frontier. Now Breggan calls herself the Queen of the Lost, and many Brelish settlers along the Border Road see her as a hero. Breggan fights Droaamite raiders and other Brelish brigands, and in doing so she does protect the settlers. But she also crosses the road and attacks peaceful Droaamite settlements. Many of the Brelish settlers are happy to give her a hero's welcome when she rides in, ready to spend plunder from her raids. But others recognize the hypocrisy and shudder at the stories of Breggan's brutality... although fear of reprisal keeps such people from raising a hand against her.

**The Tyrant's Eye.** One tale of Breggan claims that she fought a minotaur with her bare hands, and in the end she tore out her enemy's eye and pressed it into her own socket, because she wanted to see the world as the monsters did. There is a sliver of truth to this story. Breggan has a bitter feud with the forces of Turakbar's Fist, and as she clashed with the minotaur raiders she witnessed the power of their **Demonglass Warriors**. When she defeated a minotaur champion bearing a particularly powerful demonglass shard—the Tyrant's Eye—she removed the shard and embedded it in her own flesh. At a glance, it looks like Breggan is wearing a crown of black iron bearing a glowing purple stone. But the stone isn't part of the crown; it's a demonglass shard embedded in her forehead. The shard allows Breggan to draw on the might of the Horned King, and it gives her considerable power. Tol Kharash is the overlord of tyranny, and when she channels the power of the shard, Breggan can compel obedience or enthrall her enemies. But as she uses the shard, she becomes vulnerable to the influence of the Horned King. This will never cause her to ally with Rhesh Turakbar or the Droaamite followers of Tol Kharash, but the more she uses the Eye, the more Breggan will be drawn to be a ruthless tyrant herself.

**Breggan as an Ally.** Breggan calls herself the Queen of the Lost, the true defender of the settlers of the frontier. If a DM chooses to embrace this story, Breggan could be defying the laws of Breland but truly doing what she believes to be best for the settlers. Her aggression could be focused on Droaamite raiders and on other bandits and deserters—casting her as a brutal Robin Hood, but playing up the idea that the people she fights truly are worse than she is, and that she does actually share her plunder with people in need. In this case, Breggan *could* show up as the cavalry when adventurers are in need. Once she knows the adventurers, Breggan could ask them for help—the Company of the Black Crown isn't well suited to actions deep in Droaam. Should the story follow this path, it would be an opportunity to play up the corrupting influence of the Tyrant's Eye. Initially, she is truly acting as a defender of the innocent, but over time she becomes increasingly ruthless in her actions against her enemies while also demanding obeisance and tribute from the settlers she's protected—becoming obsessed with her identity as a *queen*. Can the adventurers find a way to break the hold of the Horned King?

**Breggan as an Enemy.** Breggan may cast herself as the Queen of the Lost, but she is a ruthless soldier who views all Droaamites as enemy combatants. She considers the kobolds and goblins settling along the Border Road to be invaders, and treats them with the same brutality she shows against Turakbar's raiders. Her actions are intended to terrify her enemy; Breggan herself says *you have to be a monster to beat*

*a monster*. If the adventurers include any Droaamite characters, they will surely be horrified by her actions; they might even have lost friends or family at Breggan's hands. Even if the adventurers have no ties to Droaam, they may still feel an obligation to defend the innocent civilians who are being butchered by the Black Crowns. In addition, the DM can play up the influence of the Tyrant's Eye, with the once heroic Breggan displaying increasing cruelty toward her "subjects." The question in such a story is whether Breggan is an enemy who must simply be destroyed; whether the adventurers want to bring her to justice, or are in fact charged to do so by Count ir'Blis; or whether the adventurers want to redeem her. They could recognize that her brutality is driven by her twisted perception of the Droaamites as an implacable foe, but believe that she could be a stabilizing force for the region if she could be cured of this delusion—and, perhaps, freed from the Tyrant's Eye.



## THE COMPANY OF THE BLACK CROWN

The core of the company is composed of former Brelish commandos who served under Breggan during the war. Over the last few years, they've picked up some new recruits, mostly settlers who want vengeance on the denizens of Droaam. The Black Crowns are a higher class of brigand than the typical roadside thug; they work together efficiently, and coordinate actions with code words and gestures. In battle, they will identify the greatest threats and weakest links in the enemy force and focus their fire, seeking to eliminate spellcasters quickly. The Black Crowns are bandits, and are used to taking what they want and being treated with respect and fear. They prefer intimidation to violence when dealing with Brelish settlers; Breggan doesn't like her soldiers hurting her "subjects." But they make ruthless examples of people who go too far.

While the number varies, there are approximately thirty-five people in the Company of the Black Crown. They have access to military-grade weaponry, including *Long Rods* and *Blast Disks* (as described in *Exploring Eberron*). The Black Crowns have approximately ten **Thugs**, but most of their members are more capable and can use the **Veteran**, **Bandit Captain**, or **Black Crown Spellsworn** stat blocks. The Company also includes a handful of officers with exceptional skills. The Black Crown Officers table provides examples, but the DM can always add new members to the company. When the DM first describes the Company of the Black Crown to their players, they may wish to ask each player to name and describe a new bandit who's part of the company, and to say how their player character knows or knows of this bandit; this is a way to give the adventurers direct connections or rivalries with the Black Crowns. The Black Crown Missions table provides ideas about what a group of brigands might be up to when they are encountered by the adventurers.

The Black Crowns adore Breggan. They have faced death with her many times and believe in her skills and abilities. Some truly believe that she's the Queen of the Lost; others respect her as their captain and don't care about her crown and her dreams. Breggan herself is devoted to her soldiers... but the Tyrant's Eye is wearing away at that loyalty, making her start to see her troops as tools... something reflected by her Expendable Allies reaction.

### BLACK CROWN OFFICERS

#### d6 Officer

- 1 **Dusker.** This gnome is Breggan's most trusted lieutenant. Supposedly exiled from Zilargo, Dusker is a deadly assassin who often hides any time there's potential danger, waiting to strike when trouble arises. (Gnome **Assassin**, she/her)
- 2 **Blessing.** Breggan's loyal bodyguard, Blessing is a heavily armored warforged soldier. They served with Breggan during the war and truly believe she is the Queen of the Lost. (Warforged **Gladiator**, they/them)
- 3 **Sigil.** A former Brelish war mage, Sigil maintains the company's arcane artillery and likes watching things explode. (Human **Mage**, he/him)
- 4 **Jeb Quicksilver.** A Jorasco exorcist and priest of the Three Faces of War, Jeb serves both as a healer and as a cruel specialist in torture. He believes Breggan is blessed by the Mockery. (Halfling **Priest**, he/him)
- 5 **Erina Whitethorn.** A Brelish farmer and devoted grandmother, Erina swore herself to the Fury and to vengeance after her family was killed by Droaamite raiders. The others believe the Fury guides her scythe. (Human **Berserker**, she/her)
- 6 **Torx.** This Brelish changeling serves as a scout, spy, and quartermaster for the Crowns, using their personas and connections to fence plunder. They prefer to avoid violence and will often disappear when trouble starts. (Changeling **Spy**, they/them)

### BLACK CROWN MISSIONS

#### d6 Mission

- 1 **Raid.** The squad is heading toward battle or is actively raiding the location where they are encountered.
- 2 **Resupply.** The group is looking to purchase supplies to take back to the main camp.
- 3 **Revenge.** The bandits are looking to deliver a message to someone who defied Breggan or harmed a Black Crown.
- 4 **Recreation.** The group is celebrating after a successful raid.
- 5 **Recon.** A few bandits are scouting out a location for a possible raid or recreation.
- 6 **Rowdy.** Something didn't go their way, and this group is looking to blow off some steam.

## BREGGAN BLACKCROWN

Medium Humanoid (Human, Warlock), Neutral Evil

AC 16 Initiative +3 (13)

HP 130 (20d8 + 40)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR	12	+1 +1	DEX	16	+3 +6	CON	14	+2 +2
INT	15	+2 +2	WIS	11	+0 +3	CHA	18	+4 +4

**Skills** Arcana +5, Deception +7, Insight +3, Persuasion +7

**Gear** Scale Mail

**Senses** Passive Perception 10

**Languages** Common, Goblin, Infernal

**Challenge** 8 (XP 3,900; PB +3)

### TRAITS

**Inspire Loyalty.** Allied creatures within 30 feet of Breggan have Advantage on saving throws against the Charmed and Frightened conditions inflicted by any creature other than Breggan.

**Horned King's Curse.** Creatures that are cursed by Breggan (see Pact Saber) have Disadvantage on Charisma saving throws, and Breggan deals an extra 7 (2d6) Necrotic damage whenever she hits a cursed target with an attack.

**Wandslinger.** Being within 5 feet of a hostile creature doesn't impose Disadvantage on Breggan's ranged attack rolls with Force Blast. In addition, Breggan ignores Half Cover and Three-Quarters Cover when making ranged attacks with Force Blast.

### ACTIONS

**Multiattack.** Breggan makes one Pact Saber attack and two Force Blast attacks.

**Pact Saber.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 11 (2d10) Necrotic damage, and the target is cursed by Breggan for 10 minutes (see Horned King's Curse).

**Force Blast.** *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 9 (1d10 + 4) Force damage.

**Tyranny of the First.** *Charisma Saving Throw:* DC 15, up to three creatures of Breggan's choice that can hear her and that have been cursed by her. *Failure:* The target has the Charmed condition until the end of Breggan's next turn. A creature Charmed in this way must immediately use its Reaction (if available) to move up to its Speed toward one creature of Breggan's choice, then make a melee attack against the target. This movement doesn't provoke Opportunity Attacks. If the attack hits, the Charmed creature is no longer cursed by Breggan.

**Spellcasting.** Breggan casts one of the following spells, requiring no Material components, using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Friends, Prestidigitation*

2/Day Each: *Command* (level 3 version), *Enthrall*, *Hellish Rebuke* (level 3 version), *Hold Person* (level 3 version), *Suggestion*

1/Day Each: *Enemies Abound*<sup>XGE</sup>, *Hallucinatory Terrain*

### REACTIONS

**Expendable Allies.** *Trigger:* A creature Breggan can see targets her with an attack. *Response:* Breggan swaps places with an ally or a creature she currently has Charmed that she can see within 5 feet of her. The chosen creature becomes the target of the attack instead. This movement doesn't provoke Opportunity Attacks.

## BLACKCROWN SPELLSWORD

Medium Humanoid (Human), Neutral Evil

AC 14 Initiative +3 (13)

HP 27 (5d8 + 5)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR	11	+0 +0	DEX	15	+3 +3	CON	13	+1 +1
INT	10	+0 +0	WIS	6	+0 +0	CHA	3	+2 +2

**Skills** Intimidation +4, Sleight of Hand +5

**Gear** Leather Armor, Shortsword

**Senses** Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (XP 100, PB +2)

### ACTIONS

**Shortsword.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

**Shocking Grasp.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d8) Lightning damage and the target can't make Opportunity Attacks until the start of its next turn.

**Fire Bolt.** *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 11 (2d10) Fire damage.

### REACTIONS

**Shield (1/Rest).** *Trigger:* The spellsword is hit by an attack roll or targeted by the *Magic Missile* spell. *Response:* The spellsword casts the *Shield* spell. Until the start of their next turn, the spellsword has a +5 bonus to AC, including against the triggering attack, and they take no damage from *Magic Missile*.

# DAELKYR

A daelkyr knows secrets mortals can't comprehend and has plans they can't understand. Some sages believe that the daelkyr are artists and that worlds are their canvas; they destroy civilizations and unleash monsters because, to them, this is a thing of beauty. Others say that the daelkyr exist beyond time, and that their actions only make sense when viewed over the course of millennia. Still others assert that any creature that can understand the motives of the daelkyr will immediately turn to their cause—that it is dangerous to study the daelkyr too closely, lest their revelations destroy all prior understanding and identity. While they may be enigmatic, the daelkyr are unquestionably evil; they shatter innocent lives and entire civilizations without any remorse.

**Unifying Theme.** Each daelkyr has a unique theme. Belashyrra is tied to sight, Orlassk to stone, and Dyrnn to corruption and evolution. This theme is reflected in the daelkyr's appearance, in the minions it employs, and in the symbionts it creates. If the daelkyr is an artist, the theme is its medium. If it's a conqueror, the theme defines its weapons and the world it seeks to create. Additionally, each daelkyr holds secrets and revelations relating to its specific theme—secrets mortal minds can't comprehend. While in Belashyrra's presence, people may remember things they've seen and forgotten. Around Orlassk, they may feel numb... as if their flesh is becoming stone.

**Alien and Unsettling.** In an encounter with a daelkyr, consider ways to express its alien nature, such as the following:

- A daelkyr can teleport 30 feet as a Bonus Action. This reflects the idea that the daelkyr are loosely bound to space and time. The daelkyr shifts in space, but you can't remember it moving. You could represent this as a constant, casual effect; even outside of combat, the daelkyr shifts between spaces, unbound by the concept of distance or time.
- The appearance of a daelkyr is subjective. The basic facts are constant: a daelkyr is a Medium bipedal creature, and its equipment doesn't change. Beyond this, its appearance reflects its theme blended with its alien nature; for example, Orlaask typically appears as a humanoid in stone armor, with its face hidden behind a stone mask. But after people encounter a daelkyr, those who compare notes may find they disagree on the details. The daelkyr might appear as someone the viewer knows, or its appearance could shift mid-conversation. This is not something the daelkyr controls, and it's not considered a beneficial trait; it's simply part of their alien nature.

- Daelkyr have telepathy with a range of 120 feet. This is their primary form of communication and is intended to be broader in scope than typical telepathy. A daelkyr can communicate with any number of creatures within range at once, projecting a thought much as other creatures project sound. Typically when a daelkyr "speaks," all creatures receive the same message, but the DM might decide that one or more creatures receive a different message. And just as people see different things when they look at a daelkyr, two people can perceive a daelkyr's "speech" in very different ways. One may feel as though the daelkyr is speaking aloud with a strange, alien voice. Another may hear the speech of the daelkyr as the voice of a dead lover, whispering in their ear. Another may not be able to remember actually hearing the daelkyr speak; instead, they just remember its words existing, as if they've always known them.
- The Alien Mind feature of the daelkyr reflects the idea that the way that the daelkyr experience reality is so alien that any creature who tries to read their thoughts—to see the universe as they do—may become catatonic.

Any encounter with a daelkyr should be horrifying, driven by its alien, unknowable nature. The actions of the Lords of Dust and the Dreaming Dark make sense; the quori seek to control humanity's dreams, while the Lords of Dust strive to release their bound overlords. The actions of the daelkyr are just as deadly and destructive, but we cannot understand what they want, and those who attempt to do so often become their cultists.



# ORLASSK

What if all the world was still, silent, and peaceful? What if everything was stone, perfect, and eternal? This is the promise of the Still Lord. Stone feels no pain. Stone doesn't fear the passage of time. Embrace Orlassk and you can be immortal and serene. With this in mind, Orlassk and its cults typically follow one of two themes. The first is the idea of flesh becoming stone, of bringing peace and silent perfection to the world. The second is that the stone is alive—that there are voices in the stone, whispering secrets and offering wonders. Cultists of Orlassk often begin as miners guided to rich veins of ore, sculptors who hear the stone telling them how to unlock beauty, or prisoners saved from solitude by the comforting voices in the rock walls. As for Orlassk itself, its motives can only be guessed at. Does it prefer breathing life into stone, as it did with the gargoyles? Does it wish to petrify all organic creatures? Or does it hold the key to a deeper mystery yet to be understood?

**Quick Stone.** Orlassk's creations straddle the line between organic and inorganic. One example of this is quickstone, a substance that can shift between malleable and rigid states. Treasures tied to Orlassk may use supernaturally hard stone in place of metal, or involve mineral intelligence. Orlassk creates *Ioun Stones* that sing to the characters attuned to them, and *Barrier Tattoos* that give skin the strength of stone. Orlassk is also a source of *Figurines of Wondrous Power*; while the figurines Orlassk creates can use the stat blocks assigned to the traditional figurines, they are usually carved in the shapes of creatures never seen in Eberron.

**Orlassk's Minions.** Orlassk turns flesh into stone and brings stone to life. Places where its influence is strong may be infested with cockatrices or gorgons. His cults often work with gargoyles, stone or clay golems, and earth elementals—though these creatures are all created by Orlassk's whims, and have no kinship with traditional golems or elementals. But Orlassk isn't limited to elementals; almost any creature can be carved from stone and given life. In the last days of Dhakaan, Orlassk petrified the dar population of Cazhaak Draal and then animated them, unleashing this stone army against their kin. Legends speak of purple worms made from stone burrowing through the foundations of Dhakaani citadels. A cult of Orlassk could be led by a sphinx made of stone. All of these creatures would be represented with the **Stoneborn Template** provided in this chapter. As for Orlassk's cultists, their flesh often shifts to stone, though this is usually hidden beneath their skin. Those that follow this path eventually become stoneborn, but along the way they become **Stone Speakers** or **Stone Listeners**. Others never fully transform. After a cult was exposed

## ORLASSK

*Medium Aberration, Neutral Evil*

**AC** 21 **Initiative** +5 (15)

**HP** 262 (25d8 + 150)

**Speed** 40 ft., Fly 40 ft. (hover)

	MOD SAVE		MOD SAVE		MOD SAVE			
<b>STR</b> 25	+7	+7	<b>DEX</b> 21	+5	+5	<b>CON</b> 23	+6	+6
<b>INT</b> 24	+7	+14	<b>WIS</b> 22	+6	+13	<b>CHA</b> 24	+7	+14

**Skills** Arcana +14, Deception +14, Nature +13, Stealth +12

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Immunities** Poison, Psychic; Blinded, Charmed, Exhaustion, Frightened, Petrified, Poisoned, Prone

**Senses** Truesight 120 ft., Passive Perception 16

**Languages** Deep Speech, Telepathy 120 ft.

**CR** 23 (XP 50,000 or 62,000 in lair; PB +7)

### TRAITS

**Alien Mind.** If a creature tries to read Orlassk's thoughts or deals Psychic damage to it, that creature must succeed on a DC 22 Intelligence saving throw or have the Stunned condition for 1 minute. The Stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Curse of Stone.** A creature that starts its turn within 60 feet of Orlassk must make a DC 22 Constitution saving throw. On a failed save the creature has the Restrained condition. A creature can repeat the saving throw at the start of each of its turns, ending the effect on a success. If a Restrained creature fails a saving throw against this trait, it instead has the Petrified condition. The Petrified condition lasts until the creature is freed by the *Greater Restoration* spell or other similar magic. Creatures that have Immunity to the Petrified condition are not Restrained by this trait.

**Legendary Resistance (3/Day).** If Orlassk fails a saving throw, it can choose to succeed instead.

**Magical Resistance.** Orlassk has Advantage on saving throws against spells and other magical effects.

**Regeneration.** Orlassk regains 20 Hit Points at the start of its turn. If Orlassk takes Radiant damage, this trait doesn't function at the start of Orlassk's next turn. Orlassk dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

### ACTIONS

**Multiattack.** Orlassk makes two attacks with its Claw, and two attacks with its Stone Fist Symbiont.

**Claw.** *Melee Attack Roll:* +14, reach 5 ft. *Hit:* 17 (3d6 + 7) Slashing damage.

**Stone Fist Symbiont.** *Melee Attack Roll:* +14, reach 5 ft. *Hit:* 18 (2d10 + 7) Bludgeoning damage, and the target is pushed 10 feet and has the Prone condition.

**Quickstone Shaping.** Orlassk shapes a new minion from among those that have fallen victim to its curse. One Petrified creature of Orlassk's choice that it can see within 60 feet no longer has the Petrified condition, but is polymorphed into a stoneborn form. While transformed, the target has the Charmed condition, and follows Orlassk's commands to the best of its ability. The new form can be any stoneborn Beast, Humanoid, Giant, or Monstrosity whose Challenge Rating is equal to or less than the target's (or the target's level, if it doesn't have a Challenge Rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen form.

The transformation lasts for 1 minute or until the target dies. In its new form, the target gains 40 Temporary Hit Points. The effect ends early on the target if it has no Temporary Hit Points left. If the effect ends as a result of dropping to 0 Temporary Hit Points, any excess damage carries over to its normal form.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

### BONUS ACTIONS

**Teleport.** Orlassk teleports up to 30 feet to an unoccupied space it can see.

### REACTIONS

**Stonehide Wings.** Orlassk gains Total Cover against one attack that would hit it. To do so, it must be able to see the attacker.

### LEGENDARY ACTIONS

Orlassk can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. Orlassk regains spent Legendary Actions at the start of its turn.

**Quickstone Reach.** Orlassk makes a Stone Fist Symbiont attack. The reach for this attack is 120 feet.

**Belief in Stone.** Orlassk targets a creature it can see within 60 feet. The target must make a DC 22 Intelligence saving throw. On a failed save, it takes 14 (4d6) Psychic damage and believes one of its arms has been turned to stone until the end of its next turn. While affected, the creature cannot make use of an item it is holding with that arm (though it can switch a held item to a different hand).

### Whispers of the Statues (2 Legendary Actions).

Orlassk chooses a point it can see within 60 feet. Creatures within 20 feet of that point must make a DC 22 Wisdom saving throw. On a failed save, a creature takes 17 (5d6) Psychic damage and has the Frightened condition until the end of its next turn. A creature Frightened by this ability can communicate telepathically with any Petrified creature or any creature affected by Quickstone Shaping that is within 120 ft.



in Ardev and eliminated, its members were found to be purely flesh and blood—except for their brains, which had turned into marble.

## ORLASSK'S LAIR

Orlassk is bound within the Heart of Stone, a gravel desert filled with broken statues and towering, unfinished citadels and monuments. Orlassk's face is carved into a massive mountain, and gargoyles and nameless winged creatures dwell in its eyes and mouth; Orlassk itself dwells in the heart of that mountain, carving new creations from its roots. But Khyber and Xoriat interact in strange ways. The Heart of Stone is a demiplane in Khyber, with portals touching the surface that are sealed by the magic of the Gatekeepers. But there is another passage to the Heart of Stone—a massive, stone colossus stalking through the deepest depths of Khyber. Orlassk itself cannot leave this living citadel, but its creations can crawl out of the mouth of the colossus. Should adventurers be so foolish as to face this horror in battle, it has the statistics of a **Stoneborn Tarrasque**. The citadel has never ascended from the depths. While nothing regarding the daelkyr is ever certain, Orlassk's citadel is likely bound below by the same Gatekeeper seals that bind Orlassk.

**Lair Actions.** While within the Heart of Stone, Orlassk can take Lair Actions. On Initiative count 20 (losing Initiative ties), Orlassk can take a Lair Action to cause one of the following effects. It can't use the same effect two rounds in a row:

- Statues within an immobile 200-foot Emanation centered on Orlassk come to life as if it had cast *Animate Object*. The statues remain animated for 1 minute or until destroyed. Orlassk does not need to concentrate to maintain this effect.
- The ground in a 20-foot-radius Sphere centered on a point Orlassk can see in its lair sprouts stone blades and reaching limbs. The area becomes Difficult Terrain for 1 round. When a creature moves into or within the area, it takes 7 (2d6) Piercing damage for every 5 feet it travels.
- Orlassk directs a portion of its lair to reshape into a giant stone fist to crush its enemies. Creatures in a 20-foot-radius Sphere centered on a point Orlassk can see in its lair must make a DC 22 Dexterity saving throw or take 22 (4d10) Bludgeoning damage.

**Regional Effects.** While passage to the Heart of Stone is blocked by the Gatekeeper seals, there are places in the world where Orlassk's influence is strong. During the Age of Dhakaan, cultists of the Still Lord built altars of stone infused with the power of the daelkyr. These altars cannot be physically destroyed; the only way to remove an Altar of Orlassk is to find a way to sever its connection to the Still Lord by reconsecrating it to some other power. One such altar

lies somewhere near Cazhaak Draal, and its influence maintains the unnatural state of the Stonelands. There is another in the Graywall Mountains near the town of Quickstone; the influence of this altar is directly at odds with the influence of the archfey King Grayfinger. Others could be hidden across Khorvaire, and it's always possible a cult could create a new altar in an existing city. Regions containing an altar of Orlassk could have one or more of these effects.

- Some or all of the plants within the region are transformed into stone, but continue to grow; like a gargoyle, they display traits of living creatures despite being made of stone. This effect is seen around Cazhaak Draal.
- Deposits of quickstone are found in the earth. If harvested, this substance will slowly replenish over time. This effect is seen in the Graywall Mountains.
- Cockatrices emerge from Khyber and infest the area.
- Statues in the region occasionally shift position.
- Living creatures who remain in the area for an extended period of time run the risk of turning to stone. Each time they complete a Long Rest in the region, a creature must make a Constitution saving throw (DC 13). If they fail, they suffer the effects of the Slow spell until they next finish a Long Rest. If they fail this saving throw on their next Long Rest, they have the Petrified condition.
- Small stone idols can be found in the region. These are almost shapeless, but a Humanoid that interacts with one will find that it seems familiar; it reminds them of someone they love or respect. A creature that carries one of these idols for more than an hour while within the affected region must succeed on a DC 22 Wisdom saving throw or be affected by one of the Delusions of Orlassk (see the table below). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

## DELUSIONS OF ORLASSK

If a creature goes mad in Orlassk's lair or while it can see the daelkyr, it is afflicted with a powerful delusion. Roll on the Delusions of Orlassk table to determine the nature of this delusion, which takes the form of a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on delusions.

### DELUSIONS OF ORLASSK

d6	Flaw (lasts until cured)
1	"I hear wise voices in the stone."
2	"Silence and stillness is perfection."
3	"I am turning to stone beneath my skin."
4	"I must dig deeper in the earth."
5	"Statues are alive and can move if they wish to."
6	"I am a statue that was transformed into flesh."

# DEMONGLASS WARRIORS

The demonglass found on the Western Frontier is the solidified essence of the overlord Tol Kharash and his lesser fiends. Cults of the Horned King—notably, the denizens of Turakbar’s Fist—often embed small shards of demonglass within the cult’s warriors. This serves as a minor form of possession, compelling the warriors to serve the Horned King while simultaneously weakening their ability to resist his fiendish minions. The basic abilities granted by embedded demonglass are presented in the Demonglass Warrior template, while other potential powers are described in the Demonglass Champion sidebar.

Removing an embedded demonglass shard from a creature is a risky proposition, typically killing the host. Removing a shard safely requires the host to either be a willing participant, Restrained, or Unconscious. A *Remove Curse* or *Greater Restoration* spell cast on the host breaks the possession and allows the shard to be removed. The actual physical removal requires a sharp tool and a Wisdom (Medicine) check with a DC of 15; if the check fails, the shard is still removed, but the host suffers 15 points of Piercing damage.

## DEMONGLASS WARRIOR TEMPLATE

Beasts, Humanoids, Giants, and Monstrosities can all become demonglass warriors if embedded with a demonglass shard. When a creature becomes a demonglass warrior, it retains its statistics except as described below.



**Skill Proficiency: Intimidation.** The demonglass warrior can add its Proficiency Bonus to Charisma (Intimidation) checks.

**Senses.** The demonglass warrior gains Darkvision with a radius of 60 feet.

**Languages.** If its Intelligence score is at least 3, the demonglass warrior can speak Infernal in addition to any other languages it knows.

**New Trait: Tool of the Horned King.** A demonglass warrior has Disadvantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects cast by Fiends.

**New Trait: Witness Tyranny.** The demonglass warrior gains Temporary Hit Points equal to its Proficiency Bonus when a creature within 5 feet of it is reduced to 0 Hit Points.

### DEMONGLASS GOBLIN

*Small Humanoid (Goblinoid), Neutral Evil*

**AC** 15 **Initiative** +2 (12)  
**HP** 7 (2d6)  
**Speed** 30 ft.

	STR	DEX	CON	INT	WIS	CHA
	8	14	10	10	8	8
MOD SAVE	-1 -1	+2 +2	+0 +0	+0 +0	-1 -1	-1 -1

**Skills** Intimidation +1, Stealth +6

**Gear** Scimitar, Shortbow, Leather Armor, Shield

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin, Infernal

**CR** 1/4 (XP 50; PB +2)

#### TRAITS

**Tool of the Horned King.** The demonglass goblin has Disadvantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects cast by Fiends.

**Witness Tyranny.** The demonglass goblin gains 2 Temporary Hit Points when a creature within 5 feet of it is reduced to 0 Hit Points.

#### ACTIONS

**Scimitar.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

**Shortbow.** *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

#### BONUS ACTIONS

**Nimble Escape.** The goblin takes the Disengage or Hide action.

## DEMONGLASS CHAMPIONS

A typical demonglass warrior is embedded with a small shard of demonglass, sufficient to influence the warrior but little more. Mortal champions of Tol Kharash may bear larger shards that carry a greater fragment of a fiend. These shards grant greater powers, but over time, the fiend consumes the mortal from within, until eventually the mortal is just a puppet controlled by the possessing spirit. A demonglass champion can possess one or more of the traits and actions below. The rarest of these is the Shape-Shift action, which is usually only held by those who also have the Hollow One trait. If the warrior has either of these traits/actions, the DM must decide what sort of fiend the shard contains; it could be anything from an imp to a pit fiend!

## TRAITS

**Devil's Sight.** The demonglass warrior can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Hollow One.** The demonglass warrior is considered a Fiend instead of its standard creature type. The fiend is controlled by the spirit of the fiend, and the consciousness of the mortal host passively observes.

**Magic Resistance.** The demonglass warrior has Advantage on saving throws against spells and other magical effects.

**Will of Iron.** The demonglass warrior has Immunity to the Frightened condition.

## ACTIONS

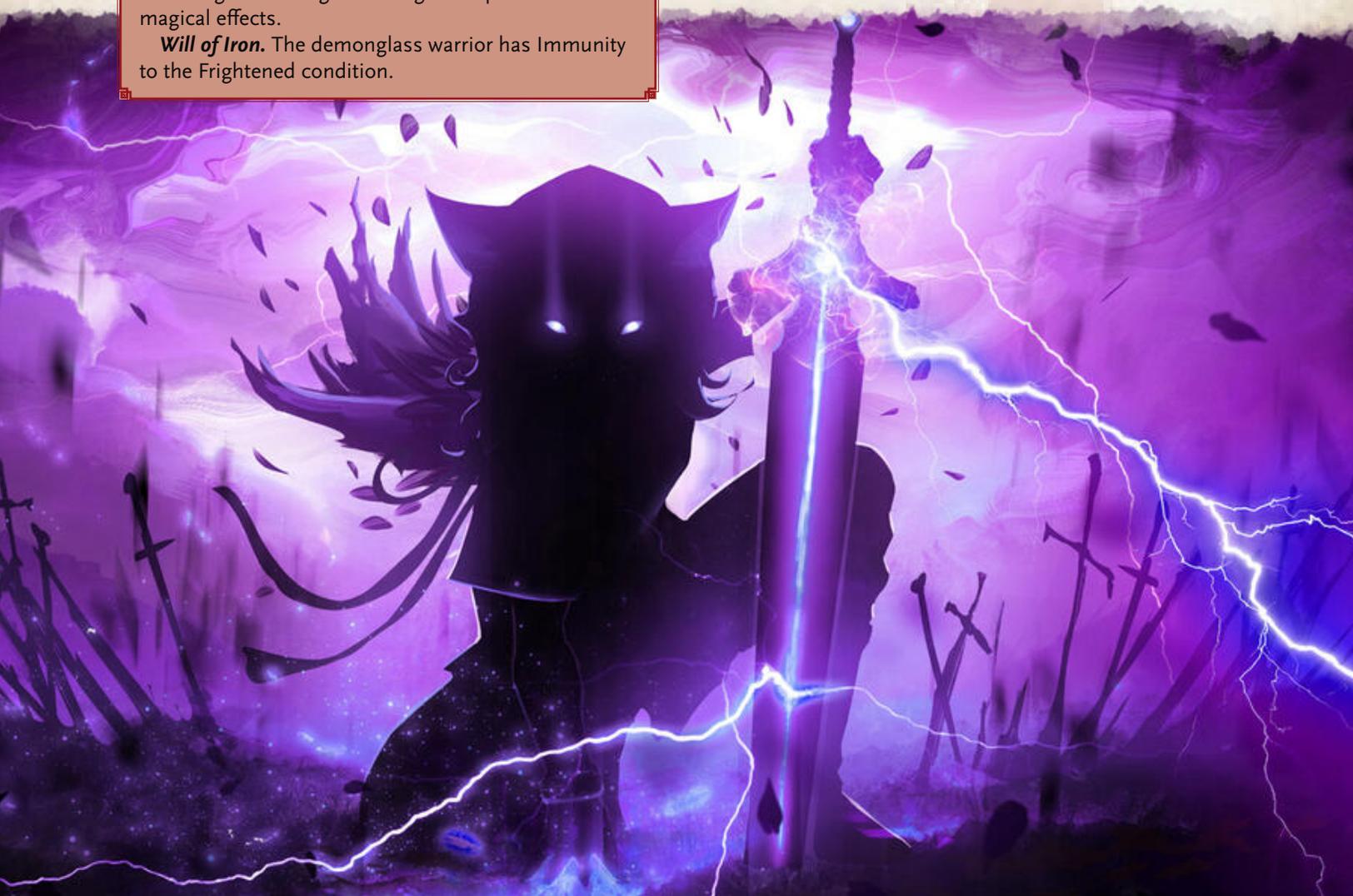
**Shape-Shift (1/Day).** The demonglass warrior shape-shifts into the form of a Fiend. Any equipment they are wearing or carrying is absorbed or borne by the new form (their choice). The host's statistics and capabilities—including Intelligence, Wisdom, and Charisma—are replaced by those of the new form. This effect lasts for 1 minute or until the host is reduced to 0 Hit Points. An exceptionally powerful warrior might be able to maintain the effect for a longer time. When the transformation ends, the host reverts to their previous form, with the same Hit Points they had before the transformation. However, if they revert as a result of dropping to 0 Hit Points, any excess damage carries over to the new form. For example, if the host takes 10 damage in Fiend form and only has 1 Hit Point left, they revert and take 9 damage.

**Wrath of the Horned King.** The demonglass warrior's spellcasting ability is Charisma. The demonglass warrior can innately cast the following spells, requiring no Material components.

At Will: *Eldritch Blast*

3/Day Each: *Hellish Rebuke* (level 2 version)

1/Day Each: *Fear*



## DOLGUUL

Large Aberration, Typically Chaotic Evil

AC 15

Initiative +0 (10)

HP 102 (12d10 + 36)

Speed 40 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 18	+4	+4	DEX 10	+0	+0	CON 17	+3	+3
INT 8	-1	-1	WIS 12	+1	+1	CHA 11	+0	+0

**Skills** Intimidation +2, Perception +3, Stealth +2

**Immunities** Poison; Exhaustion, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Deep Speech, Goblin

**CR** 4 (XP 1,100; PB +2)

### TRAITS

**Adamant Amalgam.** If the dolguul is subjected to an effect that allows it to make a Strength or Constitution saving throw to take only half damage, the dolguul instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

### ACTIONS

**Multiattack.** The dolguul makes one Hook attack and one Cleaver attack.

**Hook.** *Melee Attack Roll:* +6, reach 15 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target is pulled up to 10 feet towards the dolguul.

**Cleaver.** *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage, and the target begins bleeding. While bleeding, a creature takes 2 (1d4) points of Necrotic damage at the start of each of its turns. The bleeding ends after 1 minute, if the creature regains at least 1 Hit Point, if a creature within 5 feet of the bleeding creature uses a Utilize action to expend a use of a Healer's Kit, or if a creature within 5 feet of the bleeding creature makes a successful DC 12 Wisdom (Medicine) check.

**Bite.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage. The target has the Grappled condition (escape DC 14) if it is a Large or smaller creature. While grappling in this way, the dolguul can't use its Bite attack on another target.

### BONUS ACTIONS

**Into the Meat Grinder.** If the dolguul hits with both a Hook attack and a Cleaver attack in the same turn, it makes a Bite attack.

## DOLGUUL

In the golden age of the Empire of Dhakaan, bugbear cavalry would lead assaults mounted on worgs or dire tigers. Dolguuls are a brutal mockery of these champions. Formed from a blend of stone and bone, the dolguul has the upper torso of a mouthless bugbear merging into a hunched, eyeless quadrupedal shape with a vicious maw. One of the Dolguul's limbs ends in a massive blade. The other terminates in a hook; the creature can fling this at an opponent, extending it out on a grisly chain of bone and pulling a foe into range of its bite.

The dolguuls were created by the daelkyr Orlaskk, and are typically found assisting its cults or in the tunnels of Khyber below the Barrens and the Graywall Mountains. However, as with dolgaunts and dolgrims, they can be found in the service of any daelkyr. Dolguuls alternate between periods of complete immobility and manic motion; when on the hunt, they delight in running down prey.



# GANTII'KAAS

Mining in the Graywall Mountains is a dangerous occupation. Accounts from ancient Dhakaan warn of the *gantii'kaas*, the “hungry hands” of the mountains. On the surface, these tales can be taken as a warning to use care, so as to not trigger an avalanche or collapse a tunnel. But the truth is there beneath the words; there are spirits in the stone, guardians who can grant good fortune to a miner or spell their doom. Anyone venturing into the depths of the earth would be wise to watch out for the *gantii'kaas*.

**Spirits of Gold and Stone.** The *gantii'kaas* are reclusive fey, serving the same role in the earth that dryads play in the woods. Rather than being bound to purely natural environments, the *gantii'kaas* are drawn to mines and to other subterranean stonework. The typical *gantii'kaas* is arrogant, vain, and proud—quick to anger, but also highly susceptible to flattery. If a *gantii'kaas* is pleased with the mortals that work in its domain, it might seed the stone with ore or gems. But should it feel unappreciated, or that the mortal miners are too greedy, a *gantii'kaas* can strip the bounty from the soil, trigger a collapse, or worse...

**Subjects of the King.** The *gantii'kaas* of the Graywall Mountains are subjects of the archfey known as King Greyfinger. Each watches over their stretch of stone on behalf of their monarch, and they expect tribute from those who work in the depths. If a miner takes something from the earth, they should leave a gift for the *gantii'kaas* and their king. Such a tribute can be simple—a single coin, a fresh-baked pie. The gesture matters more than the monetary value of the offering; it's about showing gratitude for what's taken from the stone.

**Voices in the Stone.** A *gantii'kaas* can shape stone and meld into it. These fey can also speak to stones, imbuing them with a temporary, rudimentary (some might say *sedimentary*) sentience. This gift also allows a *gantii'kaas* to remain aware of its surroundings even while melded with stone; the earth whispers to it, telling it everything that is happening in the vicinity.



## GANTII'KAAS

Medium Fey, Neutral Evil

AC 16

Initiative +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	15	+2	+2	DEX	12	+1	+1	CON	16	+3	+3
INT	10	+0	+0	WIS	13	+1	+1	CHA	14	+2	+2

**Skills** History +3, Sleight of Hand +4

**Resistances** Poison

**Immunities** Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Sylvan

**CR** 5 (XP 1,800; PB +3)

### TRAITS

**Magic Resistance.** The gantii'kaas has Advantage on saving throws against spells and other magical effects.

**Speak with Stone.** The gantii'kaas can communicate with rocks and stones as if they shared a language.

### ACTIONS

**Multiattack.** The gantii'kaas makes two Blinding Claw attacks and one Rock attack.

**Blinding Claw.** *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 6 (1d8 + 2) Slashing damage, and the target has the Blinded condition until the end of its next turn.

**Rock.** *Ranged Attack Roll:* +5, range 30/60 ft. *Hit:* 7 (1d10 + 2) Bludgeoning damage.

**Eruption of Stone (Recharge 6).** *Dexterity Saving Throw:* DC 13, each creature in a 20-foot Cube centered on a point the gantii'kaas can see on the ground within 120 feet. *Failure:* 19 (3d12) Bludgeoning damage on a failed save, and the ground in the target area becomes Difficult Terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. *Success:* Half damage.

**Spellcasting.** The gantii'kaas casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Druidcraft*, *Meld Into Stone*, *Mold Earth*<sup>XGE</sup>  
3/Day Each: *Stoneskin*

### REACTIONS

**Hungry Hands.** *Trigger:* When the gantii'kaas takes damage from a melee attack with a weapon that isn't natural or attached. The gantii'kaas must have a free hand. *Response:* The gantii'kaas makes a Dexterity (Sleight of Hand) check against the attacker's Passive Perception. *Success:* The gantii'kaas steals the weapon it was attacked with.

# GARGOYLES

Droaam has the highest Concentration of gargoyles in Khorvaire. Grimstone Keep is the center of gargoyle culture in Droaam, but there has long been a significant gargoyle presence in Cazhaak Draal, living in harmony with the medusas of the Stonelands. Gargoyles can be found in most of the major cities of Droaam, serving as couriers and scouts.

**Stone in Many Forms.** The standard gargoyle described in the *Monster Manual* is the most common form, originating near the end of the Dhakaani Empire. However, gargoyles can be designed in a wide variety of shapes; a gargoyle could have the appearance of a dhakaani soldier or of Dol Dorn. Such gargoyles use the standard *Monster Manual* stat block with the following modifications:

- Gargoyles without wings don't possess a Fly Speed.
- Gargoyles crafted in Droaam know the Goblin language, and may know Common as well.
- Droaamite gargoyles have an average Intelligence of 10 and may have any Alignment.
- A gargoyle without claws or teeth may fight with weapons, or strike with an Unarmed Strike dealing 1d6 Bludgeoning damage. Some gargoyles are carved with stone weapons; use the statistics of the standard weapon, but the gargoyle can't be disarmed or use the hand holding the weapon for any other purpose.

**Sinister Influence.** While their origins are tied to the daelkyr Orlassk, the daelkyr has no influence over the gargoyles of the present day. However, gargoyles in the region can be corrupted by supernatural forces. **Demonglass Gargoyles** are infused with the essence of a fiend, while **Quickstone Gargoyles** are directly tied to the daelkyr Orlassk.

## DEMONGLASS GARGOYLE

Stone can hide many secrets. Demonglass contains the essence of a fiend, and with the proper rituals, a shard of demonglass can be bound to a gargoyle, allowing its vile spirit to control the host body. In Droaam, these creatures are mostly tied to the overlord Tol Kharash; some have been created by the warlock Ghwyyr of Turakbar's Fist and work with Rhes Turakbar, while others follow their own paths in service to the Horned King.

A demonglass gargoyle hosts a lesser fiend similar to an imp. It can radiate a powerful aura of fear, and its claws channel foul energy. The stat block reflects the typical abilities of a demonglass gargoyle, but those bound to stronger fiends can have more power; an exceptional demonglass gargoyle could use the **Nabassu** stat block.

## DEMONGLASS GARGOYLE

*Medium Fiend, Lawful Evil*

**AC** 16

**Initiative** +1 (11)

**HP** 76 (9d8 + 36)

**Speed** 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	17	+3	+3	<b>DEX</b>	12	+1	+1	<b>CON</b>	18	+4	+4
<b>INT</b>	10	+0	+0	<b>WIS</b>	13	+1	+1	<b>CHA</b>	14	+2	+2

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

**Immunities** Poison; Exhaustion, Petrified, Poisoned

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Infernal; may know either Common or Goblin

**CR** 5 (XP 1,800; PB +3)

### TRAITS

**Devil's Sight.** Magical darkness doesn't impede the gargoyle's Darkvision.

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

### ACTIONS

**Multiaction.** The gargoyle makes one Bite attack and two Foul Claws attacks.

**Bite.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

**Foul Claws.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 3 (1d6) Necrotic damage.

### BONUS ACTIONS

**Fiendish Presence.** The gargoyle activates or deactivates an aura of supernatural malevolence. *Charisma Saving Throw:* DC 15, creatures that start their turn within 15 feet of the gargoyle while the aura is active and can see it. *Failure:* The target has the Frightened condition for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has Immunity to the gargoyle's Fiendish Presence trait for the next 24 hours.

## QUICKSTONE GARGOYLE

Quickstone gargoyles are formed of blood-red quickstone, and like this supernatural substance, they can shift between being hard or soft. In its softened form, a quickstone gargoyle can stretch its limbs great distances. It can also reshape the stone of its body. It can use this ability to make cosmetic alterations to its body, or to mimic the appearance of a humanoid creature; however, it is always clearly made of stone, so it appears to be a statue of the creature it is impersonating. When it shifts into its hardened form, a quickstone gargoyle strikes with more force and is resistant to physical attacks.

The daelkyr Orlassk had a direct hand in the creation of quickstone gargoyles. Many directly serve the Still Lord and his cultists. Others were created long ago to fight the Dhakaani and have slumbered for centuries; they are more independent and aren't inherently hostile. Such gargoyles often dwell in Dhakaani ruins, where they mimic the forms of petrified dar; when outsiders come to their ruins, the gargoyles may mimic the newcomers as a form of entertainment, or they may feel driven to defend their territory. Those that work with cults often understand Goblin or Common, but quickstone gargoyles are more alien in their outlook than the standard gargoyles. They rarely speak, even if they have the ability to do so; they prefer to express themselves by altering their shape or features.

### QUICKSTONE GARGOYLE

Medium Elemental (Shapechanger), Typically Chaotic Evil

AC 13 Initiative +3 (13)  
HP 65 (10d8 + 20)  
Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	16	+3 +3	CON	14	+2 +2
INT	10	+0 +0	WIS	11	+0 +0	CHA	13	+1 +1

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite (Hardened Form only)

**Immunities** Poison; Exhaustion, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Deep Speech, Terran; may know either Common or Goblin

**CR** 3 (XP 700; PB +2)

### TRAITS

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

**Quickstone Body.** At the start of its turn, if it does not have the Incapacitated condition, the gargoyle can choose whether it adopts a Hardened or Softened Form, each of which grants bonuses.

### ACTIONS

**Multiattack.** The gargoyle makes one Bite attack and one Claw attack.

**Bite.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

**Claw.** *Melee Attack Roll:* +5, reach 5 ft. (15 ft. in Softened Form) *Hit:* 7 (1d8 + 3) Slashing damage (12 (2d8 + 3) Slashing damage in Hardened Form).

### BONUS ACTIONS

**Fluid Form (Softened Form Only).** The gargoyle takes the Dodge action.

**Remold.** The gargoyle transforms into a Medium Humanoid, Humanoid statue it has seen, or back into its true form. Its statistics are the same in each form, though it still appears to be made of stone, except that it loses its Fly Speed if it takes the shape of a Humanoid without wings. Any equipment it is wearing or carrying isn't transformed. The gargoyle can choose to reshape its claws to resemble melee weapons of its choice. The damage dice remain the same, but when it takes a new form it can choose to deal Piercing or Bludgeoning damage instead of Slashing damage. It reverts to its true form if it dies.

### REACTIONS

**Rapid Hardening.** *Trigger:* The gargoyle is hit by a weapon attack roll. *Response:* The gargoyle gains a +5 bonus to AC against the triggering attack.



# KING GRAYFINGER

*There is an ancient miser beneath the Graywall Mountains. Who he is, well, that depends on who's telling the story. The people of Copper River say King Grayfinger is a dwarf who founded a forgotten kingdom beneath the Graywall Mountains. Morgrave sages will tell you the myths of King Grayfinger were surely inspired by a hobgoblin marhu, perhaps one of the Six Kings of old. The kobolds in their red tents, they say the Miser is a kobold who was determined to amass a hoard greater than any dragon. But while these stories may clash over what kind of creature the King might be, they all agree on his vast wealth and his all-consuming greed. Whether you're a miner or an adventurer, a fortune awaits you in the mountains. But if you anger the King, his hungry hands drag you down.*

The Graywall Mountains are a potential source of gold and iron... not to mention byeshk, khyber shards, and gems. King Grayfinger embodies the mountains in tales told along the western frontier. When miners find a vein of gold, it's Grayfinger showing his largesse; when the shaft collapses, it's Grayfinger's wrath. Thus, superstitious miners in the range are careful to show gratitude to Grayfinger—to marvel at the wonders of his hoard when a new vein is found, and to show proper humility and gratitude when extracting this wealth. It's typical for a foreman to sacrifice a gift to Grayfinger when opening a new shaft. This doesn't have to have monetary value, but it is something that is a treasure to the foreman; it's tossed into a chasm, given to Grayfinger's hoard.

King Grayfinger embodies the idea of the mountain itself, holding treasures but capable of dealing death. However, there is a second thread woven into his story: the tale of a King who possesses wealth beyond imagining, but whose greed is such that he is never satisfied. It's a tale reinforced and played out by various mortals over time. There was indeed a great marhu beneath the mountains in the Age of Dhakaan, and there are mortal treasures waiting to be found... along with Thelanian manifest zones with fey wonders. People have good reason to believe that the Graywalls hold hidden treasure, and the stories of King Grayfinger build on that while also emphasizing how reluctant he is to part with his wealth. There are dozens of small tales referencing Grayfinger's avarice and greed, and the people who live around the Graywalls may say *"Jolan came into a payday, I swear he had more gold than Grayfinger"* or *"Leave some for the rest of us, Donal! You're as greedy as Grayfinger"*.

## KING GRAYFINGER

Large Fey, Neutral Evil

AC 20 Initiative +2 (12)

HP 310 (27d10 + 162)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	22	+6	+13	DEX	15	+2	+2	CON	23	+6	+13
INT	24	+7	+14	WIS	20	+5	+12	CHA	21	+5	+5

**Skills** Athletics +13, Arcana +14, History +14, Intimidation +12, Perception +12, Religion +14, Sleight of Hand +9

**Resistances** Cold, Necrotic, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

**Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified

**Senses** Truesight 120 ft., Passive Perception 22

**Languages** All, Telepathy 120 ft.

**CR** 23 (XP 50,000; PB +7)

### TRAITS

**Cave Stride.** Once on each of his turns, Grayfinger can expend 10 feet of his movement to magically step into one stalagmite within his reach and emerge from a second stalagmite within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second stalagmite. Both stalagmites must be Large or bigger. This movement does not provoke Opportunity Attacks.

**Magical Resistance.** Grayfinger has Advantage on saving throws against spells and other magical effects.

**Thelanian Protagonist.** Grayfinger cannot be permanently killed. If reduced to 0 Hit Points, his physical form dissipates, leaving behind one of his summoned ancient treasures in place of his body. Grayfinger reforms in his lair 1d4 days later and starts plotting how to retrieve what he lost from his collection.

**This Power Belongs to Me (3/Day).** If Grayfinger fails a saving throw, he can choose to succeed instead. If the saving throw was caused by a magical effect, Grayfinger can choose to store that power inside one of his magical rings until the following dawn.

### ACTIONS

**Multiattack.** Grayfinger makes two Claw attacks and one attack with each ancient weapon he has summoned (see Treasure from the Vault).

**Claw.** Melee Attack Roll: +13, reach 10 ft. Hit: 19 (2d12 + 6) Slashing damage.

**Daashor's Perfect Edge (If Summoned).** *Melee Attack Roll: +14, reach 10 ft. Hit: 20 (2d12 + 7)* Slashing damage, and the target takes 6 (1d12) damage at the start of each of its turns until a creature uses an Action to stop the bleeding with a DC 21 Wisdom (Medicine) check.

**Vvaraak's Dragonscale Spear (If Summoned).** *Melee Attack Roll: +14, reach 15 ft. Hit: 12 (1d10 + 7)* Piercing damage plus 11 (2d10) Acid damage, and the target must succeed on a DC 22 Intelligence saving throw or be unable to expend a spell slot of level 7 or higher until the end of its next turn.

**Culsir's Mighty Wand (If Summoned).** *Ranged Attack Roll: +14, range 120 ft. Hit: 28 (6d6 + 7)* Force damage, and the target is pushed 20 feet and has the Prone condition.

**Vault of Stone (Recharge 6).** *Dexterity Saving Throw: DC22, each creature in a 30-foot Emanation originating from Grayfinger. Failure: 28 (8d6)* Bludgeoning damage and the target has the Restrained condition. A Restrained creature can end the effect by using an Action and succeeding on a DC 21 Strength (Athletics) or Dexterity (Acrobatics) check.

**Innate Spellcasting.** Grayfinger casts one of the following spells, requiring no Material components, using Charisma as the spellcasting ability (spell save DC 22):

At Will: *Earthbind*<sup>XGE</sup>, *Meld into Stone*, *Mold Earth*<sup>XGE</sup>, *Sanctuary*

3/Day Each: *Glyph of Warding*, *Flesh to Gold (as Flesh to Stone)*

1/Day Each: *Earthquake*, *Sequester*

## BONUS ACTIONS

**Treasure from the Vault.** Grayfinger expends the magical power stored in one of his rings (see *This Power Belongs to Me*) to summon from his vault one ancient weapon of his choice: Daashor's Perfect Edge, Vvaraak's Dragonscale Spear, or Culsir's Mighty Wand. The summoned weapon floats within Grayfingers reach; he can wield all summoned weapons simultaneously and keep his hands free to make Claw attacks. Summoned weapons disappear after 1 minute, or when Grayfinger is reduced to 0 Hit Points.

## REACTIONS

**Hungry Hands.** *Trigger:* Grayfinger takes damage from a melee attack with a weapon that isn't natural or attached. *Response:* Grayfinger makes a Dexterity (Sleight of Hand) check against the attacker's Passive Perception. *Success:* Grayfinger steals the weapon he was attacked with.

## LEGENDARY ACTIONS

Grayfinger can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. Grayfinger regains spent Legendary Actions at the start of his turn.

**Rapid Attacks.** Grayfinger makes an attack with a summoned weapon.

**Raise Stalagmite.** Grayfinger creates a 10-foot-tall, 5-foot-diameter stalagmite in a space he can see within 60 feet. Creatures within 10 feet of the stalagmite when it is created must succeed on a DC 21 Constitution saving throw or take 22 (4d10) Bludgeoning damage.

**Moving Mountains (2 Legendary Actions).** Grayfinger recharges and immediately uses his Vault of Stone ability.



**King Grayfinger as an Ally or Patron.** In the tale “Dela’s Fortune,” an orphan girl helps a sprite find a lost statue; the sprite leads her down a mountain tunnel into Grayfinger’s Hall. As thanks for her service, King Grayfinger allows her to take one coin each day from his hoard. When Dela’s foster parents learn of this, they force Dela to show them the way and steal from the hoard; the angry king turns them into golden statues and gives them to the girl to ensure her future fortune. This is a good model for Grayfinger’s aid. Grayfinger hates thieves, and he despises the daelkyr Orlassk; as the Still Lord’s influence spreads across the Graywall Mountains, it diminishes Grayfinger’s significance. The King could call upon adventurers to find and punish a thief; ask them to recover a relic stolen from his hoard; or charge them to destroy a cult of Orlassk. Grayfinger hates leaving his hoard; if adventurers earn the king’s trust, he might ask them to represent him at a gala in the Moonlit Vale of Thelanis. Adventurers could potentially do any of these things without even meaning to; they might defeat a cult cell on their own, only to be hailed by one of Grayfinger’s servants and summoned to his hall. Grayfinger typically rewards those who earn his favor with treasure. His first gift is usually a magical ring, but ongoing service can earn other rewards. As a Warlock’s patron, Grayfinger will charge his servant to seek out thieves and to recover stolen relics; to spread word of Grayfinger’s wealth; and to always seek to acquire ever-greater treasures for his hoard. Should a Warlock give a great treasure to their patron, the King will give them something in return; this is a possible way for adventurers to acquire specific magic items they’ve always wanted but can’t acquire commercially.

**King Grayfinger as an Enemy.** The Miser Beneath The Mountain despises thieves, and the easiest way to earn his enmity is to steal from him—even unknowingly. Adventurers exploring the Graywall Mountains could find a lone treasure—a jeweled dagger in a cave—or they could find a chamber filled with copper and silver coins. These may seem to be abandoned, but adventurers who take these treasures could be attacked by **Gantii’kaas**, other fey, or **Galeb Duhr**; or they could be cursed upon leaving the mountains. Grayfinger’s favorite curse is a curse of poverty; any coins or jewels handled by the victim disappear, as they are teleported to Grayfinger’s hoard. His other common curse simply imposes Disadvantage on all saving throws made by the victim. Spells that remove curses can negate this effect for an hour, but only a *Wish* can remove it permanently; otherwise, the curse can only be lifted by Grayfinger or another archfey. If the adventurers don’t steal from the King, they could be targeted by one of his warlocks when they acquire a treasure he covets for his hoard. Another option is that an enemy of the adventurers suddenly acquires remarkable wealth or a powerful

artifact; investigation shows that the foe has earned Grayfinger’s favor. Can the adventurers disrupt the alliance?

## KING GRAYFINGER’S LAIR

King Grayfinger lives in the Underhall, a subterranean castle filled with treasures. There are a number of Thelanian manifest zones in the Graywall Mountains that can serve as gateways to the Underhall, and the influence of his realm leaks out even when the gateways are closed. Explorers might find loose treasures in these regions—the jeweled knife lying on the floor of a cave—or miners may find an area with improbably rich deposits of byeshk or an impossible blend of gemstones. These regions slowly shift around the Graywall Mountains; thus, a rich vein can run dry, while a previously weak claim suddenly holds new riches. The influence of Orlassk and its stone cultists smothers Grayfinger’s connection to a region, spreading quickstone in place of byeshk. If adventurers defeat a stone cult, Grayfinger’s influence may slowly manifest in the region.

The Underhall is grand, but the style of its architecture is impossible to place; it’s not quite Dhakaani or dwarven. The halls are filled with tempting wonders, but taking any of these will trigger curses or guardians. Grayfinger himself sits in his throne room, surrounded by his hoard. When adventurers first see the hoard, the DM may wish to ask each player to describe something wondrous that catches their character’s eye; almost any treasure might be found in this place.

**Lair Actions.** While in his Underhall, Grayfinger can take Lair Actions. On Initiative count 20 (losing Initiative ties), Grayfinger can take a Lair Action to cause one of the following effects; he can’t use the same effect two rounds in a row:

- An ancient weapon of Grayfinger’s choice (see the “Treasure from the Vault” trait) appears in an unoccupied space that Grayfinger can see within 120 feet. The weapon can immediately Fly up to 30 feet and make an attack against a creature within range. The weapon returns to Grayfinger’s vault after making the attack.
- Grayfinger casts Wall of Stone at a point he can see within 120 feet, requiring no spell components. He does not need to concentrate to maintain the effect. The wall disappears after 10 minutes, or when Grayfinger is reduced to 0 Hit Points.
- Quaking earth triggers a rockslide. Creatures in the lair other than Grayfinger must succeed on a DC 22 Dexterity saving throw or be pushed 30 feet in a direction of Grayfinger’s choice and have the Prone condition.

# MERCHANT OF MISTHAVEN

As Little Dreġo led the old tribex to market, the Merchant stopped him on the road. “That’s a fine beast you have there,” she said. “I’ve need of a ‘bex to haul my goods back to Misthaven. But I’ve precious little left to trade. All I have is this pewter ring, which makes the wearer invisible. Would you take it for your beast?” That old tribex barely had three working legs, and Dreġo was no fool. He knew to beware the gifts of the Traveler. And the Merchant, she could see it in his face. “This is no gift, my friend.” She gave the tribex a handful of oats, and just like that he was young and strong again. “I need a sturdy beast, and in Misthaven rings like this are as common as coppers. So you have a choice, Little Dreġo. Your tribex is young and healthy, and you can take him home and spend your life plowing the field. Or you can take my ring for your fine beast and find your fortune in the world beyond your farm. Which will it be?”

What is it that you want, and how badly do you want it? A magic sword that will slay your enemies? An amulet that will guide you to your one true love? A spellbook that will earn you renown as the greatest wizard of the age? The Merchant has all of those things. But unlike the Traveler, the Merchant of Misthaven doesn’t give gifts. Everything has a price; are you willing to pay it?

**Opportunity... With a Price.** Every Brelish child knows the stories of Dreġo the Unseen: how he outwitted the Prince of Bones and exposed the schemes of Count Ironfist. Dreġo is clever and brave, but it’s his magic ring that drives his tale—the ring he obtained in a bargain with the Merchant of Misthaven. Many a child hopes that one day the Merchant will approach them with a similar offer, trading a wondrous treasure for something that seems to have little value. And there are a host of other popular tales that start in this way. It’s established enough that it’s not even questioned. “*What possible use could the Merchant have for an old tribex? Don’t ask! It’s not the point of the story.*” When this does come up in the tales, it’s said that the Merchant can afford to be generous because the wonders she offers are commonplace in the magical realm of Misthaven. This in itself has worked its way into the common psyche of western Breland; should someone from Sharn make a ridiculous request of a blacksmith in Breland, they might be told “*Where do you think you are? Misthaven?*” The Merchant has mythic overlap with the Traveler, but there are a few crucial differences. The Merchant never gives gifts; she always demands something in exchange for the wonders she’s offering. She delivers on her promises and stands by her word. The Merchant offers Dreġo a *Ring of Invisibility* in exchange for his tribex.

Dreġo takes the deal and subsequently has a host of adventures, and while he faces many dangers he could have avoided by just staying home, the Merchant isn’t directly responsible for those challenges.

Most stories involving the Merchant use one of three formulas.

**Opportunity.** The Merchant offers a one-time exchange that gives the protagonist a tool that sets their story in motion.

**Risk.** The Merchant makes an offer, but it comes with a time limit or challenge. “*I’ll give you this Doss Lute and a year of fame, but when the year ends you must play a duet with me... and if I outplay you, you’ll spend the rest of your days tuning instruments in Misthaven.*”

**The Price of Greed.** The protagonist’s greed drives them to take an offer without fully considering the consequences. “*I offered you magic in exchange for taking your first love. You thought your first love was still to come, that you were giving up something you’d yet to feel. But you felt your first love for your baby brother, my dear. And now I’m taking him away to Misthaven.*”

The Merchant isn’t a trickster. She always delivers what she promises. But she may ask a high price or offer a dangerous wager... or it may be that the protagonist’s greed blinds them to the scope of the bargain they’re making. The one element that is constant throughout all of these stories is that making a bargain with the Merchant will change your life. A deal with the Merchant could get you fame or fortune, but her bargains are always the first step on a path that leads through adventure.

**The Merchant as an Ally or Patron.** The Merchant exists to make interesting bargains. She has a broad affinity for the Western Frontier, and can appear at any time or place where there’s a bargain to be made. Here are a few examples of helpful or interesting interactions.

**New Lamps for Old.** When the adventurers acquire something that is powerful but dangerous—a cursed weapon, a shard of demonglass, an *Iron Flask* containing a fiend—the Merchant can step out of the shadows and offer them something more useful in exchange. Would the Paladin like to trade that *Iron Flask* for a *Holy Avenger*? This is a way to present the adventurers with magic items they really want that have no logical reason to be found in the region, and it’s also an opportunity to remove something dangerous from the scenario.

**Just what you Need.** Consider the story of Dreġo the Unseen, where the Merchant offers a *Ring of Invisibility* for an old tribex. The Merchant could appear at a crossroads with a seemingly astonishing offer for an adventurer—“*those old boots of yours are just what I’m looking for. But all I have to offer*

## MERCHANT OF MISTHAVEN

Medium Fey, Neutral

AC 21 Initiative +4 (14)

HP 180 (24d8 + 72)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	18	+4 +10	CON	16	+3 +9
INT	21	+5 +5	WIS	22	+6 +12	CHA	24	+7 +13

**Skills** Arcana +11, Deception +13, History +11, Insight +12, Perception +12, Performance +13, Persuasion +13, Sleight of Hand +10

**Resistances** Necrotic, Psychic

**Immunities** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't silvered; Charmed, Exhaustion, Frightened, Paralyzed

**Senses** Truesight 120 ft., Passive Perception 22

**Languages** All, Telepathy 120 ft.

**CR** 20 (XP 25,000; PB +6)

### TRAITS

**I Never Agreed To This (3/Day).** If the Merchant of Misthaven fails a saving throw, she can choose to succeed instead. If the effect was caused by a creature, that creature becomes the new target of the effect and must make a saving throw themselves using the same DC.

**Let Me See What You Have There.** Whenever a creature within 60 feet of the Merchant of Misthaven activates or consumes a magic item of Uncommon or greater rarity or attacks with a magic weapon of Uncommon or greater rarity, the Merchant can teleport to an unoccupied space within 5 feet of the user. The Merchant teleports after the attack or the effects of the magic item are resolved.

**Magic Resistance.** The Merchant has Advantage on saving throws against spells and other magical effects.

**Merchant's Guile.** The Merchant adds her Charisma modifier to her Armor Class.

**Thelanian Protagonist.** The Merchant of Misthaven cannot be permanently killed. If reduced to 0 Hit Points, she collapses into a pile of 777 gold coins. The Merchant reforms in her domain 1d4 days later, and the coins transform into wooden discs at the same time.

### ACTIONS

**Multiattack.** The Merchant makes two attacks with her Poisoned Dagger and uses Free Samples.

**Poisoned Dagger.** Melee Attack Roll: +10, reach 5 ft. Hit: 6 (1d4+4) Slashing damage plus 10 (3d6) Poison damage.

**Free Samples.** The Merchant of Misthaven reaches into her bag of tricks and produces a random effect as follows:

#### 1d4 Effect

- Exploding Trinket.** *Dexterity Saving Throw:* DC 21, each creature in a 10-foot-radius Sphere centered on a point the Merchant can see within 120 feet. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage.
- Regrettable Collectable.** The Merchant casts *Summon Fiend*, requiring no components. She does not have to concentrate to maintain the spell. The creature disappears after 1 minute, when the Merchant moves more than 100 feet away from it, or when the Merchant dies.
- New Toy.** The Merchant casts *Summon Construct*, requiring no components. She does not have to concentrate to maintain the spell. The creature disappears after 1 minute, when the Merchant moves more than 100 feet away from it, or when the Merchant dies.
- Otherworldly Puzzle.** *Intelligence Saving Throw:* DC 21, each creature in a 10-foot-radius Sphere centered on a point the Merchant can see within 60 feet. *Failure:* 10 (3d6) Psychic damage and the target has the Stunned condition until the end of its next turn. The target can make a DC 21 Intelligence (any gaming set) check at the start of its turn to end the effect early.

**Illusory Appearance.** The Merchant covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the Merchant takes a Bonus Action to end it or if she dies. A creature must take an Action to visually inspect the illusion and succeed on a DC 21 Intelligence (Investigation) check to discern that the Merchant is disguised.

**Spellcasting.** The Merchant of Misthaven casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Augury*, *Calm Emotions*, *Sanctuary*  
3/Day Each: *Detect Thoughts*, *Greater Invisibility*,  
*Mirage Arcane*, *Mirror Image*  
1/Day Each: *Sequester*, *Simulacrum*

## LEGENDARY ACTIONS

The Merchant of Misthaven can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. The Merchant regains spent Legendary Actions at the start of her turn.

**Sudden Strike.** The Merchant makes an attack with her Poisoned Dagger.

**A Fair Deal.** The Merchant demands an exchange with one creature that she can see within 120 feet. That creature can either regain a spell slot of up to 3rd level, or regain 10, 20, or 30 Hit Points. For each spell slot level or every 10 Hit Points the target gains, the Merchant also regains 10 Hit Points.

**Awful Choices (2 Legendary Actions).** *Charisma Saving Throw:* DC 21, one creature that can hear the Merchant. *Failure:* The target must choose two creatures it can see that are friendly with it. One of those creatures (target's choice) takes 19 (3d12) Necrotic damage, and the other has the Charmed condition until the end of its next turn.



is this magic wand. Any chance you'd make an exchange?" The key to the Merchant's bargains is that they always make the story more interesting; whatever she's offering may draw the adventurer into a dangerous situation or give them the chance to pursue a more challenging path. But there don't have to be any other catches!

**Immaterial Things.** The Merchant doesn't just trade objects; she can offer skills, magical abilities, or opportunities. A gift of the Merchant could be represented by a supernatural boon, or by a twist in the story. Do the adventurers need an invitation to the Tain Gala? The Merchant happens to have one. More dramatically, this could be a way for an adventurer to dramatically shift something: swapping two of their ability scores, or even changing their class. While the Merchant generally doesn't employ Warlocks—she prefers to make her deals directly—an adventurer could also assert that their core abilities are tied to a previous bargain with the Merchant. Perhaps she gave the Wizard their first spellbook, or gave the Bard a literal silver tongue that allows them to perform bardic magic.

The Merchant can take any form; she can be an old woman, a young artificer, or a masked fey figure. Having said that, she generally doesn't try to deceive the people she bargains with. Her story is well known, and strengthened with each deal that she makes; why hide it? This also helps to differentiate her from the Traveler.

**The Merchant as an Enemy.** There are a few ways to use the Merchant of Misthaven as a malevolent force in a story. The first is to have her make bargains with evil or misguided people. How did the cruel sheriff get the powers of a warlock? How did that assassin get a *Ring of Invisibility*? She could even turn someone into a lycanthrope or a vampire, if that's a bargain they want to make. A distinction between the Merchant and a fiend like Sul Khatash is that the Merchant has no long-term interest in the people who take her deals. If she turns the village butcher into a vampire, she won't be upset if the adventurers drive a stake through his heart; that's still a compelling story! Alternatively, she could make problematic bargains with allies or friends of the adventurers, or with the adventurers themselves. Consider the *Risk* and *Price of Greed* stories mentioned above. Perhaps the local bard made a bargain a year ago and their duet with the Merchant is happening tomorrow. Or maybe an adventurer's nephew made a bargain for warlock powers and in the process traded away his sister; can the player characters get her back? In either case, what would it take to get the Merchant to renegotiate? Do the adventurers need to find a treasure she wants even more than whatever she originally bargained for, or is an adventurer willing to make their own dangerous bargain to let their friend off the hook?

## THE MERCHANT'S LAIR

The Merchant hails from Misthaven, a land of legendary wonders. According to the stories, Misthaven is impossibly rich and brimming with mystical treasures. But a key element of the Merchant's story is that *no one ever goes to Misthaven*. That's part of what keeps it infinitely wondrous. This is true even in Thelanis itself. The Merchant is respected as an anchor baron, the lord of her own story, but no one ever goes to Misthaven. If you wish to speak to the Merchant, you'll have to convince her to come to you—or find her at a gala in the Moonlit Vale. Because of this, the Merchant of Misthaven doesn't have a traditional, physical lair. Instead, her story is her lair. She is more powerful when she is interacting with people who have made bargains with her. Should adventurers try to break a deal with her by force—fighting her instead of going through with the bard's musical face off—she has access to additional abilities.

**Lair Actions.** While fighting or defending anyone who has made a bargain with her, the Merchant of Misthaven can take Lair Actions. On Initiative count 20 (losing Initiative ties), the Merchant can take a Lair Action to cause one of the following effects; she can't use the same effect two rounds in a row.

- A flood of counterfeit coins and jewels spills out, covering up to a 40-foot Emanation centered on the Merchant. Each creature within the area other than the Merchant must succeed on a DC 21 Dexterity saving throw or have the Prone condition.
- A spectacle of wonders appears in a space the Merchant can see within 100 feet. Each creature that can see the spectacle must make a DC 21 Wisdom saving throw. On a failed save, a creature must use their movement on its turn to move as close to the spectacle as possible. A creature isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke Opportunity Attacks.
- The Merchant chooses a point she can see within 100 feet. Until the following round, a 20-foot-radius Sphere of light emanates from that point, dispelling any magical darkness within the same area. The rest of the area—up to a 500-foot-radius Sphere—is plunged into magical darkness. A creature with Darkvision can't see through this darkness, and nonmagical light can't illuminate it.

While no one ever goes to Misthaven, player characters are remarkable. If it suits the needs of the adventure, the adventurers could be the first people to ever find a way to Misthaven. In this case, the DM will have to decide if it is just as wondrous as the Merchant claims or if, in fact, her true domain is a run-down shack or warehouse filled with odds and ends!

# OVERLORDS

In the first days of the world, the fiendish children of Khyber rose from the darkness to reign over Eberron. The greatest among them were the overlords, who held dominion over the world until the children of Eberron and Siberys rose up against them. Armies of dragons fought against the fiends of Khyber. When it became clear that the overlords couldn't be destroyed, the couatl sacrificed their lives to build a prison of celestial light: a silver flame that bound the overlords in Khyber. These bonds have held for countless generations, but the overlords still yearn to break free and reclaim the world above.

As long as the overlords are bound by the Silver Flame, they can't physically manifest in the world. But each overlord embodies a particular aspect of evil, which grows in strength as their servants scheme to unleash their ancient masters. The overlords gain strength when mortals embrace the dark paths laid down for them. And as they grow stronger, they gain more influence.

Approximately thirty overlords are bound in Khyber. One is described here: Tol Kharash, the Horned King. Tol Kharash remains imprisoned and can't take physical form. The stat block provided here reflects the abilities of an avatar Tol Kharash could manifest if he was partially released from his bonds.

**Immortal Nature.** An overlord doesn't require air, food, drink or sleep. It also can't die permanently. Within 24 hours of its death, an overlord will reform in its heart demiplane in Khyber.

## TOL KHARASH, THE HORNED KING

When a team of Korranberg scholars studied the region that is now Droaam, they concluded that the Horned King revered in the region was an interpretation of the Rak Tulkhesh, the Rage of War. They were mistaken. Both are spirits of war. But for Rak Tulkhesh, bloodshed and aggression are a goal in and of themselves. For Tol Kharash—the Horned King—war is just the means to an end. The Horned King is an overlord of tyranny and oppression, taking joy in the suffering of the conquered and the cruelty of the conquerors; he delights in mortals inflicting suffering on their own kin.

Tol Kharash can take any form, but his preferred avatar is that of a massive armored minotaur, flesh hidden beneath steel plates. Rusting, broken weapons are embedded in his armor, tokens of defeated foes. The Horned King crushes hopes, and those who see him must fight the urge to grovel or flee.

**Destroyer of Hope.** Tol Kharash drives the strong to oppress the weak. His essence is bound to the

warped tower now known as Turakbar's Fist, and it seeps out into the surrounding lands. The minotaur clans of the region have been shaped by his power for countless generations, and the chib culture that flourished in the Barrens is a reflection of his influence. The efforts of the Daughters of Sora Kell have curbed his power in the region, but he cannot be driven from Turakbar's Fist. Around the Fist, the strong feel the urge to revel in their power, to prove their might and take what they desire—while people who are peaceful by nature find themselves more easily cowed, afraid to challenge aggression. Player characters can resist these passive effects. But when an adventurer is in a place where Kharash's influence is strong, the DM might occasionally ask them questions... *Why do you let that wizard tell you what to do? Why do you let them laugh at you? Why don't you take what you deserve?* Most likely, an adventurer will recognize these as the alien thoughts that they are... but the thoughts still linger, and provide a sense of the quiet corrupting power of Tol Kharash. People already driven to aggression—such as the minotaurs of the region, the Gaa'aram orcs and fiend-touched gnolls—can find these impulses especially hard to resist. However, unlike Rak Tulkhesh, the Horned King doesn't crave chaotic bloodshed. As people fall deeper under his sway they will be drawn to follow the strongest servant of Kharash. Thus, in the present day, both Rhesh Turakbar and Breggan Blackcrowns have amassed a force of loyal, ruthless followers—all unwittingly being driven by the power of the Horned King, urged to serve the would-be conquerors.

**The Demonglass Horde.** Tol Kharash has relatively few fiendish minions. He has no immortal prakhutu, and no representatives among the Lords of Dust. What the Horned King does have is demonglass. Kharash himself is imprisoned in the demonglass tower of Turakbar's Fist. But many members of his fiendish host were trapped in smaller shards of demonglass. Some have been turned into tools or weapons, fiendish power fueling powerful enchantments. Most cultists of Tol Kharash have a small shard of demonglass embedded in their body, turning them into **Demonglass Warriors**. **Demonglass Champions** carry larger shards that grant greater powers, but over time the fiend in the shard eats away at the mortal within, turning them into a hollow one serving as a puppet for the fiend.

**The King's Prison.** Tol Kharash is bound by the Silver Flame, and he has no army of rakshasa studying the Draconic Prophecy and uncovering a path for his release. However, the nature of his prison gives him considerable power over the region around Turakbar's Fist even while he remains imprisoned—and there may be ways for him to increase that influence. The first obvious path is for servants that bear his demonglass shards to conquer in his name; the wider his dominion, the more power he gains. Beyond this, there are two

## TOL KHARASH, THE HORNED KING

Huge Fiend, Chaotic Evil

AC 19 Initiative +3 (13)

HP 544 (33d12 + 330)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	27	+8 +16	DEX	16	+3 +3	CON	30	+10 +18
INT	22	+6 +6	WIS	19	+4 +12	CHA	28	+9 +17

**Skills** Athletics +16, Intimidation +17, Perception +12

**Resistances** Fire, Lightning, Psychic

**Immunities** Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

**Gear** Plate Armor +1

**Senses** Truesight 120 ft., Passive Perception 22

**Languages** All, Telepathy 120 ft.

**CR** 28 (XP 120,000; PB +8)

### TRAITS

**Legendary Resistance (3/Day).** If Tol Kharash fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Tol Kharash has Advantage on saving throws against spells and other magical effects.

**None Above Me.** *Charisma Saving Throw:* DC 25, each creature that starts their turn within 100 feet of Tol Kharash and who is positioned above his eye level. *Failure:* A target must use as much of its movement as possible to move to a space below Tol Kharash's eye level.

**Revel in Tyranny.** Tol Kharash's attacks deal an extra 10 (3d6) damage against creatures that have either the Prone or Frightened conditions.

### ACTIONS

**Multiattack.** Tol Kharash makes four attacks, using Battleaxe's Blade, Battleaxe's Blast, or Gore in any combination. He can replace one of these attacks with a use of Spellcasting (at will spells only).

**Battleaxe's Blade.** *Melee Attack Roll:* +16, reach 10 ft. *Hit:* 27 (3d12 + 8) Slashing damage, and the target is pushed 15 feet away from Tol Kharash.

**Battleaxe's Blast.** *Ranged Attack Roll:* +17, range 120 ft. *Hit:* 18 (2d12 + 9) Necrotic damage, and the target has Disadvantage on its next saving throw before the end of its next turn.

**Gore.** *Melee Attack Roll:* +16, reach 10 ft. *Hit:* 34 (4d12 + 8) Piercing damage, and the target has the Prone condition.

**Overlord's Presence.** *Wisdom Saving Throw:* DC 25, each creature of Tol Kharash's choice that is within 120 feet of him and aware of him. *Failure:* 33 (6d10) Psychic damage and the target has the Frightened condition for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself or the effect ends for it, the creature is immune to Tol Kharash's Overlord's Presence for the next 24 hours.

**Shape-Shift.** Tol Kharash shape-shifts into a Beast, Humanoid, or Giant that has a Challenge Rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Tol Kharash retains his Alignment, Hit Points, Hit Dice, ability to speak, Proficiencies, Legendary Resistance, his Intelligence, Wisdom, and Charisma scores, and this Action. His statistics and capabilities are otherwise replaced by those of the new form, except for any features or Legendary Actions of that form. Any equipment he is wearing or carrying is absorbed or borne by the new form (his choice).

**Spellcasting.** Tol Kharash casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 25):

At Will: *Command, Detect Thoughts, Dispel Magic, Eyebite*

3/Day Each: *Enemies Abound*<sup>XGE</sup>, *Mass Suggestion, Power Word Pain*

1/Day Each: *Dominate Monster, Imprisonment*

### REACTIONS

**Demonglass Prison.** *Trigger:* When a creature Tol Kharash can see within 60 feet is reduced to 0 Hit Points.

*Response:* Tol Kharash can trap its soul within a Small conjured demonglass shard, which appears adjacent to the target. The demonglass shard has AC 15 and 20 Hit Points. While its soul is trapped, a target continues to make death saving throws but it cannot regain Hit Points by any means, until the demonglass shard is destroyed. If a creature dies while its soul is trapped, it cannot be resurrected until the demonglass shard is destroyed. When a demonglass shard is destroyed, Tol Kharash regains 26 (4d12) Hit Points and the newly released creature has the Frightened condition for 1 hour. The Frightened condition persists even if the creature is Unconscious or dead.



### LEGENDARY ACTIONS

Tol Kharash can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. Tol Kharash regains spent Legendary Actions at the start of its turn.

**Attack.** Tol Kharash makes one Battleaxe's Blade, Battleaxe's Blast, or Gore attack.

**Oppress.** Tol Kharash casts *Command*.

**Incite (2 Legendary Actions).** *Charisma Saving Throw:* DC 25, two creatures of Tol Kharash's choice within 60 feet of him. *Failure:* Targets must use their Reaction (if available) to make a melee attack with a weapon against each other. If the other target is not within reach, a target instead makes a ranged attack with a weapon against the other target, throwing its weapon if necessary. These attacks are made with Advantage and gain a +4 bonus to the damage roll.

paths that could allow Tol Kharash to walk the world. The first is to create a proper vessel—a mortal who can serve as his hollow one. He has planted his seeds in two mortals in the modern age: **Rhesh Turakbar** and **Breggan Blackcrown**. Tol Kharash needs these vessels to grow in power—both personal power and authority, becoming conquerors and embodying his ideals. It's up to the DM to decide exactly what steps would be involved in this, but it would definitely involve amassing a powerful army and conquering a region. Rhesh Turakbar would need to challenge the

Daughters of Sora Kell, while Breggan would have to stake her claim as the descendant of Breggor Firstking and forge a new kingdom of the lost on the frontier. Beyond this, the vessel would have to embed more demonglass in their body, and undergo other rituals that would strengthen their flesh... but they could do this without knowing the deadly road they're on. Breggan could truly believe she's gaining the power she needs to challenge Droaam and Breland, not knowing she's becoming the anchor for an overlord. Ultimately, if one of these vessels follows the path, Tol Kharash would be able to manifest through them—creating an avatar with the statistics presented here. The mortal would still remain, and if that mortal died, the avatar would be destroyed. A second way Tol Kharash could be freed would be if the region itself was pulled deeper into his prison. By planting demonglass anchors in critical locations and performing the proper rituals, a piece of Droaam could be drawn into Khyber... allowing fiends to manifest freely, and Tol Kharash himself to rise from Turakbar's Fist. Once this had been completed, there would be no simple way to reverse it; it would take something as dramatic as Tira Miron's sacrifice to channel the Silver Flame to undo this damage. With either of these plots, Rhesh Turakbar would be a willing pawn who seeks to unleash the Horned King upon the world—while Breggan Blackcrown doesn't realize that she's a pawn in an overlord's schemes, and believes her ambitions are hers alone.



# RHESH TURAKBAR

Rhesh Turakbar is the infamous warlord of Turakbar's Fist, feared and despised by Brelish settlers throughout the Western Frontier. He is a powerful minotaur warrior, and his physical might is enhanced by his devotion to the Horned King. Guided by the overlord, Rhesh Turakbar is a brutal tyrant and a deadly foe.

**Warlord of Droaam.** During the Last War, Rhesh Turakbar personally led countless raids against Orcbone and Brelish settlements along the Border Road. Any adventurer with roots in the frontier may have lost friends or family to Turakbar's reavers—or narrowly escaped death at his hands. With the end of open hostilities, Turakbar has pulled his forces back to the Fist and plays the role of warlord rather than reaver. As warlord, Turakbar is responsible for maintaining order in the region around Turakbar's Fist. His reavers patrol the land, but Turakbar wishes to be feared even by his subjects. He maintains order, indeed—by making a brutal example of anyone who challenges the Daughters or Turakbar himself. Some of the villages under his watch are minotaur communities; others are primarily goblins or kobolds with a few minotaur overseers. Either way, each village has a chib that answers to Turakbar—and he will often challenge chibs to test their might, killing and replacing any who prove to be too weak by his standards. There is no question that Rhesh Turakbar is maintaining order, as is the duty of a warlord. But where elsewhere in Droaam the Daughters are working to unite the different species and cultures of the region and to give their people hope, Rhesh Turakbar still rules through fear.

**Fist of the Horned King.** Turakbar's Fist is an artifact of the Horned King, charged with the power of Tol Kharash. The Daughters of Sora Kell gave Turakbar the title of warlord, but he earned *Rhesh* on his own by slaying the previous ruler of the Fist and claiming its power. Turakbar's horns are engraved with sigils that bind him to the Horned King, so that the power of the Fist flows through his blood. Turakbar can sense the fears of creatures around him, a gift he uses to intimidate his enemies and undermine his rivals. Adventurers facing Rhesh Turakbar can *feel* the fiendish power flowing through him—feel that he is a vessel for something ancient and terrifying. Because of his size and physical might, it is easy for people to underestimate Turakbar's intelligence. But the warlord is no fool. He may *choose* to be reckless in battle, but he is a cunning strategist with keen instincts. However, as a vessel for the Horned King there are limits on his behavior, much as a paladin follows an oath. Turakbar cannot willingly show fear or weakness, and he must always look for weakness in others and spread fear where he can.

Rhesh Turakbar is not immortal. He's not one of the Lords of Dust; he's a minotaur champion who's laid claim to a terrifying power, and who now *has* to be a brutal tyrant to hold onto that power. A DM could choose to play up Turakbar's role as a willing vessel of the overlord's spirit. In this case, his power could grow even as his personality melts away, leaving a sliver of Tol Kharash cloaked in what's left of Turakbar's flesh. On the other hand, a DM who wants more complexity could say that Rhesh Turakbar knows this is happening and is afraid of it—he doesn't want to be a puppet of Tol Kharash, but he is in too deep and sees no way to escape that fate.

## TURAKBAR'S REAVERS

Bands of reavers roam the lands around Turakbar's Fist. Those to the west of the Border Road are technically servants of the appointed warlord, maintaining order as instructed by the Daughters of Sora Kell. If they encounter easterners in the region, they will typically challenge them, questioning the business of the adventurers and possibly demanding a "toll for safe passage"—a tax for Turakbar's diligent work maintaining the peace. What such reavers want most of all is to generate fear and to assert authority; both of these things are like strong drink for a demonglass warrior of Tol Kharash. Challenging the reavers can result in violence. On the other hand, travelers who truly feel no fear and who demonstrate strength—typically, by making strong Intimidation checks—will be left in peace.

Reavers to the west of the road maintain order; as soon as they are on the road, they disrupt it. Reavers may attack caravans, or cross the road and raid Brelish villages. These attacks are swift and brutal, but usually not as deadly as they could be. The primary objective is to sow fear and to make the settlers feel weak and helpless; this is what delights the Horned King. They would rather leave wounded survivors to carry the scars and haunting memories of the attack than to actually drive settlers from the border. They are ruthless and will kill if they are posed with a serious threat, but Turakbar's reavers prefer to inflict trauma rather than just kill their foes.

Turakbar's reavers are a blend of minotaurs, ogres, Gaa'aram orcs, shifters, and gnolls who embrace their fiendish spirits. Almost all of them are embedded with small shards of demonglass, making them **Demonglass Warriors**; the leader of a squad will have one or more of the **Demonglass Champion** traits. They typically travel in small, swift groups that can quickly disappear into the Barrens. They can't carry much plunder, but they are more interested in sowing fear than gathering gold.

The Turakbar's Reavers table provides a few examples of champions who might lead a band of reavers, while the Reavers Missions table gives ideas for what a squad of reavers might be up to when adventurers encounter them.

### TURAKBAR'S REAVERS

#### d6 Reaver

- 1 **Byraka.** A minotaur with silver-white fur, Byraka is known as the Bloody Ghost. She has the Devil's Sight and Wrath of the Horned King traits. (Minotaur, she/her)
- 2 **Ghwyyr.** A former Znir hwyri, Ghwyyr now serves the Horned King and is chief shaman of Turakbar's Fist. (Gnoll **Warlock of the Fiend**, he/him)
- 3 **Hakaar.** Once a Tharashk hunter, Hakaar delights in playing with her prey and takes special pleasure in killing Sentinel Marshals. (Half-orc **Assassin**, she/her)
- 4 **Grimtongue.** The greatest wizard of the region, Grimtongue has carved chains hanging from his horns and is devoted to Tol Kharash. (Minotaur **Mage**, he/him)
- 5 **Nol Avesh.** A warrior who served Rhesh Turakbar's predecessor, Nol knows all the secret paths in Turakbar's Fist. (Shifter **Spy**, he/him)
- 6 **Hogra the Old.** While physically old, this ogre is a hollow one channeling a Horned Devil—one of the most powerful weapons in Turakbar's arsenal. (Ogre **Berserker**, she/her)

### REAVR MISSIONS

#### d6 Mission

- 1 **Reaving.** This squad is looking for blood and will leap at any excuse to fight.
- 2 **Intimidation.** The group has been sent to spread fear. They won't kill if it can be avoided, but they will cause pain and suffering in pursuit of their goals.
- 3 **Fury's Fangs.** This team is acting as the hand of Droaamite justice, pursuing a condemned criminal.
- 4 **Shadow's Eyes.** These reavers have been dispatched by Rhesh Turakbar to investigate a possible threat or crime.
- 5 **Bloody Revel.** This squad recently completed a raid; they are still bloody and carrying their plunder.
- 6 **Nothing To See.** These reavers have been sent on a peaceful mission. They could be serving as couriers, picking up supplies, escorting a mystic to a ritual site, or something similar.





## RHESH TURAKBAR

*Large Monstrosity, Chaotic Evil*

**AC** 16 **Initiative** +2 (12)  
**HP** 241 (23d10 + 115)  
**Speed** 40 ft.

		MOD SAVE			MOD SAVE			MOD SAVE			
<b>STR</b>	21	+5	+5	<b>DEX</b>	14	+2	+2	<b>CON</b>	20	+5	+9
<b>INT</b>	12	+1	+1	<b>WIS</b>	16	+3	+3	<b>CHA</b>	19	+4	+8

**Skills** Athletics +9, Insight +7, Intimidation +8, Perception +7

**Immunities** Frightened

**Gear** Greataxe, Hide Armor +2

**Senses** Darkvision 60 ft., Passive Perception 17

**Languages** Common, Infernal

**CR** 12 (XP 8,400; PB +4)

### TRAITS

**Horned King's Curse.** Creatures that are cursed by Turakbar (see Pact Gauntlet) have Disadvantage on Constitution saving throws, and Turakbar deals an extra 7 (2d6) Necrotic damage whenever he hits a cursed target with a melee attack.

**Labyrinthine Recall.** Turakbar can perfectly recall any path he has traveled.

**Reckless.** At the start of his turn, Turakbar can gain Advantage on all melee attack rolls he makes during that turn, but attack rolls against him have Advantage until the start of his next turn.

### ACTIONS

**Multiattack.** Turakbar makes one Greataxe attack or one Gore attack, and one Pact Gauntlet attack.

**Greataxe.** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 18 (2d12 + 5) Slashing damage.

**Gore.** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage, and the target has the Prone condition.

**Pact Gauntlet.** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (1d10 + 5) Piercing damage plus 7 (2d6) Necrotic damage, and the target is cursed by Turakbar for 1 minute (see Horned King's Curse).

**Blood for the Overlord.** *Constitution Saving Throw:* DC 16, creatures within 40 feet of Turakbar. *Failure:* 22 (4d10) Necrotic damage for each creature currently affected by Turakbar's curse and the target has the Frightened condition until the end of their next turn. *Success:* Half damage and the target does not have the Frightened condition. Creatures that are cursed by Turakbar's Pact Gauntlet are no longer cursed.

**Know Fear.** Turakbar casts *Detect Thoughts*, requiring no components, using Charisma as the spellcasting ability (spell save DC 16. He can only detect the thoughts of creatures that can be Frightened. If he probes deeper into a creature's mind, he can only learn the target's fears.

### BONUS ACTIONS

**Ferocious Charge.** *Trigger:* Turakbar moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn. *Response:* Turakbar can make a Pact Gauntlet attack.

### REACTIONS

**Bloodlust.** *Trigger:* A creature is reduced to 0 Hit Points while within 15 feet of Turakbar. *Response:* Turakbar gains 20 Temporary Hit Points.

# STEEL HORSE

In the early days of the Last War, King Kason ir'Wynarn of Breland became fascinated with the idea of a construct cavalry—a force of soldiers mounted on tireless steel horses. House Cannith helped to make these dreams reality. The cost has kept these constructs from replacing flesh and blood mounts, but they can still be found across the Five Nations. In Breland, an industrial artificer named Ogon Dolas has taken a particular interest in steel horses and has produced a number of custom mounts for nobles and celebrities; the Lord of Blades is also believed to be producing steel horses in the Mournlands. *Steel horse* is the common name for this type of construct, as Cannith's original designs mimicked the shape of a horse, but Dolas' designs often have more exotic shapes; an equine appearance isn't required.

## STEEL HORSE

Large Construct, Unaligned

AC 15 Initiative +0 (10)  
HP 15 (2d10 + 4)  
Speed 60 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	16	+3	+3	DEX	10	+0	+0	CON	14	+2	+2
INT	2	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3

**Immunities** Poison; Charmed, Exhaustion, Poisoned

**Senses** Passive Perception 10

**Languages** Understands one language of its creator but can't speak

**CR** 1/4 (XP 50; PB +2)

### TRAITS

**Repairable.** As long as it has at least 1 Hit Point remaining, the steel horse regains 1 Hit Point whenever a *Mending* spell is cast on it.

### ACTIONS

**Hooves.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Bludgeoning damage.

# STONEBORN

A stoneborn creature is a creation of the daelkyr Orlassk. The most common stoneborn creatures are pre-existing statues that are animated by the power of the Still Lord; any mundane statue could potentially become a stoneborn. However, stoneborn creatures can also emerge spontaneously, forming from mud or clay. The level of precision varies based on the source of the statue; it could be a perfect duplicate of a creature carved from stone, or lumpy and flawed.

# STONEBORN TEMPLATE

Stoneborn is a template that can be applied to Aberrations, Beasts, Humanoids, Giants, and Monstrosities—either a Petrified creature or a statue carved in the shape of such a creature. The stoneborn creature retains its statistics except as described below.

**Armor Class.** The stoneborn has natural armor. Its Armor Class is 15 + its Dexterity modifier.

**Resistances.** The stoneborn resists Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine.

**Immunities.** The stoneborn has Immunity to Poison damage and the Exhaustion, Paralyzed, Petrified, and Poisoned conditions.

**Senses.** The stoneborn gains Darkvision with a radius of 60 feet.

**New Trait: False Appearance.** While the stoneborn remains motionless, it is indistinguishable from an inanimate statue.

## STONEBORN HOBGOBLIN

Medium Humanoid (Goblinoid), Lawful Evil

AC 16 Initiative +1 (11)  
HP 11 (2d8 + 2)  
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	13	+1	+1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	10	+0	+0	CHA	9	-1	-1

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

**Immunities** Poison; Exhaustion, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**CR** 1 (XP 200; PB +2)

### TRAITS

**False Appearance.** While the stoneborn hobgoblin remains motionless, it is indistinguishable from an inanimate statue.

**Martial Advantage.** Once per turn, the stoneborn hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the stoneborn hobgoblin that doesn't have the Incapacitated condition.

### ACTIONS

**Longsword.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Slashing damage, or 6 (1d10 + 1) Slashing damage if used with two hands.

**Longbow.** *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

# STONE CULTISTS

Stone Cultists are humanoids whose connection to the daelkyr Orlassk has altered them, causing flesh to partially transform into stone. Stone Cults always have some sort of tie to Orlassk, though it's not always obvious what that is. Sometimes the locus of this influence is a location—a hidden altar carved long ago, a vein of blood-red corrupted khyber shards, a pulsing heart formed from quickstone. Other cults are affected by something small that can be moved around—an idol of quickstone, a mask that fuses to the face of the wearer and transforms them into a Stone Speaker. Some cultists are ultimately transformed into creatures of animate stone, like gargoyles; others eventually become inanimate statues, paying a terrible price for their devotions.

**Served by the Stone.** Cultists begin as fully organic humanoids, but over time their flesh changes, and they become Stone Listeners and Stone Speakers. They are often found in the company of **Quickstone Gargoyles** or **Stoneborn** creatures. Sometimes these creatures emerge fully formed from the source of Orlassk's influence; in other cults, the Stone Speaker sculpts statues that come to life. In rare instances, a stone cult may have ties to dolgaunts, dolgrims, or dolgouls.

**Lost in the Stone.** While they are tied to the daelkyr Orlassk, many stone cults are wildly deluded about the source of their powers. Stone cults often begin with people who work closely with stone—miners, sculptors, masons, and people in similar professions. Some cultists hear the earth whispering to them, making promises or threats. Others dream of treasures hidden deep below the surface. The Stone Cult Motivations table provides ideas to work with. Keep in mind that Stone cultists are delusional, and typically cannot be swayed from their beliefs by logic. However, if the source of Orlassk's influence can be destroyed or disenchanting, it may be possible to save the cultists. Stone cultists are typically neutral evil because of the influence of Orlassk; they lack empathy and won't hesitate to kill at the bidding of the Stone. However, cultists may have periods in which this influence fades and their alignment shifts; if so, they won't remember actions they took while under the influence of the stone.

## STONE CULT MOTIVATIONS

### d6 Cult Beliefs

- 1 "We must dig deeper; a great treasure lies below."
- 2 "If we serve the Stone it will make us immortal."
- 3 "We must water the stone with blood so it may yet grow."
- 4 "We must become stone to survive the coming apocalypse."
- 5 "Flesh is soft, weak, and disgusting."
- 6 "If we do not serve the Stone, it will destroy us."

# STONE LISTENER

When a cult of Orlassk takes root, the humanoid members of the cult often hear voices in the stone they work with. Initially they may ignore these voices... but once they start to listen, they begin to change.

**Stone Listeners** are unnaturally tough and durable. When they suffer damage, their flesh may temporarily become stone at the point of impact... and when a creature is Petrified in their presence, the skin of any nearby stone listeners hardens in sympathy. The Strength and Constitution scores of a stone listener reflect their supernatural density, and the DM should call this out. A stone listener could appear to be a frail old man, but when adventurers engage him in combat they find he's much stronger than he appears, capable of surviving blows that ought to kill him.

## STONE LISTENER

Medium Humanoid (Any), Neutral Evil

**AC** 15 **Initiative** +1 (11)  
**HP** 26 (4d8 + 8)  
**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	16	+3	+3	<b>DEX</b>	12	+1	+1	<b>CON</b>	15	+2	+2
<b>INT</b>	10	+0	+0	<b>WIS</b>	9	-1	-1	<b>CHA</b>	11	+0	+0

**Skills** Athletics +5

**Gear** Warhammer, Shield

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Any one language (usually Common)

**CR** 1 (XP 200; PB +2)

## TRAITS

**Dense Flesh.** When a stone listener isn't wearing any armor, their base Armor Class equals 10 plus their Dexterity and Constitution modifiers. They can use a Shield and still gain this benefit.

**Revel in Stone Words.** Whenever a creature the stone listener can see gains the Restrained or Petrified condition as the result of a spell or magical effect, the stone listener gains 10 Temporary Hit Points.

## ACTIONS

**Warhammer.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage, or 10 (1d10 + 3) Bludgeoning damage if used with two hands.

## REACTIONS

**Stonehide Growth.** *Trigger:* The stone listener takes damage. *Response:* The stone listener gains resistance to that instance of damage.

## STONE SPEAKER

Initially, a cultist only listens to the whispers of the Stone. But as their power and devotion grows, the Stone moves through them, and they can speak with its voice. When a **Stone Speaker** uses *Eldritch Bolt*, they shout in Deep Speech and the words themselves become deadly bolts of force and stone—or they can cast *Charm Person* or *Dissonant Whispers*, and their words burrow into the minds of their foes. The skin of a stone speaker becomes as tough as stone, but they can make it as malleable as clay—remolding it either to conceal their own identity or to impersonate another humanoid. In combat or when leading ceremonies, a speaker will often form a stone mask over their face.



### STONE SPEAKER

Medium Humanoid (Warlock, Any), Neutral Evil

AC 17 Initiative +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	14	+2	+2	CON	16	+3	+6
INT	12	+1	+1	WIS	11	+0	+0	CHA	18	+4	+7

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Skills** Arcana +4, Deception +7, Persuasion +7, Religion +4

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Any two language (usually Common and Deep Speech)

**CR** 6 (XP 2,300; PB +3)

#### TRAITS

**Dense Flesh.** When a stone speaker isn't wearing any armor, their base Armor Class equals 10 plus their Dexterity and Constitution modifiers. They can use a Shield and still gain this benefit.

**Revel in Stone Words.** Whenever a creature the stone speaker can see gains the Restrained or Petrified condition as the result of a spell or magical effect, the stone speaker gains 10 Temporary Hit Points.

#### ACTIONS

**Multiattack.** The stone speaker makes 3 Eldritch Bolt attacks. Up to three of these attacks can be replaced by Stone to Flesh. They also make one Sculptor's Knife attack.

**Sculptor's Knife.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Slashing damage, and the target must succeed on a DC 15 Constitution saving throw or have the Restrained condition. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. If the target fails a saving throw against this ability while it has the Restrained condition, it instead has the Petrified condition. It can continue to make saving throws at the end of each of its turns, ending the petrification on a successful save.

**Eldritch Bolt.** *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 9 (1d10 + 4) Force damage.

**Remold.** The stone speaker shape-shifts to resemble a Medium humanoid it has seen, or it returns to its true form. Its statistics are the same in each form, except for its size. Any equipment it's wearing or carrying isn't transformed.

**Stone to Flesh.** The stone speaker ends the Petrified condition on one creature it touches. The stone speaker regains 16 (3d10) Hit Points and the newly un-Petrified creature has the Charmed condition for 10 minutes.

**Spellcasting.** The stone speaker casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Blade Ward*, *Mold Earth*<sup>XGE</sup>, *Thaumaturgy*  
 3/Day Each: *Charm Person*, *Dispel Magic*, *Dissonant Whispers*, *Earthbind*<sup>XGE</sup>, *Shield*  
 1/Day Each: *Dimension Door*

# TRIBEX

The tribex is a quadrupedal herbivore native to Khorvaire. While they were originally only found in the Talenta Plains and the western barrens of Breland, human settlers quickly domesticated the tribex, and they are now found throughout the Five Nations.

**Plains Tribex** are the original form of the beast; they are large and powerful, and are usually found hauling heavy loads or being raised as livestock. Over the course of centuries, House Vadalis magedbred two additional forms of tribex: the **Riding Tribex** and the **War Tribex**, both designed to serve as mounts. While slower than a horse, the riding tribex possesses tremendous endurance and is remarkably sure-footed. In most parts of the Five Nations horses and tribex can be found side by side, but in Breland riding tribex are the mount of choice.

The tribex draws its name from the bone plate that projects from its head, complete with three horns. The horns of the plains tribex sweep back over its head. The riding tribex has shorter horns that project forward, while the war tribex has longer, forward-facing horns. All tribex have hooves and tufted tails. Tribex typically have pelts marked with three vertical stripes in shades of brown, black, blue, or white; however, Vadalis magebreeders have produced tribex with more exotic patterns or coloration.

Tribex are peaceful and patient, but that patience can also manifest as obstinance; in Breland, it's common to say that someone is *stubborn as a tribex*. They aren't easily spooked, and plains tribex will charge an enemy if threatened.

## TRIBEX, PLAINS

*Large Beast, Unaligned*

**AC** 12 **Initiative** -1 (9)

**HP** 42 (5d10 + 15)

**Speed** 40 ft.

	MOD SAVE			MOD SAVE			MOD SAVE	
<b>STR</b> 18	+4	+4	<b>DEX</b> 9	-1	-1	<b>CON</b> 16	+3	+3
<b>INT</b> 2	-4	-4	<b>WIS</b> 12	+1	+1	<b>CHA</b> 4	-3	-3

**Senses** Passive Perception 11

**Languages** None

**CR** 2 (XP 450; PB +2)

### TRAITS

**Beast of Burden.** The tribex is considered to be a Huge animal for the purposes of determining its carrying capacity.

**Herding.** Attacks against the tribex have Disadvantage if at least one of the tribex's allies is within 5 feet of it and the ally doesn't have the Incapacitated condition.

### ACTIONS

**Ram.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage. If the tribex moved at least 20 feet straight toward a target immediately before the hit, the target takes an extra 7 (2d6) Bludgeoning damage and, if it is Huge or smaller, it has the Prone condition.



## TRIBEX, RIDING

Large Beast, Unaligned

AC 12 Initiative +0 (10)  
HP 15 (2d10 + 4)  
Speed 50 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR	16	+3 +3	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	13	+1 +1	CHA	6	-2 -2

Senses Passive Perception 11

Languages None

CR 1/4 (XP 50; PB +2)

### TRAITS

**Enduring Mount.** The tribex has Advantage on Constitution saving throws it makes as part of a forced march.

**Sure-Footed Runner.** If the tribex uses the Dash action, its speed is not reduced by Difficult Terrain until the end of its turn.

### ACTIONS

**Gore.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage. If the tribex moved at least 20 feet straight toward a target immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and, if it is Huge or smaller, it has the Prone condition.

## TRIBEX, WAR

Large Beast, Unaligned

AC 13 Initiative +0 (10)  
HP 29 (4d10 + 8)  
Speed 40 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR	19	+4 +4	DEX	10	+0 +0	CON	15	+2 +2
INT	2	-4 -4	WIS	14	+2 +2	CHA	5	-3 -3

Senses Passive Perception 12

Languages None

CR 1 (XP 200; PB +2)

### TRAITS

**Enduring Mount.** The tribex has Advantage on Constitution saving throws it makes as part of a forced march.

**Unstoppable.** The tribex has Advantage on saving throws against effects that would cause it to have the Grappled, Restrained, Paralyzed, or Prone conditions.

### ACTIONS

**Gore.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage. If the tribex moved at least 20 feet straight toward a target immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and, if it is Huge or smaller, it has the Prone condition.

**Hooves.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

### BONUS ACTIONS

**Trample.** *Trigger:* The target has the Prone condition. *Response:* The tribex can make a Hooves attack.

## NONPLAYER CHARACTERS

This section includes statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter on the Western Frontier. These stat blocks can be used to represent both human and nonhuman NPCs, and can be customized using the methods suggested in the *Monster Manual*.

## SENTINEL MARSHAL

Sentinel Marshals are the pride of House Deneith. A Marshal on the frontier could be pursuing a fugitive that's seeking to shelter in Droaam, or they might be encountered as an elite bodyguard protecting a merchant or important emissary.



Sentinel Marshals are among the best the Blademarks Guild has to offer: they are dedicated to their work, and not easily swayed by taunts, vices, or other distractions.

## SENTINEL MARSHAL

Medium Humanoid (Human), Lawful Neutral

AC 19 Initiative +1 (11)

HP 65 (10d8 + 20)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
<b>STR</b> 17	+3	+3	<b>DEX</b> 13	+1	+1	<b>CON</b> 14	+2	+4
<b>INT</b> 12	+1	+1	<b>WIS</b> 15	+2	+4	<b>CHA</b> 10	+0	+0

**Skills** Athletics +5, Insight +4, Perception +4

**Gear** Longsword, Heavy Crossbow, Splint Armor, Shield

**Senses** Passive Perception 14

**Languages** Common, Any one other

**CR** 3 (XP 700; PB +2)

### TRAITS

**Inexorable.** The sentinel marshal has Advantage on saving throws against effects that would cause it to have the Paralyzed, Restrained, Stunned, or Prone conditions.

### ACTIONS

**Multiattack.** The sentinel marshal makes two Longsword attacks and one Shield Bash attack.

**Longsword.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

**Shield Bash.** *Melee Attack Roll:* +5, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) Bludgeoning damage, and if the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or have the Prone condition.

**Heavy Crossbow.** *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

**Spellcasting.** The sentinel marshal casts one of the following spells, requiring no material components, using Wisdom as the spellcasting ability (spell save DC 12):

1/Day Each: *Compelled Duel*, *Counterspell*, *Shield*, *Zone of Truth*

### REACTIONS

**Vigilant Guardian (1/Day).** *Trigger:* A creature the sentinel marshal can see within 5 feet of it is hit by an attack roll. *Response:* The sentinel marshal swaps places with the target, and it is hit by the attack instead.

## THARASHK HUNTER

Out on the frontier, there's always work for a skilled bounty hunter. A Tharashk hunter could be pursuing a fugitive or war criminal, but the Daughters of Sora Kell also pay bounties on dangerous creatures; this hunter could be pursuing an ankheg or a displacer beast.

## THARASHK HUNTER

Medium Humanoid (Half-orc), Neutral

AC 16 Initiative +2 (12)

HP 55 (10d8 + 10)

Speed 30 ft. (40 ft. with *Longstrider*)

	MOD SAVE		MOD SAVE		MOD SAVE			
<b>STR</b> 16	+3	+3	<b>DEX</b> 15	+2	+2	<b>CON</b> 13	+1	+1
<b>INT</b> 10	+0	+0	<b>WIS</b> 15	+2	+2	<b>CHA</b> 10	+0	+0

**Skills** Athletics +5, Perception +4, Survival +4

**Gear** Spear, Shortbow, Hide Armor, Shield

**Senses** Passive Perception 14

**Languages** Common, Goblin, Orc

**CR** 2 (XP 450; PB +2)

### ACTIONS

**Multiattack.** The Tharashk hunter makes two Spear Thrust attacks and uses Set a Trap.

**Spear Thrust.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage, and the Tharashk hunter pushes the target 5 feet back.

**Shortbow.** *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

**Set a Trap.** The Tharashk hunter creates a magical trap in an unoccupied space within 5 feet. A trap persists for 10 minutes or until it is triggered. The Tharashk hunter can use an Action on a subsequent turn to hide a trap it has set. A creature must succeed on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check to find a hidden trap. The Tharashk hunter can have no more than five traps active at any given time. If it places a sixth trap, the Tharashk hunter can choose one currently active trap to deactivate. *Dexterity Saving Throw:* DC 12, a creature that moved into the space. *Failure:* 13 (2d12) Piercing damage and the target has the Restrained condition. A Restrained creature can use an Action to make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on a success.

**Spellcasting.** The Tharashk hunter casts one of the following spells, requiring no Material components, using Wisdom as the spellcasting ability (spell save DC 12):

1/Day Each: *Hunter's Mark*, *Locate Object*, *Longstrider*

## WANDSLINGER

A flamboyant duelist with a sharp tongue, this wandslinger is always ready for the next challenger. They could be a wand for hire traveling from town to town. They might be a colorful caravan guard, or an equally colorful brigand preying on caravans.

### WANDSLINGER

Medium Humanoid (Wizard, Any), Any Alignment

AC 14 Initiative +2 (12)  
HP 31 (6d8)  
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	8	-1	-1	DEX	15	+2	+2	CON	10	+0	+0
INT	14	+2	+2	WIS	13	+1	+1	CHA	12	+1	+1

**Skills** Acrobatics +3, Arcana +4, Perception +3

**Gear** Rapier, Studded Leather Armor

**Senses** Passive Perception 13

**Languages** Any two languages

**CR** 2 (XP 450; PB +2)

### TRAITS

**Quickdraw.** During its first turn, the wandslinger has Advantage on attack rolls against any creature that hasn't taken a turn, and any hit the wandslinger scores against such a creature is a Critical Hit.

### ACTIONS

**Rapier.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 +2) Piercing damage.

**Arcane Blast.** *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 13 (2d10 + 2) Force damage.

**Spellcasting.** The wandslinger casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At Will: *Prestidigitation, True Strike*  
1/Day Each: *Absorb Elements, Shield*

### BONUS ACTIONS

**Taunt (2/Day).** *Charisma Saving Throw:* DC 12, one creature within 30 feet that can hear the wandslinger. *Failure:* The target has Disadvantage on ability checks, attack rolls, and saving throws until the start of the wandslinger's next turn.

## WESTWIND RIDER

The Westwind Riders are an elite force stationed at the fortress of Orcbone, charged to protect the Brelish border from all threats and to enforce the Code of Galifar on the Border Road. Anyone in trouble on the Road hopes for a band of Westwind Riders to appear on the horizon. This Stat Block represents a skilled rider, but Westwind Riders can also use the **Knight** or **Veteran** stat blocks.

### WESTWIND RIDER

Medium Humanoid (Any), Any Alignment

AC 18 Initiative +2 (12)  
HP 52 (8d8 + 16)  
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	16	+3	+3	DEX	14	+2	+4	CON	13	+1	+1
INT	11	+0	+0	WIS	15	+2	+4	CHA	11	+0	+0

**Skills** Acrobatics +4, Animal Handling +4

**Gear** Longsword, Chain Mail, Shield

**Senses** Passive Perception 14

**Languages** Common, Goblin

**CR** 3 (XP 700; PB +2)

### TRAITS

**Patriotic Outrider.** If the westwind rider has neither the Incapacitated or Frightened condition, friendly creatures within 30 feet that can see it gain Advantage on Wisdom and Charisma saving throws.

### ACTIONS

**Multiattack.** The westwind rider makes two Lance or Longsword attacks, in any combination.

**Lance.** *Melee Attack Roll:* +5 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the westwind rider is mounted and directed its mount to move at least 10 feet straight toward a target immediately before the hit, the target takes an extra 11 (2d10) Piercing damage and, if it is Huge or smaller, it is pushed up to 10 feet away and has the Prone condition.

**Longsword.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage or 8 (1d10 + 3) Slashing damage if used with two hands.

**Arcane Blast.** *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 13 (2d10 + 2) Force damage.

### REACTIONS

**Take Heart!** *Trigger:* A creature that the westwind rider can see, and who can see or hear the westwind rider, is hit by a melee attack. *Response:* The target adds 2 to its AC against the attack.





# CHAPTER 7: HEART OF STONE

**H**earth of Stone” is an introductory adventure for the *Eberon* campaign setting for a party of five 1st-level characters. The adventure takes place in the town of Quickstone on the western border of Breland, where the nation abuts Droaam, the nation of monsters. Characters will advance to 5th level by the end of the adventure.

## RUNNING THE ADVENTURE

This adventure requires the fifth edition D&D rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). You should read the entire adventure before attempting to run it. If you'd prefer to play, you shouldn't read any farther.

The *Monster Manual* contains statistics for many of the creatures found in this adventure, whereas others are found in chapter 5. When a creature's name appears in **bold** type, that's a visual cue pointing you to the creature's stat block in the *Monster Manual* or chapter 5. If the stat block appears elsewhere, the adventure's text tells you so.

## SUMMARY

When a quickstone quarrying operation breaks into the site of a magical seal, a cult of the daelkyr Orlassk is unleashed upon the region. The player characters must gather scattered artifacts in order to repair the seal, and shut away Orlassk and its minions for good.

The structure of this adventure is as follows:

**Part 1:** The player characters are traveling to Quickstone on a newly constructed lightning rail line when the elemental-powered train is attacked by kobold bandits. The kobolds' leader, a gargoyle cultist, steals a valuable and mysterious dagger from the train's pilot.

**Part 2:** Arriving in Quickstone to a hero's welcome, the player characters are asked to investigate an accident at a quarry close to town. There they find a sinkhole leading to an ancient seal on the prison of the daelkyr Orlassk.

**Part 3:** The player characters must search the lands around Quickstone for a set of ancient blades that serve as keys for the seal. They will treat with a medusa, search the body of a fallen warforged titan, explore a vision with a druid, and save the kobolds from the Cult of Stone.

**Part 4:** With the player characters having found the seal blades, the Cult of Stone makes a move against

Quickstone. In the aftermath of the battle, the player characters delve into Orlassk's demiplane and fix the seal once and for all.

## THE THREAT

Thousands of years ago, the goblinoid Empire of Dhakaan was brought to its knees by an invasion of the daelkyr—powerful extraplanar beings of madness incarnate. The war only came to an end when Gatekeeper druids of the orc clans of the Shadow Marches locked the daelkyr away with magical seals. Those seals are now scattered across Khorvaire; some lost, others carefully guarded.

The daelkyr Orlassk held the most sway in the region surrounding the town of Quickstone. As the master of stone, Orlassk's influence may be responsible for the creation of the quickstone mineral the town takes its name from. A portion of the seal on Orlassk's prison is located beneath the quarries south of Quickstone, with a lock tied to five key artifacts, each taking the shape of a byeshk-metal weapon: the *Stonebane Blades*. Once the magical seal was activated, these blades were distributed among the peoples of the region for safekeeping:

- The *Stonebane Longsword* was given to the hobgoblin warriors of Cazhaak Draal, and remained there even after the city fell. It was unearthed many millennia later by medusas when they emerged from Khyber and claimed the ruined city.
- The *Stonebane Shortsword* was given to a great *duur'kala*, a hobgoblin bard. It was interred with her body after she died, and remains buried with her to this day.
- The *Stonebane Dagger* was given to the kobolds of the Graywall mountains. The dagger remained in their possession for dozens of generations, but was stolen by Brelish soldiers during the Last War.
- The *Stonebane Greataxe* was intended for the minotaurs inhabiting the region now known as Turakbar's Fist, but it never made it to them. It can be found at the site of the seal.
- The *Stonebane Sickle* was given to the orcish Gatekeeper druids, to be kept safe by mystical druidic means.

Now, however, Orlassk's seal is beginning to weaken, and the daelkyr's influence is growing. When a quarrying accident opened a sinkhole into the seal's chamber, a gargoyle named Diorite escaped her entombment. Ever loyal to her master, Diorite now seeks to recover the five *Stonebane Blades* in order to fully unlock the weakening seal and unleash Orlassk's hosts upon the region once again. Diorite's first targets



were a tribe of kobolds in the Graywall mountains, whom she quickly brought under her control. Finding that the kobolds had recently lost possession of the *Stonebane Dagger*, she has coerced them into launching an attack on the lightning rail to steal it back.

## CAST OF CHARACTERS

Though many of the characters the players can meet during the course of this adventure are introduced in prior chapters, the following are unique to this story:

**Diorite, the Gray Lady** (DAI-ur-ite, she/her). A female gargoyle who had been trapped beneath the quarry near the town of Quickstone. With the seal failing and the ruins uncovered, Diorite is searching for the five *Stonebane Blades* in order to free her patron, the daelkyr Orlassk.

**Percival d'Orien** (PER-sih-vul, he/him). An heir of House Orien bearing the Mark of Passage. He pilots the Westward Cascade, a lightning rail train that travels the line that runs between Quickstone and Wroat. He meets an unfortunate fate.

**Hiraad'an Torr**n (hih-RAHD-an TORN, she/her). A middle-aged female orc, and a representative of the

Gatekeeper druidic sect in Quickstone. Though she belongs to the Torr'n clan of House Tharashk, she is not dragonmarked and does not involve herself in House business.

**Cha'ash** (Cha-ASH, she/her). A female hobgoblin stone chanter who was left in charge of the quickstone quarrying operations while foreman Gareth Stone was out of town. She becomes trapped in the Treacherous quarry site with her young human apprentice **Seth** (he/him).

**Graaz'ka** (grahz-KA, he/him). A male kobold and leader of the Cult of Stone among the Komaaz'Dhaal clan. He is second to Diorite, and is prepared to pledge everything his clan can offer to her cause.

**Variz'ka** (va-RIZ-ka, she/her). A female kobold and the leader of the resistance against the Cult of Stone's grip on the Komaaz'Dhaal kobold clan. She is wary of outsiders, but willing to accept help to crush Graaz'ka and Diorite.

**Vvarand'an** (vah-RAND-an, he/him). An orcish Gatekeeper druid who fought against Orlassk's minions in a bygone age. He was the caretaker of the *Stonebane Sickle*, and later gives it to the player characters in a vision.

# PART 1: THE WESTWARD CASCADE

In this section:

- The player characters begin the adventure on a lightning rail train to Quickstone.
- They each have a chance to introduce themselves and explore their connections to the town, as well as mingle with several non-player characters that show up again in the future.
- The lightning rail is attacked by a band of kobolds riding flying bats. Their leader, a gargoyle, kills the train's pilot and steals his purple-bladed dagger.
- The player characters must do all they can to prevent a disaster as the train hurtles out of control.

## TICKETS, PLEASE!

The adventure begins with the player characters traveling on the Westward Cascade—a lightning rail train heading west towards the town of Quickstone. Read the following:

The arid lands of western Breland rush past the window of your carriage, speeding you onwards towards the promise and riches of the up-and-coming town of Quickstone. The floor gently sways as the carriage floats above its rail of stone conductors, and lightning snaps and crackles over the roof and windows outside. Each of you sits on a crate or box inside a freight car located behind the catering car. These 'seats' serve as benches that allow the freight car to transport people in addition to freight.

Several others have joined you in the makeshift passenger carriage: a dwarf stone worker in heavy overalls with a bundle of miner's picks; a halfling business person with a cheery smile and a case of goods for the frontier; an orc woman in a scaled cloak watching the world go by; and a half-elf reporter gently scribbling away at their notepad.

A human man enters the carriage. He is wearing the livery of House Orien, and has an unsheathed purple-hued metal dagger in pride of place on his belt. He looks around briefly before calling out, "Tickets, please!"

The new arrival is Percival d'Orien. He is taking a break from manning the lightning rail's helm to collect the tickets from the passengers in this carriage. The train can maintain its course for a short while without direct piloting—so long as nothing unusual happens.

As Percival visits each of the characters in turn to inspect their tickets, allow each player a chance to describe their character to the rest of the group. Percival will make small talk as he goes, though he

has little interest in the answers—he is eager to return to the locomotive to more closely monitor and guide the train's elemental. However, you should use this moment to establish each of the player characters' relationships with the town of Quickstone. If they aren't sure, encourage players to choose from one of the following options:

- "I am from the region surrounding Quickstone, and I'm returning home after a long absence."
- "Quickstone is my home, and I have business there."
- "I am not from Quickstone, but I have heritage in the region."
- "I am from Breland (or one of the other Five Nations) and I'm heading west for the promise of opportunity."
- "I am from Droaam, and Quickstone is on my way home."

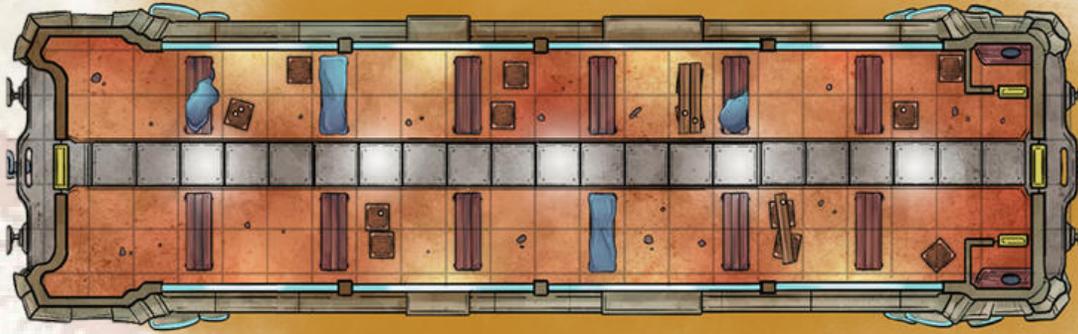
Several other folks are making the journey west. Player characters may approach them on their own initiative, or you may wish for one or two of them to overhear the player characters' small talk with Percival and come over to introduce themselves.

**Gareth Stone** (male dwarf, he/him) is an elderly stone chanter (see chapter 3)—a magewright who specializes in quarrying and manipulating quickstone. He also serves on Quickstone's town council. He is excited to get back to work at the quarry after having traveled to Wroat to source tools and materials, though he's apprehensive about how they've been getting on without him.

**Daff d'Jorasco** (male halfling, he/him) is a colorful but capable apothecary returning to his clinic, the Patchery (see chapter 3) with new wares. He will offer a free sample of manticore flower petals to anyone that speaks to him. They give any tea blend or healing potion a delightful tang.

**Hiraad'an Torr**n (female orc, she/her) is a middle-aged orc wearing tough traveling clothes and a rustling cloak of dried reptilian scales. She is a druid of the Gatekeeper sect and a member of House Tharashk—though she is not dragonmarked and does not involve herself in House business. She is traveling to Quickstone to see about renovating an old shrine near the town. She gladly talks about her faith, especially with another Gatekeeper, but remains cryptic about her purpose in renovating the shrine.

**Isti Devir** (male half-elf, they/them) is a reporter for the *Sharn Inquisitive* branch in Quickstone (see chapter 3). In contrast to the other passengers, Isti actively approaches and talks to player characters in search of an interesting angle for a feature story they're writing about Quickstone.



## PASSENGER CAR

Beyond the Westward Cascade’s passenger car, the characters can move forward towards the catering car and then the locomotive, or backwards towards the cargo car. When the characters have talked to everyone they wish to, move on to “Inevitable Attack!”.

## INEVITABLE ATTACK!

Once the players have introduced themselves and interacted with the other travelers, the inciting incident kicks off!

### A. PASSENGER CAR

When you’re ready to start the event, read:

Conversations trickle to an end as a large shadow falls over the passenger car. Moments later, there is a loud crash as the north side window explodes inward, showering the passengers with fragments of glass. A squad of scaly kobolds dive into the carriage through the opening, drawing their weapons as they land.

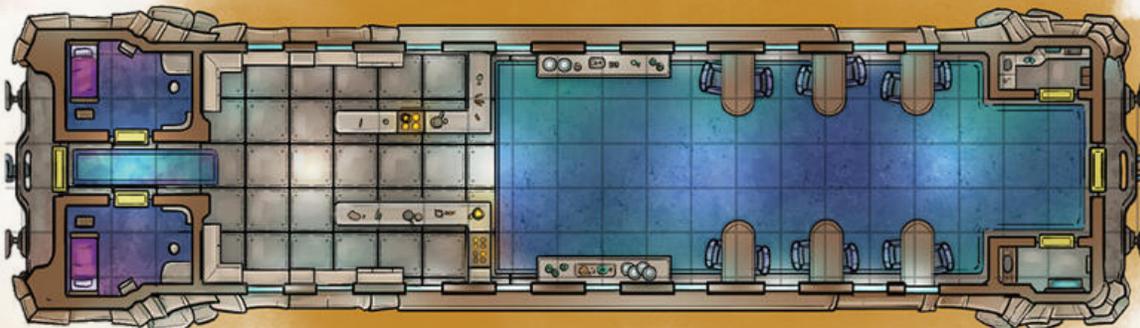
“For the Stone!” they cry, barking and chattering as they move against the passengers in a frenzy. Having unloaded the marauders, a giant bat leaps from the window back into the open air, with a fourth kobold on its back.

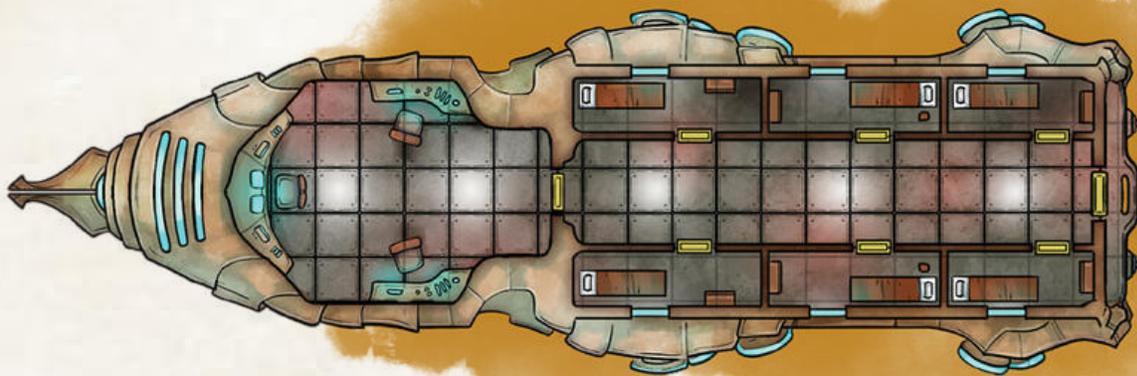
Three **Kobolds** (MM page 195) dive through the window into the car to harass the passengers, while another **Kobold** mounted on a **Giant Bat** (MM page 323) will sling rocks from a distance.

On Initiative count 0 of each round of combat, one of the NPCs will offer aid in the battle. Choose from one of the following:

- Daff d’Jorasco calls out that his wares can help the player characters. He provides one free *Potion of Healing* to whoever comes to him first, and will offer up a second potion to a character that made a particularly positive impression on him before the attack.
- Hiraad’an Torrnr struggles to her feet, shakes glass shards off her scaled cloak, and casts *Aid* or *Spare the Dying* on the player characters.
- Stocked up with quarrying tools, Gareth Stone hefts a miner’s pick and tries to knock around the kobolds. He uses an Unarmed Strike to Shove one kobold he can reach. He has a +4 bonus to attacks and Strength (Athletics) checks.
- Isti Devir starts drafting a story about the players’ heroic actions... by reciting it aloud. They grant one player character a d6 Bardic Inspiration die.

## CATERING CAR





LOCOMOTIVE

At the start of the second round, read:

Another crash of broken glass and wood emanates from the carriage ahead. A screaming halfling chef pushes his way through, dropping his hat as he runs.

The intention here is to impress upon the players that the kobolds have launched their attack along the full length of the Westward Cascade. Whenever any player follows the battle up the train into the Catering Car and Locomotive, see sections B and C.

## B. CATERING CAR

Once the players move into the dining car, read:

The door opens to a cacophony of shattering plates, clattering pots, screaming staff, and wind howling through another broken window. A giant bat gorges on food near an upturned table, ignoring the volley of tableware and muffins thrown its way by the chefs.

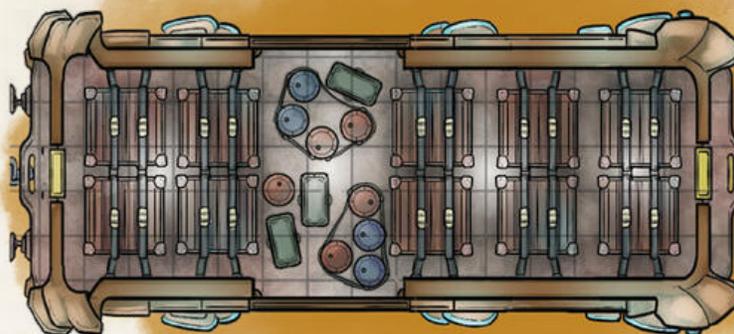
At the far end of the room, a kobold wielding a spear and a heavy stone shield defends the iron door at the far end. The stone shield shimmers with an eldritch glow.

Here a **Giant Bat** stands between the player characters and the door to the locomotive, which is itself defended by a **Kobold Dragonshield** (MotM page 163). The kobold has the following additional ability:

**Immovable Bastion.** The kobold has resistance to all damage unless it is Grappled, Incapacitated, Prone, or Restrained, or if it loses its Shield.

A character that witnesses the kobold defending against any attack can recognise how to bypass the Immovable Bastion ability by succeeding on a DC 12 Intelligence (Arcana) check. This kobold will do all it can to prevent anyone from moving into the locomotive, and will not leave its post unless directly ordered to do so by its leader. Consider using this encounter to introduce new players to special actions such as Grapple and Shove.

Characters can find ingredients, utensils, and equipment in the kitchen to help them in battle. Oil flasks (PHB page 227) are freely available on the counter tops, along with a single flask of Alchemist's Fire (PHB page 222) and a lone vial of Acid (PHB page 222). A creature that is shoved into a flaming stovetop or oven takes 1d6 Fire damage.



LUGGAGE CAR

## C. LOCOMOTIVE

When the players first enter the locomotive, read:

Crackles of lightning surge over the crystal shard at the heart of the locomotive's magical engine, painting flickering shadows across the walls. The train's pilot—the human man who collected your tickets—is being held aloft in one hand by a tall woman with curved horns and a pair of rough-hewn wings. Her mottled stone skin is patterned with black and white rings. She extracts the pilot's distinct purple-hued dagger from where it's embedded in his chest, before throwing his lifeless body to the ground.

The stone woman is Diorite, the Gray Lady (female gargoyle, she/her), a cultist in service of Orlassk, the daelkyr known as the Lord of Stone. Following her release from the seal at the Quickstone quarry, she led this band of kobolds to attack the Westward Cascade in order to retrieve the byeshk dagger that had made its way into Percival d'Orien's possession. Now that she has it, she only needs to escape.

Diorite is not here for a discussion. Once confronted, she uses her stone claws to crack the Khyber dragonshard at the heart of the magical device powering the lightning rail. The ensuing burst of lightning blasts a hole in the roof of the carriage, creating an exit point for Diorite to make her escape as quickly as she can. Though she will fight if necessary, Diorite prioritizes flying away over killing any of the player characters that confront her; they're not worth her time. Any remaining kobolds will return to their mounts and escape too.

### THWARTING DIORITE'S ESCAPE

Diorite's stat block can be found in Part 4, "Battle for the Seal". As a tough gargoyle with a 60 ft. Fly Speed, it's unlikely that 1st-level player characters will be able to prevent her escape or catch her in flight. As DM, it should be your goal to have her get away so she can return as a recurring villain. However, players sometimes exceed expectations, or the dice might go against Diorite's favor. In these cases, you should still allow for Diorite's escape, perhaps by having her merge with the stone ground or teleport away. However, you can reward the players by having her leave the byeshk dagger behind, effectively forcing her to abandon the attack as a failure. The byeshk dagger is the *Stonebane Dagger* (see chapter 5). If you take this route, you should make the following changes to the adventure: i) the inscriptions at Orlassk's seal in the Treacherous quarry (section "D. The Seal", room E) will suggest the kobold tribes were given a *pair* of daggers, and the statue is posed as if holding both; ii) the byeshk dagger the characters can find in the shrine in the Komaaz'Dhaal kobold warrens (Part 3, room F) is the *second* dagger, waiting to be reunited with the one Diorite planned to take from Percival.

Once Diorite escapes, the damage to the Westward Cascade may lead to catastrophe. Move on to the next section, "Runaway Train."

## RUNAWAY TRAIN

Once Diorite has flown away, read:

A thunderclap crashes over the sounds of the battle's aftermath, as a great crack spreads across the dragonshard at the heart of the locomotive's engine. The train lurches and drifts over the conductor stone track, and then starts to speed up. As the buildings of the town of Quickstone peek over the horizon, the lightning rail hurtles toward disaster!

Percival d'Orien, the train's pilot, has died from his wounds, and there's no one else left to bring the train to a controlled stop. The player characters must band together to find a way to slow down or halt the locomotive before it crashes into the station at Quickstone.

Encourage your players to get creative with the methods they choose to tackle the problem, and allow them to attempt a relevant ability check to pull off their plans. The following are some common ideas:

**Fix the Engine.** A character can make a DC 12

Intelligence (Arcana) check to attempt to perform some quick repairs to the Khyber dragonshard at the heart of the locomotive's engine, using spare parts located in the locomotive. A character with proficiency in Tinker's Tools can also add their Proficiency Bonus to the check.

**Calm the Elemental.** The Khyber dragonshard at the heart of the lightning rail houses an air elemental, which is straining against its bonds, reacting furiously and unpredictably. A character touching the dragonshard can make a DC 12 Charisma (Persuasion or Intimidation) check to help calm the elemental. A character with the Mark of Passage has Advantage on the check.

**Engage the Brakes.** With a successful DC 12 Intelligence (Investigation) check, a character can locate and operate a mechanism that engages a series of anchors to help slow the train.

**Organize the Crowd.** A character can spur the crowd to action or prevent panic with a DC 12 Charisma (Persuasion or Intimidation) check.

**Free the Elemental.** A character can help release the enraged air elemental by making a DC 12 Strength (Athletics) to shatter a portion of the Khyber dragonshard that binds it.



**Abandon Ship!** If a character decides that the time has come to jump, they can make a DC 12 Dexterity (Acrobatics) check to land as safely as possible. They take 5 (2d4) Bludgeoning damage on a failed check, or half as much on a successful one. If all characters abandon the locomotive, it will crash into the station (see below).

No single fix is going to bring the train to a safe stop. If the characters succeed on a number of ability checks equal to the number of characters in the party, the lightning rail train slows down just in the nick of time, as it arrives at the Quickstone station. However, each time a character fails, the situation becomes worse:

**First & Second Failure.** The character performing the ability check is struck by an arc of lightning, taking 3 (1d6) Lightning damage. The fixings between the cars begin to weaken as they're thrown around in the chaos.

**Third Failure.** The character performing the ability check is struck by an arc of lightning, taking 3 (1d6) Lightning damage. Then, the cargo car detaches from the back of the train, and crashes to the ground in a cloud of dust, smoke, and lightning. Anyone aboard the cargo car takes 3d6 (21) Bludgeoning damage and 3d6 (21) Lightning damage—they are very likely to die.

**Fourth Failure.** The party is too late! The lightning rail crashes into the station at Quickstone.

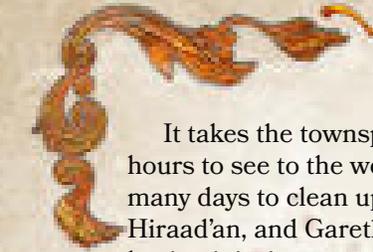
If the characters are successful in bringing the lightning rail to a stop, read:

The buildings on the outskirts of town shake and sway as the Westward Cascade careens into Quickstone. The terminus station rushes closer by the second. Then, there's a beat of silence as the storm raging in the train's engine suddenly ceases. The emergency brakes kick in as the elemental retreats to its crystalline home. The locomotive silently glides past the station's awnings, and then the sound of twisting metal heralds the train's cowcatcher crashing into the barrier at the west end of the station. Though the passengers are thrown across the floor by the sudden deceleration, they seem uninjured.

If the characters suffer four failures, read:

Despite your best efforts, the Westward Cascade barrels through Quickstone, careening past the terminus station at nearly full speed. There is only a heartbeat to escape as the locomotive slams into the barriers at the west end of the station, bursting into a storm of crackling lightning, twisted metal, and splintering wood.

Characters aboard the lightning rail may make a DC 12 Dexterity saving throw to jump clear of the crash, taking 10 (4d4) Bludgeoning damage on a failed save, or half as much on a successful one.



It takes the townspeople of Quickstone several hours to see to the wellbeing of the survivors, and many days to clean up the wreckage. While Daff, Isti, Hiraad'an, and Gareth survive the crash with minor-to-lasting injuries, you may wish to roll saving throws for other characters you established during the scene—on a failed save, they will have been killed in the crash.

## THE DUST SETTLES

Once the player characters have picked themselves up and done what they can at the scene of the crash (or near-crash), the local law enforcement will arrive on the scene. Read the following:

The ground shakes under the heavy footfalls of a towering warforged with the Brelish bear embossed into his chest plate. He stares agape at the scene, then speaks in flat tones, "What is the meaning of all this?"

This is Sheriff Constable (male warforged, he/him), a warforged juggernaut tasked with maintaining law and order in Quickstone (see chapter 3). Constable will listen carefully to anything the characters tell him, and will demand that they accompany him to a meeting with the Magistrate once they have had a chance to rest. He sets their meeting for dawn at the town hall, and offers them accommodations in the meantime.

If Constable is satisfied that the characters made a good effort to prevent disaster, he offers them free rooms at the Gold Dragon Inn (see chapter 3). Otherwise, he offers them free rooms at the Crown (see chapter 3).

Player characters should advance to level 2 when they rest. Move on to Part 2.

## PART 2: WELCOME TO QUICKSTONE

In this section:

- The player characters meet several key non-player characters in Quickstone, including Constable, the Magistrate, and Emissary Tashka.
- They are asked to investigate the circumstances of the attack on the lightning rail, following the trail to speak with members of House Orien, the Grizzlies, and the Khaar'paal kobolds.
- The Magistrate asks the characters to investigate an accident at one of the town's quickstone quarries, leading to the discovery of a mysterious seal on Orlassk's prison.

## MEETING THE MAGISTRATE

When the characters head to the town hall to meet the Magistrate, read:

Sheriff Constable meets you outside the town hall, and leads you inside towards the offices of the town's administration. The halls are generally well maintained, if a little rough around the edges.

Constable leads you into a room with a large desk, where a slight warforged wearing a gold chain of office is busy writing. Another figure stands beside them—a medusa woman with a mane of red striped snakes. Her eyes are firmly bound in a blindfold.

"Good morning," the warforged says, barely glancing up from their work. "I am Facet, though please address me as Magistrate. May I also introduce Emissary Tashka of Cazaak Draal," they wave a hand to the medusa woman at their side. The medusa nods in greeting. "Now, please do tell me what happened."

Facet, the Magistrate (warforged, they/them, see chapter 3) has invited Tashka (female medusa, she/her), the emissary from Cazaak Draal (see chapter 3), to sit in on the meeting. The Magistrate's aim is to learn all they can about the threat to the town, while Tashka wishes to ensure that her faith (and potential investment) in Quickstone is well placed.

You should use leading questions from the Magistrate and Tashka to refresh in the players' minds the following key facts about what happened:

- Kobolds attacked the train from the sky, arriving on giant bats.
- The characters were accompanied by a female gargoyle, who attacked and killed the train's pilot.
- The gargoyle stole the pilot's purple-hued dagger before escaping.

At the conclusion of the discussion, the Magistrate tells the characters they are impressed with their handling of the situation. Additionally, they wish to deputize the characters to help in their investigation of the incident. They would like the characters to look into two outstanding mysteries:

- Why would the gargoyle steal the pilot's dagger?
- Where have these kobolds come from?

The characters can begin to find the answers to these questions by exploring the town of Quickstone and speaking with its many inhabitants. The Magistrate will provide the characters with a labeled map of the town to help identify possible leads. Allow the players the chance to look over the map and express their own ideas, but if pressed, the Magistrate points out the House Orien offices of the lightning rail station and the Khaar'paal kobold tribe as likely leads.

The Magistrate offers the characters free room and board at their choice of the Crown or the Gold Dragon Inn for the duration of their investigation. They will also offer each character a 10 GP wage for their services, half to be paid upfront. They can be talked up to 15 GP each with a successful DC 16 Charisma (Persuasion) check.

When the characters are ready to begin their investigation, read the following, then move on to the next section, "Investigations":

As you leave the Magistrate's office, Tashka offers the warforged a quip, "Well, this seems as good a trial as any. I look forward to you proving you can support this place, Magistrate."

## TASHKA ENCOUNTER 1: FIRST IMPRESSIONS

Throughout this adventure, the player characters will have many chances to speak with the medusa emissary Tashka, and make a lasting impression on her. The player characters can earn or lose points of Favor during each encounter with Tashka, depending on their actions, choices, and outcomes. The characters' relationship with Tashka comes to a head in "The Emissary" in Part 3, where her favor will determine the level of aid she will offer in the latter stages of the adventure. You should refrain from telling the player characters the number of Favor points they have earned.

Characters earn or lose Favor during the meeting with the Magistrate in the following ways. Each action is scored only once.

### FIRST IMPRESSIONS FAVOR

Favor	Action
+1	The characters formally introduce themselves to Tashka without further prompting from the Magistrate.
+1	The characters show positive interest in Tashka's people and her home, Cazhaak Draal.
+1	The characters successfully convince the Magistrate to offer them more money.
-1	The characters voice misgivings about Droaam, medusas, or other so-called 'monstrous' races.

## INVESTIGATIONS

While the primary purpose of this scene is to reveal more about the dagger and the kobolds, another major goal is to give the characters a chance to explore Quickstone and meet some of the people and factions that have made a home there. Ideally, the characters should discover the following key facts:

- The pilot's dagger is a relic looted by Brelish soldiers.
- The kobold bandits are likely from the foothills of the Graywall Mountains to the south of Quickstone. (The characters may or may not learn the name of the Komaaz'Dhaal clan and the Skomaaz Valley.)

When the characters finish their investigations and return to the Magistrate, move on to "Traacherous Quarry". If the characters only discover one of the important facts above but then seem lost or eager for a change in direction, have Constable track down the characters and ask them to meet with the Magistrate with the utmost urgency.

Characters who ask around Quickstone for anyone that knows of the pilot Percival d'Orien or his dagger can make a DC 8 Intelligence (Investigation) or Charisma (Investigation) check to learn that Percival spent much of his time at the Orien Station and the Grizzlies' camp. These locations are detailed in the "Investigations" section of Part 2 if the characters follow up on those leads.

Characters who ask around Quickstone about kobolds can make the same check to discover that there are many kobolds making their home in the Tents on the east side of town. See "Kobold Tents" in Part 2 if the characters follow up on that lead.

## ORIEN STATION

Orien Station is one of Quickstone's most important economic assets (see chapter 3). When the characters arrive at the station, read:

Located in pride of place in central Quickstone, Orien Station is abuzz with activity in the wake of the recent disaster. Dozens of workers are busy repairing the track, the station, and the lightning rail itself. Humans and kobolds are the most numerous of the workforce, though the dwarf stationmaster is busy barking orders to his crew. A middle-aged human man watches quietly from an upper floor window. He appears immaculate in dress and manner, and has a dragonmark curling up his neck.

The station is staffed by three major characters: Lord Seneschal Emerick d'Orien (male human, he/him) is one of the most important dragonmarked heirs in Breland. If the characters successfully prevented the lightning rail from crashing, he will emerge from his offices to offer them a sincere thank you. However, he leaves everything further to his personal operative (and city councilor), Rhia d'Orien (female human, she/her), and stationmaster Bruus Tayne (male dwarf, he/him).

Both Rhia and Bruus knew Percival well, and they are happy to take a question or two from the player characters. However, a Charisma (Persuasion) check (or some other creative ability check) will be necessary to get either of them to take a break from work to speak in detail. The information they take the time to reveal is based on the result of the ability check:

### Orien Station Information

Result	Information
11 or less	Percival had piloted the lightning rail in the western reaches of Breland for most of his career—he was new to Quickstone but had a long history in the region.
12+	Percival always carried a purple-hued dagger that was handed down to him by his father.
15+	Percival often bragged that the dagger was made of precious 'byeshk', a purplish metal with magical properties that is mined in the Byeshk and Graywall Mountains.
18+	Percival always seemed embarrassed or ashamed about wearing the dagger around the kobold workers.

If the characters ask either Rhia or Bruus about the kobold workers, they tell them that they are a reliable workforce that make their home in the Tents on the east side of Quickstone. Characters can learn more about them there—the kobolds here are too busy to drop their work and talk.

### GRIZZLY CAMP

The Grizzly Camp is in the northern section of the Tents, close to the historic walls of Quickstone (see chapter 3). The Grizzlies are Brelish veterans gifted land by Count ir'Blis. When the player characters arrive at the camp, read:

As you approach the tents along the western edge of the town, the Grizzly camp clearly stands out. Tents are pitched in rows with military order, each dyed a proud Brelish blue. A militia of ex-soldiers practices drills in the camp's center. They are led by their sergeant, a human woman with a heavy warhammer resting on her shoulder.

The sergeant is Jessa Grain (female human, she/her), who serves as a town councilor. She is keen to do her duty to Quickstone, especially given her loyalty to Count ir'Blis, but she is wary of outsiders. The characters may also seek out ranking officer Lt. Jovi Olan (male human, he/him) if they'd like a different perspective. A Charisma (Persuasion) check (or some other creative ability check) will be necessary to get either of them to open up to strangers about Percival or his father, Edmund Vance, their former comrade

in arms. Jessa may also be impressed with a show of martial skill, demonstrated by a Strength (Athletics) check. Characters that are visibly Brelish have Advantage on ability checks to interact with the Grizzlies, while characters that are visibly Droaamite or Cyran have Disadvantage. The information the Grizzlies reveal is based on the result of the ability check:

### GRIZZLIES INFORMATION

Result	Information
11 or less	Though his mother was a House Orien heir, Percival's late father was a Grizzlies veteran, Corporal Edmund Vance.
12+	Percival always carried a purple-hued dagger that was handed down to him by his father.
15+	Edmund found the dagger in this region when the Grizzlies were helping secure the Droaamish border against the rise of the Daughters of Sora Kell.
18+	When drunk, Edmund sometimes bragged about how he stole the dagger from the priest of a clan of mountain kobolds.

### KOBOLD TENTS

The kobolds in Quickstone are members of the Khaar'paal, a magically adept group that have come to Quickstone in the employ of House Orien (see chapter 3). When the player characters arrive, read:

You soon find the kobold camp on the southern side of the Tents. Dozens of kobolds bustle about their business among tents shaped like armadillo shells, sharing crafts and magical experiments. The crowd parts as a blue-scaled kobold with a belt holding several wands hurries up to you. "No more shifts today!" he snaps. "We must rest for best work!"

The kobold who approaches the player characters is Vanon'dor (male kobold, he/him), one of the leaders of the community who manages the workforce. He has heard about the characters' part in the train disaster, and blames them for any damage, no matter how much they insist they were trying to help. A Charisma (Persuasion) check (or some other creative ability check) will be necessary to get him to speak further about the kobolds of the region. He can also be impressed with a show of arcane ability, represented with an Intelligence (Arcana) check. Kobold or Droaamite characters have Advantage on their ability checks to interact with the Khaar'paal. The information that the kobolds reveal is based on the result of the ability check:

## KHAAR'PAAL INFORMATION

### Result Information

- | Result     | Information   |
|------------|---|
| 11 or less | The kobolds here were hired by House Orien to help construct the lightning rail, putting their innate magical expertise to good use. No Khaar'paal kobold would willingly attack the lightning rail—it is the source of their livelihood. The bandits must have been from a different clan. |
| 12+        | There are several non-Khaar'paal kobold warrens in the Graywall Mountains to the south of Quickstone. They are usually peaceful, but sometimes grudges and rivalries boil over.   |
| 15+        | Giant bats are raised by the Komaaz'Dhaal clan, whose warrens are in the Skomaaz Valley. The clan has been unusually quiet of late.   |
| 18+        | There are rumors that the Komaaz'Dhaal have turned their backs on traditional Cazhaak religious practices, and have been seduced by darker powers.  |

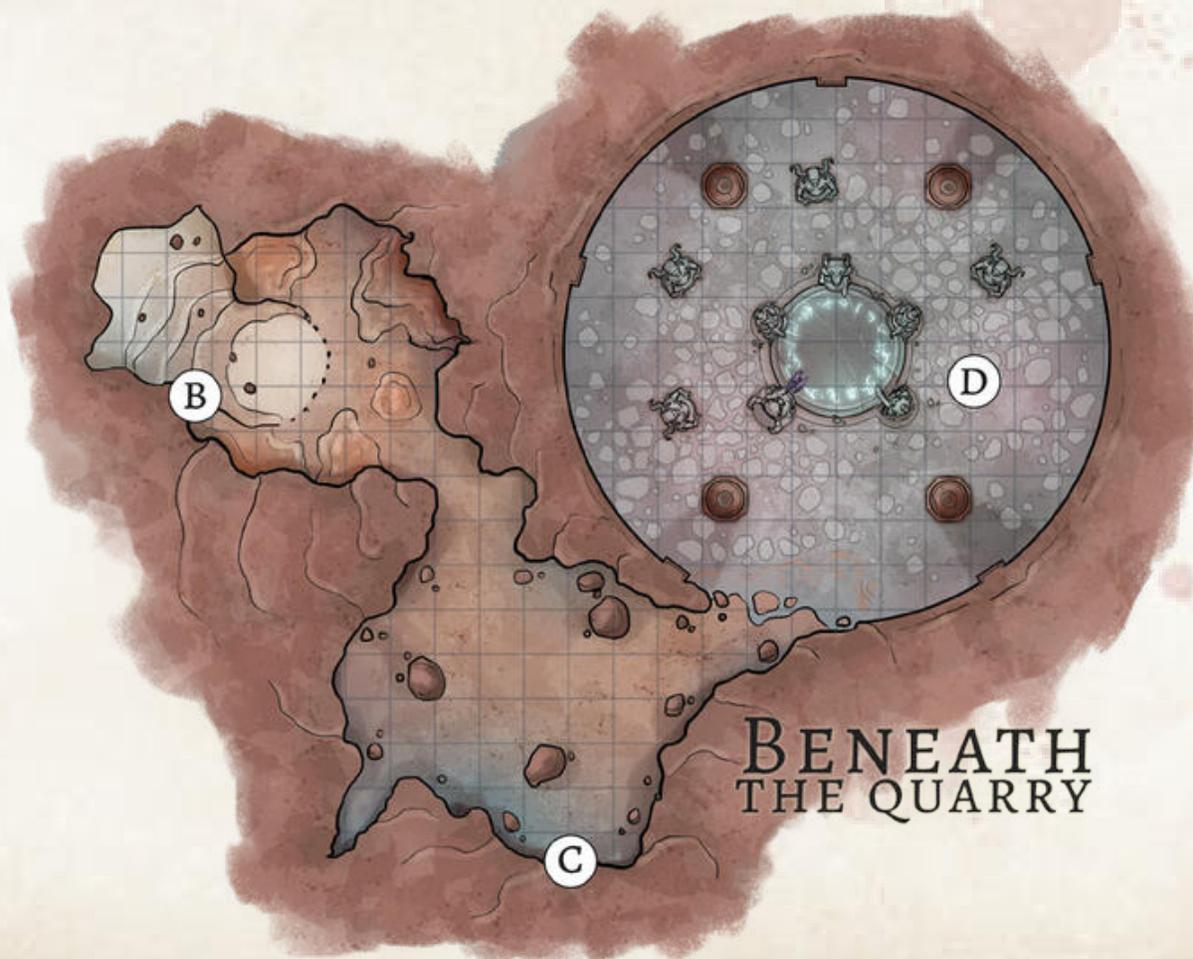
If the characters decide they should immediately follow the trail to the kobold bandits' lair, you may wish to skip ahead to "Kobold Warrens" in Part 3 and return to "Treacherous Quarry" once that section is concluded.

## TREACHEROUS QUARRY

Once the characters' investigation is well under way, Sheriff Constable will arrive with a message for them: the Magistrate has an urgent need to see them. When the characters return to the Magistrate's office in the town hall, read:

Even before you step into the Magistrate's office, you can hear voices raised in argument. Sure enough, you find the slight warforged in a heated discussion with an elderly dwarf—one of your fellow passengers on the Westward Cascade. Both quiet down upon your arrival. The Magistrate addresses the group, "It seems I may have another job for you."

The Magistrate has been brought dire news by Gareth Stone (male dwarf, he/him), town councilor and foreman to the quickstone quarries in the foothills south of town. While he was out of town, a subordinate of Gareth's authorized quarrying at a pit they call Treacherous, a name earned after a series of unexplained accidents occurred there early in the town's history. Gareth relays what the workers that escaped have told him: a portion of the quarry has collapsed, and there are reports of strange and terrible noises emerging from the depths.



BENEATH  
THE QUARRY

Gareth or his workers can answer the following questions about the site:

**What were the workers doing during the collapse?**

“Just singing the quickstone free, near as they’ll tell me. Same as we’ve always done. Just this time some kinda sinkhole opened up right underneath ‘em.”

**How many workers are trapped?** “Just two: A hobgoblin stone chanter named Cha’ash, and her human apprentice, a lad called Seth.”

**Who ordered the dig?** “Cha’ash. She’s always been ambitious, maybe even a little greedy, but I never thought she’d try something so plain stupid as re-opening Treacherous.”

**What do the noises sound like?** “Creatures of Khyber, if I ever heard ‘em. Screeches like demons, whispers like people, the weeping of children. Enough to give you nightmares for a month.”

The Magistrate offers 20 GP each to the player characters if they secure the site and rescue any trapped workers. Additionally, they will grant an advance in the form of a group stipend of 100 GP to spend at the Anvil—Bel Thiel and Jury d’Cannith’s smithy (see chapter 3).

When the characters are kitted up and arrive at the quarry, move on to part A and refer to the map as they head deeper into the sinkhole.

## A. ABANDONED QUARRY

When the characters arrive at the quarry, read:

The open-air quarry is about two hundred feet across, cut into levels that descend deeper like a crater cut into the Graywall foothills. Wooden ladders are secured to the sheer sides of each level. The ladders toward the top are, bizarrely, slightly sunken into the stone. Towards the bottom there is a makeshift workers’ camp, though it seems abandoned. At the very bottom, one side of the wall and part of the ground opens up into a sinkhole that descends into darkness.

Characters that wish to investigate the site can attempt the following checks:

**Investigate the Workers’ Camp.** Here the characters can find a half dozen miner’s picks, a War Pick, a Dungeoneer’s Pack and Mason’s Tools. With a successful DC 12 Intelligence (Investigation) check, players can discover a box of Daff d’Jorasco’s goods with two *Potions of Healing* remaining. The potions have a pleasing citrus aroma.

**Look Down the Hole.** The hole descends forty feet, and the bottom is lost to darkness. Characters with Darkvision can see vague movement to one side of the pit. A successful DC 13 Wisdom (Perception) check allows a character to hear a woman weakly calling for help.

**Search for Tracks.** Characters can identify who has been in and around the quarry with a Wisdom (Survival) check. On a 10+, they find the tracks of six quarry workers, though only four have left the site, corroborating Gareth’s story. On a 13+, they find the tracks of a heavy-footed bipedal creature, approximately human-sized, with large clawed toes. With a successful DC 16 Intelligence (Arcana or Nature) check, a character can recognise the tracks as belonging to a gargoyle.

## B. THE DESCENT

The quickstone walls of the sinkhole are quite inconsistent. Some parts are set and make for easy handholds, while others are slippery and malleable. Characters can successfully climb down the sinkhole walls with a DC 14 Strength (Athletics) check. On a failure, a character falls down to the puddle of soft clay at the bottom, taking 7 (2d6) Bludgeoning damage. A character can descend without danger using a Rope or a Climber’s Kit—however, the soft quickstone around the sinkhole means that any given rope can only safely secure up to 200 lbs.

When the first character reaches the bottom, read:

The sinkhole opens into a cave with a soft clay floor. Pools of stagnant water are scattered about the room, and wet stalactites reach down from the rough, uneven ceiling.

A panicked hobgoblin woman calls out weakly from nearby. “Help! I....can’t...breathe!” She’s trapped! Crushed beneath a flow of soft clay, which is still creeping slowly over her head. She likely has only minutes before being enveloped completely.

This is Cha’ash (female hobgoblin, she/her), the quarrier who authorized the operation. She needs the players’ help to escape with her life, but time is of the essence! From the point of first discovery, the characters only have time to perform eight actions between them, including descending the hole or making ability checks to help free her. No character may take more than three actions. The group must succeed on three checks to release her, but each check that fails by 5 or more will make the situation worse, and reduce the number of actions remaining before Cha’ash is engulfed by 1.

Any ability check made to help free Cha’ash is DC 13. Characters might use Strength (Athletics) or Intelligence (Arcana) in combination with a *Mold Earth* <sup>XGE</sup> spell, to directly remove clay. An Intelligence check with an appropriate tool proficiency could be used to construct a breathing hole for Cha’ash. As DM, you should suggest environmental features your players can use to support their ideas; be permissive and let them get creative.

If the characters successfully save Cha'ash and Seth (in chamber D), she 'resigns' as foreman and promises to give them her *Quickstone Whisperer* symbiont (see chapter 5) when she can get it removed back in town.

### C. ABERRANT ATTACK

When the characters enter the chamber, read:

The sound of gibbering and whispering echoes through the cave. Following the sound, you find a trio of monstrous goblinoids. Two of them appear to be a fusion of two beings, each with two faces squished together and four arms. The third creature swings along the ceiling with long tentacle-like arms. They are taunting a young human lad, who is doing his best to hide from them in a narrow crevice.

Cha'ash's apprentice Seth (male human, he/him) is trying to evade two **Dolgrims** (ERLW page 291) and a **Choker** (MotM page 76). The aberrations are taunting Seth as they try to dig him out. A sneaky character can approach them without discovery with a DC 11 Dexterity (Stealth) check. The aberrations are ancient, tortured creatures who have slipped out of the weakening seal; they will fight to the death for their own relief.

### D. THE SEAL

When the characters enter the deepest chamber, read:

The wet quickstone parts, opening to reveal the worked stone ruins of a grand circular chamber with metallic bracings. A 15-foot diameter flat circular slab engraved with gently glowing runes sits at the center of the chamber.

Five heroic statues stand around the slab, each with one arm outstretched over the center. The statues depict a kobold, a male hobgoblin warrior, a female hobgoblin singer, a male orc shrouded in a cloak of scales, and a minotaur wielding a greataxe. The minotaur's greataxe, clasped in the hand that is pointed towards the center of the stone slab, is forged of purple-hued metal.

Four more statues, of horned gargoyles with fierce claws reaching up towards the heroes, surround the central group of statues.

The sinkhole has uncovered one of the Seals of Orlassk, ancient magic designed to contain the daelkyr lord of stone and its minions. Engravings on the plinths of each of the heroic statues are written in Goblin and Orcish tongues, albeit with archaic phrasing. If she survives, Cha'ash can translate the text.



*Five blades to bind the stone, five heroes to bear them.  
The longsword to the warriors of Cazhaak Draal, bound  
by honor.  
The gladius to the duur'kala, who keep our treasured  
songs.  
The axe to the minotaurs of the Fist, wielding strength  
above all.  
The dagger to the kobolds of the mountains, kept by  
cunning.  
The sickle to the orcs of the wyrm, whose magic draws  
the seal.*

The player characters are not alone in this chamber. One of the gargoyle 'statues' clawing at the heroic ones is a hidden **Quickstone Gargoyle** (see chapter 6), and two **Piercers** (MM page 252) are waiting for their moment to drop from the roof of the chamber (25 feet high). These minions of Orlassk have been tasked by Diorite to watch the seal, but they won't attack the party until it is clear they have discovered the engravings, or until they take an interest in the greataxe in the minotaur statue's hands.

A character can learn the following about the seal and the chamber by inspecting the relevant parts:

**The Horned Statues.** A character that succeeds on a DC 13 Wisdom (Perception), Wisdom (Survival) or Intelligence (Investigation) check notices that the pattern of dust around the chamber implies a fifth gargoyle statue was standing beside the orc hero. (This is where Diorite once stood, until the sinkhole's collapse gave her a chance to escape and weaken the seal further.)

**The Stone Slab's Runes.** A character that succeeds on a DC 13 Intelligence (Arcana) check understands that the glowing runes belong to a powerful Abjuration spell keeping something locked away. The ancient runes seem dim, however, as if they have weakened over the millennia since the cave was sealed.

**The Purple Greataxe.** A character that succeeds on a DC 13 Intelligence (History) check or an Intelligence check using Smith's Tools recognizes that the greataxe in the minotaur statue's hand is made of byeshk—a purple-hued metal found in this region that is anathema to Aberrations. This Greataxe is the *Stonebane Greataxe* (see "Stonebane Weapons and the "Byeshk Weapons" sidebar in chapter 5). It is held firmly in the minotaur statue's grip, requiring a DC 18 Strength (Athletics) check to remove it. If removed, the greataxe is in good enough condition to wield.

If either Cha'ash or Seth survive their ordeals, they suggest to the characters that they should make a note of what they've found here and return to Quickstone; the Magistrate and Gareth Stone will certainly want to hear about this.

Once the player characters leave the sinkhole and return to Quickstone, they advance to level 3. Move on to Part 3 to debrief.

## PART 3: CHTHONIC COLLECT-A-THON

In this section:

- The player characters discuss their findings with the town leadership, and make plans to follow up four leads on recovering the blades that secure Orlassk's seal.
- **Kobold Warrens:** Recover the *Stonebane Dagger* from the kobold bandits, and perhaps gain their support by removing the stone cult leader.
- **The Gatekeeper's Tale:** Earn the orc druid's help, and her pledge of the *Stonebane Sickle*.
- **Gorgon's Folly:** Delve into the wreck of a warforged titan and recover the *Stonebane Shortsword* in the duur'kala's tomb.
- **The Emissary:** Claim the *Stonebane Longsword* by winning the medusa Tashka's favor.

## THE ROAD AHEAD

When the player characters return to Quickstone from the quarry, the Magistrate and Gareth Stone are eager to hear the news. They drop everything to meet with the characters at their earliest convenience, though they are happy to let them rest first. During the meeting, give your players the chance to explain everything they saw in the quarry and the hidden chamber below. If the need or opportunity presents itself for the Magistrate to set out a plan, read or paraphrase the following:

The Magistrate lets the silence hang for a while, pacing up and down as they carefully consider what you've told them. "So let me get this straight... one of our quarries uncovered an ancient ruin, and it is likely to have released aberrant horrors into our lands." They tap their stone fingers against their chin. "We need to put a stop to this, and these five blades sound like the key to putting things right. Do what you can to recover them, and Quickstone will once more be in your debt."

The Magistrate can offer the characters the following leads on recent strange happenings in the Quickstone region, which may have something to do with the problem at hand:

**Kobold Warrens.** The gargoyle and the kobold bandits that attacked the lightning rail targeted Percival d'Orien's byeshk dagger. Could this dagger be related to the byeshk blades written about in the ruins? The characters may have already discovered that these kobolds make their home in the Skomaaz Valley in the Graywall Mountains. If the characters follow this hook, move on to "Kobold Warrens".

**The Gatekeeper.** Gareth Stone remembers an orc druid arriving along with him and the party on the turbulent lightning rail journey. "Don't the orcs know a thing or two about this stuff?" He suggests they go find her to see if she knows anything about the origin of the ruins or the creatures they found down there. If the characters follow this hook, move on to "The Gatekeeper's Tale."

**Gorgon's Folly.** This isn't the first time ancient ruins have been uncovered near Quickstone. During the Last War, a huge Warforged Titan inadvertently stepped on some form of magical ward above the ruins, and met an explosive end. The ruins were apparently Dhakaani goblinoid in origin. House Cannith is still on site trying to strip down what remains of their old titan. If the characters follow this hook, move on to section "Gorgon's Folly."

**"Cazhaak Draal?"** The inscriptions in the ruins mention Cazhaak Draal, a city which is now occupied by a society of medusas. The emissary from Cazhaak Draal, Tashka, may be able to reveal more about the city, its history, and the *Stonebane Longsword*. If the characters follow this hook, move on to "The Emissary".

#### THE EMISSARY'S FAVOR

Even if the characters don't follow this hook right away, it is recommended to review the other encounters with Tashka detailed in "The Emissary" in Part 3 so you can insert them into the adventure at appropriately dramatic times.

If you wish to extend the adventure, consider offering a few other jobs to the player characters that allow them to explore more of Quickstone, but *don't* lead to recovery of one of the seal blades.

Characters should advance to 4th level after completing two leads from among the Kobold Warrens, the Gatekeeper, and Gorgon's Folly. Once they have completed all four leads, move on to Part 4.

## KOBOLD WARRENS

The player characters have probably heard from the Khaar'paal kobolds that the clan likely to be responsible for the bandit attack on the train are the Komaaz'Dhaal, who dwell within the Skomaaz Valley. If the characters failed to acquire this information

during the earlier investigation, the Magistrate tells them instead.

The Skomaaz Valley is easy to find on any half-decent map of the Graywall Mountains, which most folks of Quickstone can readily supply. However, finding the entrance to the Komaaz'Dhaal clan's village is a more difficult matter. When the characters arrive at the valley, read:

Cut in half by a roaring river, the Skomaaz Valley stretches south into the Graywall Mountains. Tangled vegetation creeps up both sides of the valley, creating a thick canopy that hinders the passage of most human-sized folk. A chorus of screeches and screams attests to the presence of the giant bats that call the valley home, and more than a few can be seen flitting beneath the canopy, intent on the hunt. The location of the kobold village, however, is nowhere to be seen.

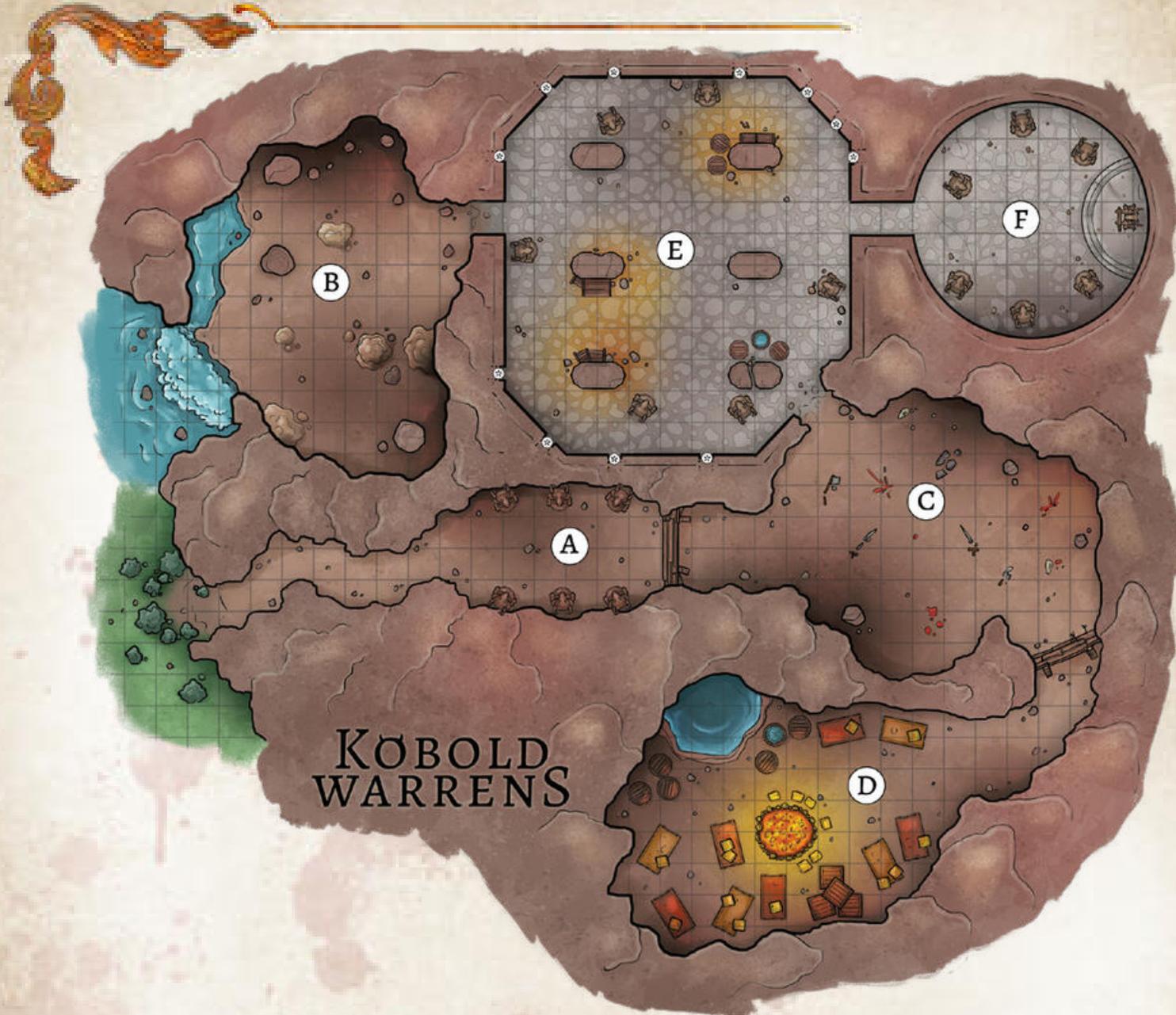
Characters need to track the kobolds back to their warrens. Since the kobolds often ride the giant bats on expeditions, tracks are few and far between. However, they can locate the entrance quickly and without drawing attention by succeeding on a series of three relevant ability checks. Encourage player creativity, and set a base DC of 13. Raise the DC by 3-5 for a particularly difficult or far-fetched idea. The players might attempt:

**Search for tracks.** Though rare, the kobolds do occasionally venture into the valley on foot to collect food or water. A DC 16 Wisdom (Survival) check can locate their footprints or identify commonly cultivated fruits, pointing the characters in the right general direction.

**Follow the bats.** Whether by paying close attention to the bats' calls and echoes, or by watching their flight patterns in the sky, the characters can identify approximately where the bats typically roost with a DC 13 Wisdom (Perception) or Intelligence (Investigation) check.

**Bait them out.** The characters can lure out kobold villagers with food, threats, or promises with a DC 13 Charisma (Deception) or Intelligence (Deception) check. On a success, they find a kobold fruit gatherer accompanied by a **Kobold** (MM page 195) warrior wearing a heavy stone necklace. A DC 13 Dexterity (Stealth) check is required if the characters want to follow them. If the characters reveal their presence to the kobolds, they can convince them to reveal the location of the warrens with a DC 16 Charisma (Intimidation) check.

If the characters fail three checks before they succeed on three, they will eventually find the entrance to the warrens, but the kobolds will be well aware of their approach. The kobolds and/or the giant bats will lie in wait and execute a preemptive attack when the



## KOBOLD WARRENS

characters enter either entrance, surprising the player characters.

If the characters succeed on their checks, they have the option of entering the kobold warrens via the antechamber (A) at the bottom of the valley, or the bat roost near the top of the cliffs (B).

During their infiltration of the Komaaz'Dhaal warrens, the characters will likely discover that two factions are fighting an uneasy war. Diorite has set up a Cult of Stone, led by a kobold priest named Graaz'ka (male kobold, he/him). The Cult controls the bat roost (B) and is responsible for the attack on the lightning rail. However, a kobold named Variz'ka (female kobold, she/her) has organized a resistance group, which is holed up in the living quarters (D).

### A. ANTECHAMBER

When the characters enter the antechamber, read:

An overgrown bush cleverly hides a tunnel that runs from the valley floor to deep under the mountain. The short tunnel walls are secured by centuries of cultivated root growth, leaving just enough room for a human to stand in a squatting position.

The tunnel eventually widens into a larger chamber. Both sides of the chamber are lined with ancient, weathered statues of kobolds. The statue's faces have recently been renewed; each has been plastered over with wet clay and shaped into a fearsome visage. A wooden barricade at the far end of the chamber blocks the way forward.

The antechamber is guarded by a band of kobold cultists: two **Kobolds** (MM page 195) and two **Kobold Dragonshields** (MotM page 163). If the kobolds are aware of the approaching characters, they will fire on them from atop the barricade. The kobolds will attack with their Slings while the dragonshields throw Spears that they've stockpiled.

In front of the barricade is a 10-foot-wide, 10-foot-deep pit trap. The trap is well concealed and covers the full width of the tunnel. A character searching for traps can spot the pit with a DC 10 Wisdom (Perception) check. A creature that steps onto the canvas concealing the pit must make a DC 10 Dexterity saving throw. On a successful save, the creature catches itself on the pit's edge. On a failed save, the creature falls into the pit and takes 3 (1d6) Bludgeoning damage from the fall and an additional 1d6 Piercing damage from the wooden spikes lining the bottom of the pit. A DC 10 Strength (Athletics) check is required to climb out.

## B. BAT ROOST

When the characters enter the bat roost, read:

A cave opening is visible on the side of the cliff, mostly concealed by a gentle waterfall. The thick stench of guano wafts out from the chamber, and the chittering of bats is audible over the roar of the plummeting waters.

The bats here are trained for war, and the kobolds keep them wary of strangers. Three **Giant Bats** (MM page 323) and three **Swarms of Bats** (MM page 337) are currently nesting here. If the kobolds are aware of the characters' approach, a **Kobold** (MM page 195) handler will spur the bats to attack immediately. If the characters arrive without raising the alarm, the bats can be calmed with a DC 18 Wisdom (Animal Handling) check. If the check is successful, the bats will remain calm until any of them sustains an injury, at which point they will swarm and attack.

## C. NO MAN'S LAND

This section of the caves is a boundary between the cultist-controlled areas and the resistance-controlled areas. When the characters enter this chamber, read:

This cavernous chamber is littered with the detritus of battle; broken arrows, shattered shields, discarded scales, and splashes of blood. To the south-east, a trio of kobolds stand ready behind a shelter, with spears lowered and crossbows raised. Their leader calls out across the cave, "No more usurpers! Leave now!"

This is Variz'ka, a **Kobold Scale Sorcerer** (MotM page 165) and the leader of the resistance. She is flanked by two **Kobold Dragonshields** (MotM page 163). Variz'ka is a potential ally for the player characters, but since the arrival of Diorite split her community in half, she has become wary of any further interference. She can be convinced that the characters mean her no harm with a DC 12 Charisma (Persuasion) check. Reduce the DC by 2 if she witnessed the characters defeat any kobold cultists that fled into this chamber,

and by a further 2 if they defeated the cultists without killing them. Any kobold character, or a character that can prove they have earned the trust of the kobolds in Quickstone, has Advantage on the check. If the characters get her talking, Variz'ka can provide the information in the table below.

## KOMAAZ'DHAAL INFORMATION

### Result Information

- | Result | Information  |
|--------|--|
| 12+    | The Komaaz'Dhaal clan has undergone a schism—half have fallen to a cult, while the other half resist.  |
| 15+    | The cult was started by a gargoyle called Diorite, or just the Gray Lady. They worship someone, or something, made of stone. They've been building clay statues as part of their rites.      |
| 18+    | The cultists have retrieved an ancient dagger that once belonged to the Komaaz'Dhaal—but they won't let anyone see it. It should be with Variz'ka's people, not the unhinged stone cultists. |

Variz'ka is willing to join forces with the characters, but is nervous about trusting outsiders, as well as leaving their position undefended. If an alliance is suggested, and the characters have acted peacefully towards the resistance, she says she will join them once they secure the halls beyond No Man's Land. If the characters threaten Variz'ka or any other member of the resistance, or try to forcefully enter the living quarters, it will require a show of good faith and a DC 20 Charisma (Persuasion) check to bring Variz'ka back to their side.

## D. LIVING QUARTERS

The caves beyond Variz'ka's barricade are the living quarters for the resistance and the other kobolds who refuse to kowtow to Diorite's cult. The spaces here are clean and well kept, but cramped. Many kobold families are having to make-do with living on blankets in what little space they can find, rather than enjoying private chambers. Twenty non-combatant kobolds can be found here, including children, clan elders, and artisans. If they have earned Variz'ka's trust, a kobold alchemist named Caar'akon is able to offer the characters two *Potions of Healing*, a *Potion of Climbing*, and an *Oil of Slipperiness* from his stocks.

Four **Kobolds** (MM page 195) stand guard over the people here, and they are jumpy—they'll attack at the first sign of foul play.

## E. THE HALLS OF STONE

When the characters enter these halls, read:

The cave network widens into a vaulted hall of carefully shaped masonry, sculpted with weathered reliefs depicting kobold heroes fighting alongside towering dragons. Many of the pillars have inset forges, workshops, and cauldrons—but many are abandoned and in disarray. A dozen crude clay statues of kobolds are dotted around the halls as if standing vigil, while their living counterparts chitter away in the shadows.

These halls contain the tools and workshops at the heart of Komaaz'Dhaal ingenuity. Many small tunnels (marked with \*s) lead to individual living chambers for kobold families. The chambers are currently empty as many of the cultist kobolds are out searching for the *Stonebane Blades* with Diorite. Four **Kobold Inventors** (MotM page 164) and four **Kobolds** (MM page 195) are lying in wait within the halls, holding it for the Cult of Stone. While the kobolds try to maintain a front line, the inventors scour the workshops for items to throw at the characters (as described by their Weapon Invention action).

Characters that search the forges and workshops for valuable trinkets can make an Intelligence (Investigation) or Wisdom (Perception) check. They find a *Trollgut Rope* (see chapter 5) on a roll of 10 or more, and a *Quickstone Boomstick* (see chapter 5) on a roll of 13 or more.

## F. THE SANCTUARY

This chamber is the resting place of the ancient *Stonebane Dagðer*, and now, Graaz'ka's shrine to Orlassk. When the characters enter the Sanctuary, read:

A weathered stone statue of a kobold kneels in the center of this circular chamber. Surrounding the statue is a circular stone ring engraved with runes. The statue is draped with strands of threaded dragon scales so ancient they look to be little more than paper. A purple-hued dagger—the one stolen from Percival d'Orien—is laid in the statue's open arms.

The gentle image of the shrine is a stark contrast to the gibbering of the horrific creatures surrounding it. Two squat humanoids, each with four arms and two faces, flank a kobold wearing a necklace of threaded rocks. The kobold sits amongst a shrine made of six crude clay sculptures, quietly whispering to himself.

Graaz'ka, a **Stone Listener** (see chapter 6) is here guarding the *Stonebane Dagðer* while Diorite searches for the other blades. While he meditates on the whispers he can hear in the stone, he is defended by two **Dolgrims** (ERLW page 291). A **Stoneborn Giant**

**Spider** (chapter 6 and MM page 328) is hidden up high on the ceiling.

On Initiative count 20 (losing Initiative ties), Graaz'ka takes a Lair Action to infuse one of the crude clay sculptures (marked with +s) with Orlassk's power:

**Orlassk's Whispers:** Graaz'ka chooses one of the clay kobold statues he can see within the chamber. Creatures of Graazka's choice within 5 feet of the statue hear crazed whispers coming from the stone as their bodies start to seize up. An affected creature must succeed on a DC 12 Wisdom saving throw or be magically Restrained until the end of their next turn. Graaz'ka must choose a different statue each time he uses this Lair Action.

Once Graaz'ka is defeated, the player characters can claim the *Stonebane Dagðer*. If they have earned Variz'ka's friendship, she asks to take possession of the *Stonebane Dagðer* herself, in order to act as its caretaker in Quickstone. A successful DC 18 Charisma (Persuasion) check allows the characters to convince her to trust them with the dagger instead. Regardless, she still wishes to return with them to Quickstone so she can make contact with the Khaar'paal kobolds and meet the Magistrate.

If Graaz'ka is spared and questioned, player characters can get him talking by making a Charisma (Intimidation) check. The information he reveals is dependent on the result of the check:

### DIORITE INFORMATION

#### Result Information

- |     |   |
|-----|---|
| 12+ | He and Diorite serve Orlassk, the daelkyr lord of stone, a being of inspiration incarnate. Orlassk speaks to him through the quickstone, and he knows his lord's release is imminent.                               |
| 15+ | Diorite is on the hunt for the five blades connected to the seal, and is relentless in her pursuit. She knows all five are very close to Quickstone, and has her spies watching for any hints as to their location. |
| 18+ | Diorite intends to use the five blades to open the seal on Orlassk's prison, but she fears that they can be used to renew the seal instead.   |

## THE GATEKEEPER'S TALE

During the debriefing with the Magistrate, Gareth Stone recalled the orc druid Hiraad'an that arrived in Quickstone along with himself and the player characters via the lightning rail. Gareth suggested she may know something about the strange ruins and the Aberrations within. However, he did not know where to find her.

Encourage the players to get a lead on Hiraad'an's whereabouts by simply asking around town. A character can make an Intelligence (Investigation) or Charisma (Investigation) check during a conversation with a resident of Quickstone to determine where Hiraad'an might have gone after the lightning rail crash. Characters who go to the Crown to question staff and patrons have Advantage on the check—Hiraad'an spent the night after the lightning rail incident at the Crown inn before moving on. The information revealed is as follows:

### HIRAAD'AN INFORMATION

#### Result Information

12+ An orc woman in a scaled cloak stayed at the Crown inn to recover from injuries sustained in the lightning rail incident. Her name is Hiraad'an. She was last seen traveling northwest out of Quickstone towards the nearby salt flats known as Lake Rat (*linkoa'raat* in Goblin, meaning "Story Lake").

15+ Hiraad'an spoke of her eagerness to attend an appointment. She also stopped by several shops in Quickstone to acquire supplies for a magical ritual.

18+ Hiraad'an was forced to depart sooner than she had anticipated—she feared being watched.

If the player characters achieve a total of 12 or less on their information gathering roll, their questions will also attract attention from Diorite's spies in Quickstone. Word will spread that the characters are a threat, causing them to be attacked during the journey to Lake Rat, as described in "A. Lake Rat".

If the player characters engage staff or patrons of the Crown, this is a good opportunity to incorporate "Tashka Encounter 2: Contest at the Inn".

Any map of the Quickstone region can point the characters in the direction of Lake Rat. It is approximately a day's walk to the northwest.

### A. LAKE RAT

When the characters make for Lake Rat, read:

Far from the well-trodden paths around Quickstone, you find yourself in the arid lands that give the Barrens their historic name. Here, in the shadow of a mesa that shields the land from the rain, you find a basin descending into a dried-up lake bed—Lake Rat. The vegetation is sparse, the air smells sharp, and the cracked ground is dusted with sparkling white salt.

If the characters attracted cultist attention in Quickstone, read:

You hear the crunch of boots on dried earth, and see the shadow of a man approaching from the south. His duster coat and broad-brimmed hat flap in the wind. He is carrying a knife in one hand, and with the other he clutches a clay figurine close to his heart.

The wanderer is a **Stoneborn Cult Fanatic** (chapter 6 and MM page 345), originally from Quickstone but now fallen to Orlassk's machinations. He has coordinated with another minion of the stone lord, a **Grick** (MM page 173), that lies in ambush.

They have come here to prevent the characters from making contact with Hiraad'an, and both will fight to their last breath. The cultist does not speak throughout the entire encounter—his tongue has been turned to stone.

If the characters did not attract attention in Quickstone, the cultist and grick will instead arrive shortly after the characters catch up to Hiraad'an. The Gatekeeper is a capable **Druid** (MM page 346), and can aid the characters in battle.

When the characters near the center of the flats, read:

After hiking a mile into the center of the flats, you come across a lone orc woman kneeling before a monolith twice her height. She is draped in a cloak of dried reptilian scales, and has drawn a circle of runes in the salt surrounding her and the monolith. A tortoiseshell bowl holding water sits at the base of the monolith. "You're right on time," she says, wiping dust from her tusks. "I am Hiraad'an, a herald of the Gatekeepers. We have much to discuss."

Hiraad'an will gladly reveal the following information:

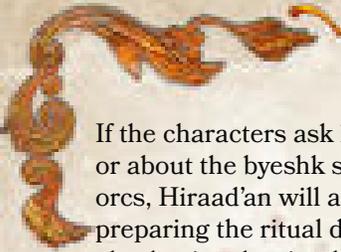
**What is this place?** The monolith marks an ancient grave; a monument dedicated to the Gatekeepers who died thousands of years ago defending this region from the forces of the daelkyr.

**What are the Gatekeepers?** "An ancient sect of druids devoted to protecting the world from the likes of the daelkyr and their aberrant creations.

**What are the daelkyr?** "Beings of madness and inspiration incarnate. They view our reality as a canvas to be painted as their whims take them. They care nothing for the sanctity of life. They invaded the world thousands of years ago, but my people were able to bind them in captivity."

**Who is Orlassk?** "Many of the daelkyr work with flesh as their medium. Orlassk blends this practice with rock and stone, creating living creatures out of lifeless minerals or transforming flesh into stone."

**What was the ruin in the Treacherous quarry?** "One of the many locks our people placed on Orlassk's lair. It was sealed and kept safe by a coalition of ancient heroes. It has weakened as time passes. If it fails entirely, Orlassk will gain a true foothold in this region. Some of his minions already roam these lands, working toward his release."



If the characters ask how they can repair the seal or about the byeshk sickle that was given to the orcs, Hiraad'an will ask for their patience and begin preparing the ritual described in "B. The Vision." She also begins the ritual if the players run out of questions to ask.

## B. THE VISION

When Hiraad'an begins the ritual, read:

Hiraad'an quietly plants thirteen incense sticks into the cracked ground surrounding the runic circle, then lights each in turn while chanting in a strange language. The scent of spices mingles with the salty tang in the air as Hiraad'an picks up the tortoiseshell bowl from the base of the monolith and pours the water it holds on the ground inside the runic circle. The water forms a pool that fills the runic circle, causing the runes to glow alight when the water contacts them. The water crosses the circle of runes, spreading out impossibly far, across the flats and into the lake bed.

Glancing down, you see the surface of the water is completely still, as if it were a mirror. In that mirror, you don't see your reflection or those of your companions—instead you find yourselves looking upon a band of armed and armored goblinoids, bloodied from battle.

A gust of wind causes the incense sticks to flare, creating a cloud of pungent smoke. Your senses are momentarily overwhelmed by the scent. The incense sticks are suddenly extinguished, and you are struck by a feeling of nausea as your perception flips. As you regain your senses, you look down at your reflections in the pool, which has risen to be knee deep. You realize you now wear the forms of the goblinoid warriors, though your arms and armor are your own. The runes of Hiraad'an's magic circle shine brightly through the now swampy water.

"Soldiers of Dhakaan!" a voice calls from across the lake. A wounded orc, dressed much like Hiraad'an, wades towards you, fleeing a pack of aberrant horrors. He collapses to his knees in the murky water, breathing heavily from exhaustion. "A friend requests your aid! Help me to the monolith! Do your duty!"

The characters have been drawn into a vision of the past, a time when Orlassk's minions harried the region, a precursor to the fall of the ancient goblinoid empire of Dhakaan. The characters appear as hobgoblins, goblins, and bugbears to themselves and each other, though their gear and statistics do not change.

The approaching orc is Vvarand'an; a Gatekeeper druid and ancestor of Hiraad'an. He is also the bearer of the byeshk sickle that keeps Orlassk's seal locked. The player characters must battle Orlassk's endless hordes until they can get Vvarand'an to the stone

monolith at the center of the salt flats-turned-swamp. Vvarand'an cannot approach the monolith himself—he is too weak to walk.

Vvarand'an begins the battle 90 feet from the monolith, with a **Dolgaunt** (ERLW page 290) and four **Star Spawn Grues** (MotM page 227) 10 feet behind him, in hot pursuit. At Initiative count 0 each round, 1d3 + 1 new **Star Spawn Grues** will appear 100 feet from the monolith. If the dolgaunt is defeated, another will arrive at Initiative count 0 of that round. These new spawns all first act at Initiative count 0 in the round after they arrive, and then at Initiative count 0 in subsequent rounds.

The aberrations will not target Vvarand'an—the player characters look like they're much more fun to play with. However, if after four rounds the characters have not yet started moving Vvarand'an towards the monolith, impress the urgency of the situation upon them by having a pair of grues start pulling him 15 feet further away from the monolith each round.

The swampy battlefield is Difficult Terrain. However, the player characters have access to a 15-foot by 10-foot raft, which can support up to six people. A player character can use their Action to row the raft 30 feet through the swamp water, but they cannot benefit from the Dash action while rowing. If two characters use their Action on their turn to row, they can move the raft a maximum of 60 feet per round. The raft has no turning radius; it can move freely in any direction. A character on the raft only provokes an Opportunity Attack when leaving an enemy's reach if they are using their Action to row.

If all player characters are reduced to 0 Hit Points or killed, they all hear the song of Jazhaal Dhakaan in their hearts. The legendary bard who founded the Dhakaani Empire inspires them all to fight on, even at the point of death. Each player regains 10 Hit Points. Ultimately, the player characters cannot fail to save Vvarand'an... but make them work for it!

The battle ends when Vvarand'an reaches the monolith. Read the following:

The orc grimaces in pain as he props himself up against the stone monolith, but he soon manages a toothy grin. "Ta muut, soldiers of Dhakaan." He reaches into his pack and pulls out a sickle forged from shimmering purple metal. "Thank you, heroes of Quickstone. Take this, and do your duty."

As soon as Vvarand'an places the *Stonebane Sickle* in the hand of any of the player character's, the vision ends, and the players all return to their proper bodies in the salt flats with Hiraad'an. The characters find the *Stonebane Sickle* in the hands of whoever accepted it from Vvarand'an in the vision. Any character that was dead or dying when the vision ended is returned to life and consciousness with 1 Hit Point.

Hiraad'an has one last piece of wisdom to share with the player characters before she sends them on their way:

"I will accompany you to Quickstone. My ancestor, Vvarand'an, chose you for this duty. Keep the sickle safe. Guard it with your lives. Once you have gathered all five of the *Stonebane Blades*, we will use them to open the seal and remake it anew. Then Orlassk will be locked away for another age.

Upon arriving back in Quickstone, Hiraad'an works with the Magistrate to find a location to stay until the player characters let her know the time is right.

## GORGON'S FOLLY

If the player characters wish to follow the tip off about the wreckage of the warforged titan, the Magistrate marks the location of the House Cannith strip-down site on their map (if they've acquired one). The site, nicknamed Gorgon's Folly, is located ten miles west of Quickstone, in a gully a mile or so south of the road to Graywall. The Magistrate and Gareth Stone can answer the following questions about the site:

**What is a warforged titan?** A massive predecessor to the modern day sentient warforged. Each is a mighty siege weapon capable of toppling castle walls—but they are almost mindless and require close direction.

**Who is in charge of the site?** "House Cannith oversees the operation, rotating dragonmarked heirs in and out as they need to. Quickstone's own Jury d'Cannith is out there now. She usually runs the town smithy along with her wife Bel."

**What caused the explosion?** "About ten years ago, during the Last War, the titan stepped on a magical ward—a trap—apparently set to protect some ancient ruins. This area has only recently become peaceful enough for Cannith to begin decommissioning it."

**What do you know about the ruins?** "They're still mostly buried, but the glimpses that are visible make scholars think they're Dhakaani in origin, erected by goblin folk thousands of years ago. Rumor is they're a tomb of some kind, so naturally Cannith have been a little nervous about going plundering. You never know what you might disturb—as we learned in the Treacherous quarry."

Once the characters have made their preparations and are ready to leave, move on to "A. The Wreckage."

### A. THE WRECKAGE

When the characters arrive at Gorgon's Folly, read:

You crest the ridge to find the hulking wreckage of the warforged titan lying collapsed on the side of a dry gully. The thirty-foot tall mass of stone and steel is mangled—shredded up to the waist, both legs are melted and burned. Its left arm is precariously balanced just above a cavernous opening in the side of the gully. The arm ends in a ten-foot wide stone hammer where its hand should be.

Some hundred feet away from the wreck is a small camp of magewrights and artificers, most wearing the crests and colors of House Cannith. A human woman with short red hair notices your approach. She quickly sets her tools down and rushes to meet you as you approach, shouting as she does. "WAIT! TREAD VERY, VERY CAREFULLY!"

The woman is Jury d'Cannith, an artificer from Quickstone (see chapter 3). The characters are likely to have met her previously if they visited the town smithy for supplies. Jury doesn't want to risk the lives of her team; for now she is content to make records of the site from a distance. However, she is more than willing to allow the player characters to explore the site of their own accord. Before letting them do so, she warns them of the hazards the Cannith team have been facing: the fragility of the warforged titan itself, the unstable earth around the cave opening, and the ancient booby traps protecting the tomb in the caves beneath it.

To assist them, she offers the characters two *Potions of Healing* and two **Ward Sweepers**—specialized constructs used to detect wards. The ward sweepers can be commanded verbally by any creature that Jury chooses to designate.

### WARD SWEEPER

*Small Construct, Unaligned*

**AC** 10 **Initiative** +2 (12)  
**HP** 2 (1d6 – 1)  
**Speed** 30 ft.

	MOD		SAVE		MOD		SAVE		MOD		SAVE	
<b>STR</b>	11	+1	+1		<b>DEX</b>	13	+1	+1	<b>CON</b>	9	-1	-1
<b>INT</b>	3	-4	-4		<b>WIS</b>	6	-2	-2	<b>CHA</b>	3	-4	-4

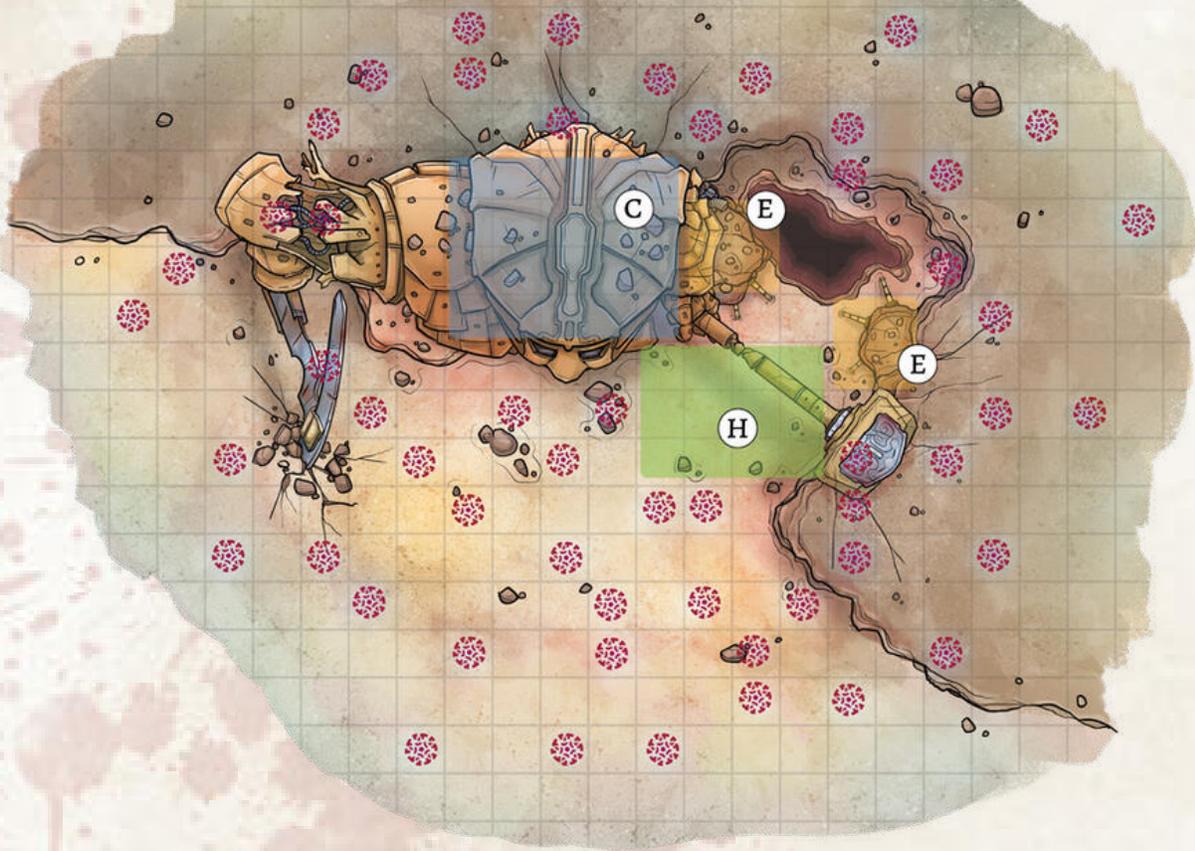
**Immunities** Poison; Exhaustion, Poisoned  
**Senses** Darkvision 60 ft., Passive Perception 8  
**Languages** Understands Common but can't speak  
**CR** 0 (XP 25; PB +2)

### ACTIONS

**Legs.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

**Detect Ward.** The ward sweeper clicks loudly one time for each *Glyph of Warding* within 10 feet.

## GORGON'S FOLLY



To reach the tomb proper, the characters must make their way across a gauntlet of traps and hazards, shown in full on the map, and lower themselves down into the cave in the gully behind the titan. Characters are expected to use a mixture of the **Ward Sweepers** and their own magical and mundane abilities. Allow your players to get creative with bypassing any hazards, and substitute alternative DC 13 ability checks if appropriate. The hazards are as follows.

**Hidden Glyphs (G).** The gully is littered with ancient *Glyphs of Warding*. Though they've lost some potency with age, they are still quite dangerous. When a creature or object comes into contact with a glyph, it triggers an ancient magical trap. Roll 1d4 and consult the following table for the trap effect.

### HIDDEN GLYPHS

#### 1d4 Trap Effect

- 1 **Explosive Runes.** *Dexterity Saving Throw:* DC 13, each creature in a 10-foot Emanation originating from the glyph. *Failure:* 9 (2d8) Fire damage. *Success:* Half damage.
- 2 **Thunderous Wave.** *Strength Saving Throw:* DC 13, the triggering creature. *Failure:* 7 (2d6) Thunder damage and the target is pushed 15 feet in a random direction, triggering any other traps along the path. *Success:* Half damage and the target is only pushed 5 feet.
- 3 **Glyph of Dread.** *Wisdom Saving Throw:* DC 13, the triggering creature. *Failure:* The target has the Frightened condition for 1 minute. A creature Frightened in this way must use its movement on its turn to slowly back away from the glyph, ending its movement no more or no less than 5 feet further away from the glyph. The creature may otherwise move in any direction of its choice.
- 4 **Baleful Step.** *Constitution Saving Throw:* DC 13, the triggering creature. *Failure:* 7 (2d6) Force damage and the target is teleported to a random unoccupied space within 30 feet.

As an Action, a character can carefully search a 5-foot radius area centered on themselves for any sign of magical traps. They may make a DC 13 Intelligence (Investigation) or Wisdom (Perception) check, locating all traps in the area on a success. On a failure, they trigger a single trap within range, chosen at random. A character with the *Detect Magic* spell active can partially see through the attempts to mask the traps, gaining Advantage on the ability check.

**Precarious Hammer (H).** A creature that steps too close to the hammer without taking precautions is at risk of dislodging it and getting crushed. A character can brace the hammer by making a DC 13 Strength or Intelligence check using an appropriate tool and materials from the Cannith camp. On a failed check, or if the creature was forced into this dangerous location any other way, the creature must make a DC 13 Dexterity saving throw, taking 13 (3d8) Bludgeoning damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or fails, the falling hammer triggers the nearest 1d4 hidden glyphs. Moving the fallen hammer out of the way of the cave entrance requires a DC 16 Strength (Athletics) check. On a failed check, the hammer shifts or falls again, triggering the nearest hidden glyph.

**Titan's Core (C).** A creature that enters the area affected by the titan's core or starts their turn there must succeed on a DC 10 Dexterity saving throw or take 1d4 Lightning damage. A character with magical know-how can touch the core and attempt to communicate with the remnants of the titan's limited consciousness. The creature must make a DC 13 Charisma (Arcana) check to successfully reach the warforged's mind. A warforged character or a character with the Mark of Making has Advantage on the check. On a success, the warforged will reposition slightly, disabling the precarious hammer hazard and one randomly chosen collapsing earth hazard.

**Collapsing Earth (E).** These areas of loose rubble are supported by what little remains of the ancient Dhakaani masonry. A character who inspects these supports can easily determine they are on the brink of collapse, which will trigger as soon as a character steps into the marked area. When the earth collapses, all creatures in the area must make a DC 13 Dexterity saving throw, taking 13 (3d8) Bludgeoning damage on a failed save, or half as much damage on a successful one. As an Action, a character can make a DC 12 Intelligence check using Mason's Tools to instead collapse the supports of a single hazard in a safe and controlled fashion, negating the hazard. Once a hazard has been triggered, the area becomes safe to traverse, but the floor of the area is now filled with rubble and becomes Difficult Terrain. Only a single hazard must be cleared for the characters to proceed into the tomb.

## B. HALLS OF DEVOTION

When the player characters descend into the first level of the tomb, read:

Descending into the depths of the cave, you soon come across a tomb containing six sarcophagi; stone coffins. The sarcophagi are arranged in front of three stone statues of hobgoblin warriors. The statues gaze over the tomb imperiously, each holding out a scroll containing an engraved epigraph, too distant to read from where you enter. Eight circular stone slabs are arrayed in an arc across the floor between you and the coffins.

As you move into the chamber, you can see that each of the 8 stone slabs is inscribed with a series of Goblin runes. Understanding of the runes appears in each of your minds as you examine the slabs: from west to east they read: Action, Bravery, Camaraderie, Duty, Excellence, Fortitude, Glory, and Action again.

Ancient Dhakaani magic allows all creatures standing within the tomb to read and comprehend the Goblin language. The scrolls held by the statues read:

To the west:

*Sing, major, for the **bonds** we forged between our peoples. We proved our **distinction**, and **exalted** in our prestige.*

In the center:

*A call to **arms**, minor and all! Stand beside your **siblings**! We will show that scourge the **dominance** of Dhakaan!*

To the east:

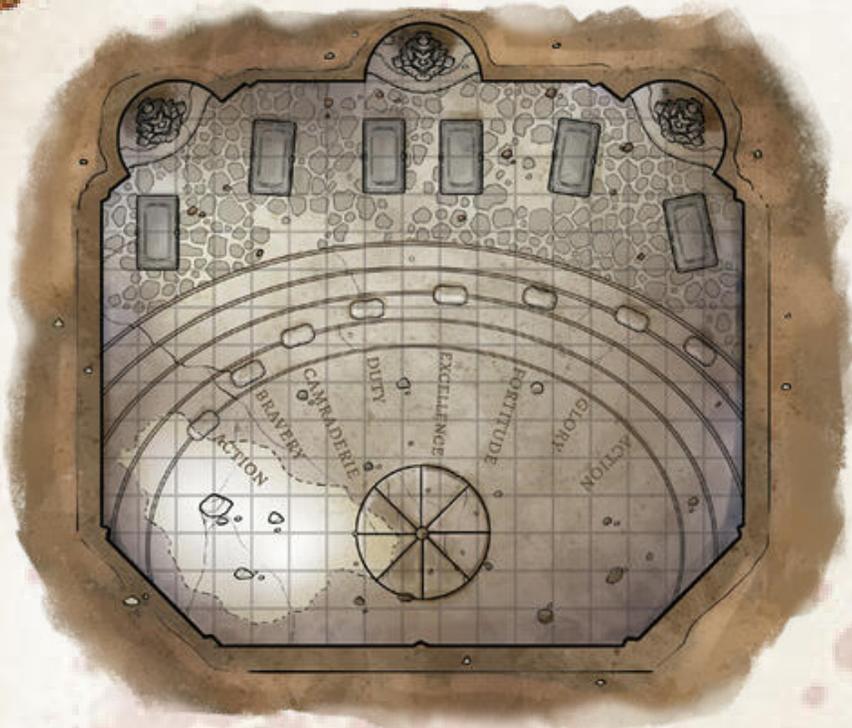
*We will mourn, diminished, for the **courageous** dead. We will do as we **must** for our Empire, and **endure** as best we can.*

This is the tomb of Paraaz'nu Dhakaan, a renowned hobgoblin dirge singer (*duur'kala* in Goblin) who died shortly after the war against the daelkyr was finally won. She was buried with the *Stonebane Shortsword* that serves as one of the keys to the seal on Orlassk's prison. With an eye to the future, her tomb was designed to allow fated heroes to recover the shortsword in a time of need, on one condition: they must prove they understand the song of her people.

The eight stone slabs represent the eight notes of the A minor musical scale ABCDEFGA. Touching any single slab causes the corresponding note to sound loudly throughout the tomb. To solve the puzzle, the characters must touch the slabs in sets of three chords, corresponding to the virtues spoken of in each of the three epigraphs:

# HALLS OF DEVOTION

## THE SINGER'S TOMB



- The west statue's epigraph describes Camaraderie, Excellence, and Glory. This corresponds to the C major chord CEG.
- The center statue's epigraph describes Action, Camaraderie, and Excellence. This corresponds to the A minor chord ACE.
- The east statue's epigraph describes Bravery, Duty, and Fortitude. This corresponds to the B diminished chord BDF.

The characters can touch the slabs to play these three chords in any order. Correctly playing a chord as either a simultaneous triad of three notes, or as a sequence of three individual notes, will result in the corresponding statue singing the chord itself, shifting into a kneeling position. Once all three statues have knelt down, a section of floor to the south of the slabs transforms into a spiral staircase leading down to the dirge singer's tomb (see section C).

If an incorrect combination of three or more notes is played, or if three single notes are played in any order not listed above, the spirits of the dirge singer's companions will become angered. The first time an error occurs, two **Shadows** (MM, page 269) will emerge from the coffins and attack. On each subsequent incorrect combination, a **Sword Wraith Warrior** (MotM, page 239) will emerge and attack.

### PUZZLES, CLUES, AND PLAYER EXPERIENCE

The puzzle in this room is intended to evoke the musical prowess of the Dhakaani dirge singers. It is designed to be solvable without any musical knowledge, while providing musically inclined players a few extra clues. If players notice the musical theming and jump to particularly complex—but incorrect—solutions, you can assure your players that no musical knowledge is necessary.

You can also offer player characters the following clues with successful DC 13 Intelligence (History or Investigation) checks, in order from least to most revealing:

- The statues' epigraphs likely have hidden meaning.
- The Dhakaani hobgoblins were known to have legendary bards; perhaps the epigraphs correspond to some form of music.
- Each line of the epigraphs may correspond to a concept on the stone slabs.

If your players aren't fond of puzzles, consider removing the puzzle from this room entirely. You can replace the challenge here with a battle against the dirge singer's companions, eager to protect their mistress' legacy. In such a case, two **Shadows** and one **Sword Wraith Warrior** emerge from the coffins to test the characters in battle.

## C. THE SINGER'S TOMB

When the characters descend the spiral staircase, read:

The stone steps descend further into the tomb, eventually opening into the final resting place of a singular hero. A long sarcophagus rests in pride of place in the center of the chamber, with a statue of a female hobgoblin standing guard over it. The statue holds a gladius in one hand, and a musical horn in the other. Beneath the statue an epigraph reads "Here lies Paraaz'nu Dhakaan, treasured duur'kala."

As you look around the tomb, a voice calls out "You must prove your worth if you wish to wield my boon". As the words fade, a spectral figure rises from the sarcophagus, bearing the same visage as the statue. The incorporeal gladius in the figure's hand glows a bright purple. "Sing my song of Dhakaan," she cries, "or join us in death!"

The spectral figure is Paraaz'nu Dhakaan, now risen as a **Banshee** (MM, page 23). She is joined by two **Crawling Claws** (MM, page 44), which manifest physically, crawling out from the depths of the sarcophagus. Paraaz'nu is only testing the characters, not trying to kill them, so she limits her full power: her Wail action can reduce a character to no less than 1 Hit Point, even on a failed save.

Though Paraaz'nu can simply be defeated in combat, the player characters can also succeed in this encounter by completing Paraaz'nu's trial; all three chords or verses recorded in the upper chamber must be sung to Paraaz'nu's satisfaction. As an Action, a character can attempt to sing one of the chords or verses by making a DC 13 Charisma (Performance) check. Paraaz'nu and the crawling claws will immediately cease their attack after the third successful check, at which point Paraaz'nu will open her sarcophagus to reveal the *Stonebane Shortsword* entombed along with her body. Paraaz'nu was also buried with her *Gorgon Hide Mail* (see chapter 6), which she freely offers to the characters.

A character that doesn't wish to wait for the sarcophagus' contents to be revealed can force it open with a DC 20 Strength (Athletics) check. If the characters steal the *Stonebane Shortsword* without destroying her, Paraaz'nu cannot follow them beyond the upper chamber of her tomb.

## THE EMISSARY

If the player characters follow up on the mention of Cazhaak Draal and the byeshk longsword, they will likely wish to visit the medusa Tashka. If they have forgotten, the Magistrate or Constable should remind the player characters of Tashka's position as a diplomat from Cazhaak Draal. Tashka can be found in her tent in the east of the city.

## A. TASHKA'S TENT

When the characters approach the tent, read:

You find Tashka's tent pitched on the eastern edge of Quickstone, where the town gives way to dilapidated ruins that look to have been a fortification of sorts. The tent itself is rather large and appears to have been constructed of richly decorated, metallic hides. There are several tables set outside, each displaying a variety of sketches and paintings.

If the characters approach openly, Tashka comes out to meet them:

The medusa pushes through the tent flap, her blindfold secured in place over her eyes. The snakes that comprise her mane writhe as she uses them to look the group up and down. "So you have finally found your way to my domain." Her mane of snakes hiss as she beckons you closer. "Do come inside and get comfortable."

Entering the tent, you can see the decor within is just as rich as that which sits outside. Trinkets and knick-knacks are scattered about on many small tables, sitting among dozens of potted succulents and cacti. Each of the traveling chests lining the walls are draped with damask.

Two avian creatures with leathery skin and wings like bats are leashed to a metal ring secured to a tent pole holding up the far wall. Tashka casually throws them a sausage, causing them to scramble to fight for the scrap. "Don't worry, the cockatrices are usually quite friendly. What can I do for you?"

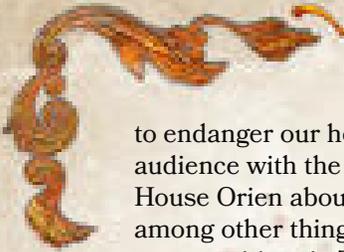
Tashka, a medusa, shares her tent with two cockatrices, which she has lured in from the nearby ruins. She has no hostile intentions, and gladly entertains the player characters' questions. Tashka can offer the following information:

**What is Cazhaak Draal?** "A city of medusas in the north of Droaam, along the foothills of the Byeshk mountains. We are led by Queen Sheshka, and I am her envoy here in Quickstone."

**Who are the 'warriors of Cazhaak Draal' mentioned in the ruins?** "Cazhaak Draal was a Dhakaani ruin before our people settled it. Those warriors were likely Dhakaani goblinoids."

**Why are you keeping cockatrices?** "I found them in the Haunt—the ruins just outside my tent. Their ability to turn an attacker to stone endears them to me, given my own nature. I think they're rather cute, don't you?"

**Why are the medusa of Cazhaak Draal interested in Quickstone?** "Just as your Five Nations look to the west for new opportunities, we look to the east. Peace benefits us all—we don't want another war



to endanger our homes. I came here to seek an audience with the Magistrate, and to engage with House Orien about their new lightning rail line, among other things. We're also looking at trade opportunities via Tuuva Mercantile."

**What do you know about Orlassk?** "Orlassk and all the other daelkyr are a scourge upon this world. Despite what your tales and legends might say, the medusa of Cazhaak Draal have nothing to do with them."

If the player characters ask anything about the byeshk longsword mentioned in the ruin, read:

Tashka pulls a damask from atop the lid of an ornate chest, unlocks it using a key from her belt, and opens the lid to reveal an ancient longsword bearing a purple-hued metal blade. "I believe this is what you refer to. My people discovered it shortly after we arrived in Cazhaak Draal. It seemed fitting that it should travel with the emissary back to the region it originally came from. Until these past few days, I knew nothing of its history."

Tashka is not yet willing to give up this relic to the player characters' cause. She explains she must first fully trust the intentions of the player characters—and the town of Quickstone.

"I need to know I can trust you before I just hand you a weapon of unknown power."

Thus begins the characters' next challenge: win Tashka of Cazhaak Draal over to their cause.

### STEALING THE SWORD

Characters that do not wish to earn Tashka's favor, or those that simply do not care for the geopolitical implications, may wish to steal the *Stonebane Longsword*. Such characters may wish to use stealth to slip into the tent unnoticed (a DC 14 Dexterity (Stealth) check), pick the lock on the chest (a DC 15 Dexterity check using Thieves' Tools), or even slip the key from Tashka's pocket (a DC 14 Dexterity (Sleight of Hand) check). Failure to mask their presence may result in the characters facing off against Tashka's pet **Cockatrices** (MM page 42) in battle, or even Tashka herself. As a **Medusa** (MM page 214), Tashka is a formidable opponent. However, she wears a fixed blindfold over her eyes to keep the townsfolk of Quickstone at ease. She must use an Action and succeed on a DC 14 Dexterity check to quickly remove the blindfold in the heat of battle, and cannot use her Petrifying Gaze until she does so.

## B. EARNING FAVOR

Throughout *Heart of Stone*, the player characters will have multiple opportunities to encounter Tashka and influence her opinion of them. These encounters all give player characters an opportunity to increase or reduce a secret 'Favor' score, as listed in each encounter. The total Favor score will inform Tashka's opinion of the characters, and determine the form of help she is willing to offer them in their quest.

If at this point the player characters have already completed at least 3 encounters with Tashka (including their first meeting with the Magistrate), continue to "C. Diplomacy." Otherwise, Tashka sends the characters on their way for now, but invites them back to her tent to continue their discussion at a later time.

The following sections detail several possible encounters with Tashka during the course of the adventure.

### TASHKA ENCOUNTER 2: CONTEST AT THE INN

Run this encounter when the characters go to any inn or tavern (such as the Golden Dragon Inn or the Crown) to rest or to gather information. Read the following:

You enter the common room to find a rowdy crowd of people engaged in an arm wrestling competition. A shifter woman in a leather smith's apron is currently taking on a warforged soldier—both are clearly straining hard to earn victory.

In the far corner of the room you notice the medusa emissary, Tashka, sitting alone at a table, nursing a glass of red wine. Though she is blindfolded, the snakes of her mane follow the contest with interest. The other patrons are giving her a wide berth.

Bel, the town's smith (female shifter, she/her), is on a winning streak, though she has found her match in a warforged drifter from out of town. As the players watch, she shifts to her more bestial form, securing the victory, and starts looking around for her next 'victim'. Characters that take part in the contest must make opposed Strength (Athletics) checks. Bel has a +6 bonus to these rolls, while other competitors have +2.

Meanwhile, Tashka people-watches from her table in an attempt to get a taste of the local culture—and to see how well the player characters can win the crowd.

Characters can earn and lose Favor in this encounter in the following ways:

## CONTEST AT THE INN FAVOR

Favor	Action
-1	The player characters entirely ignore Tashka, leaving her to sit in isolation.
+1	The characters readily join in the contest without having to be encouraged or cajoled.
+1	The characters win at least two matches during the contest.
+2	The characters push to involve Tashka in the contest. Tashka gladly joins in the games for the sake of bonding with the people of Quickstone. She has a +0 bonus to Strength (Athletics) checks.

## TASHKA ENCOUNTER 3: TRADE DEALS

Run this encounter when the characters go shopping at the Anvil or Tuuva Mercantile. Read the following:

Outside Tuuva Mercantile, the general store, the medusa emissary Tashka is haggling over bolts of fine cloth with a middle-aged goblin woman. The goblin shushes Tashka and calls out to a group of passersby—you. “Hey! Hey, you! What do you reckon is a fair price for this lot?”

Jhol Tuuva, matriarch of the Tuuva clan (female goblin, she/her, see page chapter 3), is talking trade with Tashka, but they are having a disagreement over a fair price for the cloth Tashka brought with her from Cazhaak Draal. The two women are at an impasse, and are seeking a third party to mediate. While Tashka is willing to settle for a relatively cheap price, to help establish a long-term trading relationship, Jhol is eager to make a quick and dirty deal and demands she pay only 5 GP—a third of what the bolts of cloth are really worth.

Characters can earn and lose Favor in this encounter in the following ways:

### TRADE DEALS FAVOR

Favor	Action
-1	The characters help Jhol Tuuva swindle Tashka (and she realizes).
+1	The characters show genuine interest in the trade goods Tashka’s people have to offer.
+1	The characters help Tashka get a better deal.
+2	Any of the player characters offer their expert opinion based on their background or profession.

## TASHKA ENCOUNTER 4: SHARN INQUISITIVE

Use this encounter when the characters wander the main street of Quickstone. Read the following:

As you walk down the streets of Quickstone you come across a commotion in the middle of the main street that runs through town. Standing there engaged in an energetic conversation are the medusa emissary Tashka and the young half-elf who had been traveling on the lightning rail with you during the bandit attack. The half-elf is rapidly scribbling in their notepad as they bombard the flustered medusa with question after question, barely allowing her a moment to speak. The snakes that make up Tashka’s mane squirm with anxiety.

The interviewer catches a glimpse of you and waves you over to join them. “Oh, oh! Would the Heroes of the Rail be willing to make a comment?”

Isti Devir, a reporter for the *Sharn Inquisitive* chronicle, is interviewing Tashka with leading questions about Droaam and Cazhaak Draal: Do you support the Daughters of Sora Kell and their stranglehold on the west? What’s to stop Droaam invading Breland if the lightning rail to Graywall is completed? How large is Cazhaak Draal? Do you have a standing army?

Isti Devir will draw the player characters into the conversation and try to press them for their opinions of Quickstone, Droaam, and the kobold attack on the lightning rail. Isti will promise them a front page story, but it’ll end up as a small column on page seven.

Characters can earn and lose Favor in this encounter in the following ways:

### SHARN INQUISITIVE FAVOR

Favor	Action
-1	The characters express distrust or fear of the people of Droaam or Cazhaak Draal.
+1	The characters express support for or interest in the varied people in Droaam.
+2	The characters admonish Isti for bothering Tashka with biased questions.

## OTHER TASHKA ENCOUNTERS

If you wish to run additional encounters with Tashka, you might consider:

- At the Orien lightning rail station, Tashka discusses with Rhia d’Orien the cost of extending the lightning rail further west.
- At the Rose Theater, Tashka argues with the box office about the dangers of her petrifying the cast during the show.
- Near the Haunt, Tashka is trying to lure more cockatrices out of the ruins with different kinds of ‘delicious’ treats.

## C. DIPLOMACY

If the characters have already completed 3 encounters with Tashka (including their first meeting with the Magistrate), give them one more chance to directly appeal to her as they join her within her tent. As usual, your players can be creative with their methods of influence. They might make a Charisma (Persuasion) check to give a heartfelt speech about the future of Quickstone, or perhaps make an Intelligence (Arcana or History) check to attempt to impress her with their knowledge of medusas, Cazhaak Draal, or Orlassk. Allow each player character to either make a check themselves (if they'd like to) or use the Help action to aid another character. Characters earn Favor for each roll as follows:

### DIPLOMACY FAVOR

Favor	Action
-1	A character rolls below 8 on their ability check.
+1	A character rolls a 13-17 on their ability check.
+2	A character rolls 18 or more on their ability check.

Once all characters have had an opportunity to attempt to sway Tashka's opinion of them, tally up the Favor points they've earned throughout the adventure to determine the level of aid Tashka provides, as follows:

- 0 or less.** Tashka does not believe she can work with the player characters, both personally and as an emissary to Cazhaak Draal. She refuses to hand over the *Stonebane Longsword*, and the characters may have to resort to stealing it (see the "Stealing the Sword" sidebar).
- 1–5.** Tashka agrees to make the *Stonebane Longsword* available to the characters, on the condition that it remains in her possession, and that she can be present as a neutral observer in any ensuing conflict—she will travel with them, but she will not fight.
- 6–8.** Tashka enthusiastically offers the *Stonebane Longsword* to the characters' cause. She offers to carry it herself, or to allow a player character to wield it. Unfortunately, her diplomatic position will not allow her to directly participate in any conflict—she will travel with them, but she will not fight. Tashka also provides a *Scroll of Protection from Aberrations* from her personal collection.
- 9+.** As above, except that Tashka will fight alongside the characters when the time comes to repair the seal on Orlassk's prison (though she will not remove her blindfold for fear of accidentally petrifying an ally).

## PART 4: THE BATTLE FOR THE SEAL

In this section:

- The characters have finally gathered all the missing *Stonebane Blades*.
- Quickstone is attacked by Orlassk's cultists. The players fight their way out with Hiraad'an and their other allies, and head to the seal in the quarry.
- The characters open the seal and escort Hiraad'an inside to begin the Mending ritual.
- Diorite suddenly reappears for a final battle in Orlassk's realm.

### ATTACK ON QUICKSTONE

Once all of the *Stonebane Blades* have been gathered, the player characters have one more chance to return to Quickstone, resupply, debrief with the Magistrate and others if necessary, and get a Long Rest. Once their downtime is complete, Orlassk's Cult of Stone makes its move on Quickstone. Read the following:

A crack of thunder sounds over Quickstone, and the earth and stone of the very walls begins to reverberate with fell chanting. Screams of townsfolk rise in a clamor as crowds panic in the streets.

Looking outside, you can see cracks and fissures now run across the roads and buildings. Humans, kobolds, and goblins carrying stone figurines take up the chanting of the stone, whilst drawing weapons to begin a grisly butchery. They are led in their slaughter by a twisted abomination—a four-legged lupine beast with stone-skin. A gaping maw juts forward from the creature's chest, and the upper torso of a hobgoblin's body sits where its head should be. Instead of hands, the creature's forearms blend into a cruel hook and a cleaver, both formed of bone.

The first wave of Orlassk's vanguard is made up of a **Dolguul** (see chapter 6) and two **Kobolds** (MM page 195). At Initiative count 0 of the first round, two **Cultists** (MM page 345) also arrive to join the battle.

At Initiative count 20 on each round after the first, a fissure opens up across the street, forming a line 60 feet long and 5 feet wide at a location of the dolguul's choice. Creatures in the area must succeed on a DC 14 Dexterity saving throw or become partially buried and trapped in the broken stone, taking 9 (2d8) Bludgeoning damage and becoming Restrained until the end of their next turn.

Once the dolguul and its minions are defeated, Hiraad'an arrives on the scene and urges the player characters to head to the seal beneath the Treacherous quarry immediately. If either Tashka or Variz'ka retain possession of their respective *Stonebane Blades*, they

also arrive on scene after the battle is ended and join the player characters on their journey to the seal chamber.

Player characters advance to level 5 when they escape Quickstone and make for Orlassk's seal at the Treacherous quarry. On the way, Hiraad'an performs a short ritual to imbue them with renewed vigor; characters can restore their Hit Points and abilities as if they had just finished a Long Rest.

## OPENING THE SEAL

Eventually, the player characters should return to the Treacherous quarry and descend down into the sinkhole once again. The flow of wet quickstone has made the climb much easier than the last time they were here—no ability checks are required to descend. Once the characters arrive at the chamber containing the seal on Orlassk's prison, read:

Where once you found an ancient chamber rigid with goblin metal and masonry, you now find the stonework warped with a corrupted power. The stone slab at the center of the chamber bears a deep crack, and the runes along its circumference flicker violently.

Twisted goblin beings stand guard among these ruins, defending the faltering seal on their master's domain. "Destroy them!" Hiraad'an roars. "Secure the seal!"

The seal is defended by two **Dolgaunts** (ERLW page 290) and four **Dolgrims** (ERLW page 291). If Variz'ka or Tashka are with the party, the battle will be much easier, but there's no need to adjust the encounter—let the players see the benefit of their coalition building. For her allies' safety, Tashka will not remove her blindfold, and so cannot use her Petrifying Gaze trait.

When the aberrations are defeated, Hiraad'an suggests a Short Rest while she prepares herself for the trial ahead. When everyone is prepared to go on, she instructs the player characters (and Variz'ka or Tashka, if present) to wield all five *Stonebane Blades* and hold them above the seal themselves. Hiraad'an then begins opening the seal.

## ORLASSK'S HEART

When all the *Stonebane Blades* are prepared and Hiraad'an is ready to begin opening the seal, read:

Hiraad'an takes a deep breath and squats in the center of the stone seal. She traces a hand over the flickering runes, and looks up with pleading eyes. "Once I open this seal, we will be at Orlassk's mercy. You must resist it. I only need one minute to re-make the seal. Just one minute."

With that said, she nods to herself and sets to work. She sings a druidic chant, and the five byeshk blades begin to pulse with gentle purple light, matching her rhythm. However, the Gatekeeper's work has little time to settle—a slow clap echoes throughout the chamber. Footfalls like rock hitting stone herald the arrival of the towering gargoyle woman who first revealed herself during the attack on the train. She spreads her stone wings and bares her teeth in a snarl. "Well, well, well...it seems you've done my work for me!"

Diorite, the Gray Lady, Voice of Orlassk, has arrived to give her villainous monologue. You should use this opportunity to fill in any lore gaps the players still haven't figured out or haven't had the chance to explore. The cliff notes are as follows:

- Diorite had been trapped for thousands of years by this seal. The hubris of the Quickstone quarriers released her, proving their foolishness.
- Orlassk is a perfect god—eternal, steadfast and dependable as stone, but with the gift of art and inspiration. Eberon would be privileged to see him set free once again.
- Just as the five ancient heroes tricked her into being trapped in this tomb, so too has she tricked the player characters into returning the keys to the seal. (She is lying about this—the player characters have bested her.)

When the player characters interrupt Diorite or otherwise show little interest in listening to her speech, read:

Hiraad'an gives a shout of triumph, and the stone slab at the heart of the seal dissolves. Then the world twists inside out.

Regaining your senses, you find yourselves scattered around a vast cavern with walls formed of stone faces, each twenty feet high. In place of natural stalactites and stalagmites, sculpted arms and legs, wide enough to walk on, criss-cross the cavernous space in a sinister web. In the far distance you spot a fortress lit by a halo of darkness. Its walls and towers evoke the shape of a slumbering gargoyle.

Sitting atop one central palm is a pool of shimmering quicksilver. You see the image of Hiraad'an on its surface, caught between the material plane and this strange world as she works to renew the seal. Behind her, you see the image of the chamber you were in only moments ago.

As the orc renews her chanting, echoing through both realms, the gargoyle smiles cruelly. It seems she has been transported inside too. "My master's realm. A fitting place for you to die."

## ORLASSK'S HEART



The final battle begins. The player characters should all be randomly distributed around the chamber, at least 30 feet from the central pool. **Diorite, Voice of Orlassk** fights to put an end to the assembled heroes. Well aware of the prowess of the characters, she will prioritize defeating them rather than trying to disrupt Hiraad'an's ritual. To assist Orlassk's champion, two **Earth Elementals** (MM page 124) rise out from the cave walls and join the battle. Add one additional **Earth Elemental** if both Tashka and Variz'ka are present at the battle.

### HER MASTER'S LAIR

Diorite is empowered by the stone surroundings of her master's domain, a demiplane known as the Heart of Stone. While within the Heart of Stone, she can call upon these surroundings to aid her in battle.

**Lair Actions.** While in Orlassk's prison demiplane, Diorite can take Lair Actions. On Initiative count 20

(losing Initiative ties), Diorite can take a Lair Action to cause one of the following effects; she can't use the same effect two rounds in a row.

- Diorite directs a portion of Orlassk's domain to reshape into a giant stone arm, which emerges from one wall and extends in a 10-foot-wide Line until it collides with any stone obstacle. The arm remains as a solid and permanent bridge. *Strength Saving Throw:* DC 15, each creature within 5 feet of the collision point. *Failure:* 3 (1d6) Bludgeoning damage and the target is pushed 15 feet and has the Prone condition. A creature that would be pushed off a ledge may make a DC 15 Dexterity saving throw to catch themselves on the edge. *Failure by 5 or More:* The target is not pushed back and instead has the Restrained condition. A Restrained creature can use an Action on its turn to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on a success. Once free, the target can move into the nearest unoccupied space.



## DIORITE, VOICE OF ORLASSK

Medium Elemental, Neutral Evil

**AC** 17 **Initiative** +2 (12)  
**HP** 90 (12d8 + 36)  
**Speed** 30 ft., Fly 60 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
<b>STR</b> 15	+2	+2	<b>DEX</b> 14	+2	+2	<b>CON</b> 15	+3	+6
<b>INT</b> 12	+1	+1	<b>WIS</b> 11	+0	+3	<b>CHA</b> 18	+4	+7

**Skills** Athletics +5, Arcana +4, Deception +7, Persuasion +7, Religion +4

**Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Terran, Deep Speech)

**CR** 6 (XP 2,300; PB +3) or 7 (XP 2,900; PB +3) if encountered in her lair

### ACTIONS

**Multiattack.** Diorite makes 3 Eldritch Bolt attacks. Up to three of these attacks can be replaced by Stone to Flesh. She also makes one Sculptor's Claws attack.

**Sculptor's Claws.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Slashing damage, and the target must succeed on a DC 15 Constitution saving throw or have the Restrained condition. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. If the target fails a saving throw against this ability while it has the Restrained condition, it instead has the Petrified condition. It can continue to make saving throws at the end of each of its turns, ending the petrification on a successful save.

**Eldritch Bolt.** *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 9 (1d10 + 4) Force damage.

**Stone to Flesh.** Diorite ends the Petrified condition on one creature she touches. Diorite regains 16 (3d10) Hit Points and the newly un-Petrified creature has the Charmed condition for 10 minutes.

**Spellcasting.** Diorite casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Blade Ward*, *Mold Earth*<sup>XGE</sup>, *Thaumaturgy*  
 3/Day Each: *Charm Person*, *Dispel Magic*, *Dissonant Whispers*, *Earthbind*<sup>XGE</sup>, *Shield*  
 1/Day Each: *Dimension Door*

### LEGENDARY ACTIONS

Diorite can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Diorite regains spent Legendary Actions at the start of her turn.

**Diorite's Fury.** Diorite makes a Sculptor's Claws attack or an Eldritch Bolt attack.

**Belief in Stone.** *Intelligence Saving Throw:* DC 15, one creature Diorite can see within 60 feet. *Failure:* 7 (2d6) Psychic damage and the target believes one of its arms has been turned to stone until the end of its next turn. While affected, the creature cannot make use of that arm or use an item it is holding with that arm (though it can switch a held item to a different hand).

**Whispers of Stone (2 Legendary Actions).** *Wisdom Saving Throw:* DC 15, each creature in a 20-foot-radius Sphere centered on a point Diorite can see within 60 feet. *Failure:* 7 (2d6) Psychic damage and is Frightened of Diorite until the end of its next turn.

- The faces on the walls of Orlassk's domain whisper demands. *Wisdom Saving Throw*: DC 15, one creature Diorite can see. *Failure*: The target is affected as if by a *Command* spell, with a word of Diorite's choosing.

The battle will continue until either Diorite and the elementals are defeated, or 10 rounds have passed, allowing Hiraad'an to complete her ritual. A character can assist Hiraad'an with the ritual, reducing the time necessary to complete it by 1 round, by making a DC 15 Intelligence or Wisdom (Arcana) check. When the battle ends, or the ritual is completed, read:

Hiraad'an's chanting reaches its greatest crescendo, and she plants her staff firmly through the surface of the quicksilver pool. The stone faces in the walls begin to scream in unison as the Gatekeeper's magic spreads like vines across the cave. The walls and ground begin to writhe, twisting and bending into alien shapes. "Quickly!" Hiraad'an roars, "Return through the pool!"

The contorting stone makes it difficult for the characters to navigate back towards the quicksilver pool. A character must use an Action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to be able to move towards the pool at their normal speed. Characters gain Advantage on their check if they have assistance in the form of the Help action from another creature.

Three rounds after Hiraad'an's call to evacuate, the stone slab in the chamber reforms, and the seal on Orlassk's prison is renewed. Simply touching the quicksilver is enough to return to the chamber of statues. The day is won!

Any characters that do not make it through Hiraad'an's quicksilver pool are trapped and left to Orlassk's mercy. Regardless of who makes it out, the five heroic statues surrounding the seal now take on the forms of the five that held the *Stonebane Blades* when Hiraad'an opened the seal.

## THE END

The characters can return to Quickstone to a hero's welcome. The Magistrate and other townsfolk who are aware of the player characters' deeds have arranged the following rewards:

- 400 GP for each player character.
- A *Heward's Handy Haversack*.
- The deed to a plot of land in Quickstone, where a dilapidated old house with a shopfront that still mostly stands up.

## WHAT'S NEXT?

Consider the following questions and plot hooks when embarking on your next adventures in Quickstone:

- The five *Stonebane Blades* are still keys to the Gatekeeper seal. Will the players return them to the kobolds, hobgoblins, and minotaurs, or will they keep them safe some other way?
- Have the players' actions helped convince Tashka of the importance of fostering relations with Quickstone and the east? If she died or was injured, will Cazhaak Draal become an enemy of Quickstone?
- Why was the greataxe left buried with the seal? Perhaps the minotaurs of Turakbar's Fist send a force to investigate once the news reaches them.
- Will the Komaaz'Dhaal be able to return to life as it was before Diorite and the Stone Cultists divided the kobolds? Will Variz'ka ask the characters to hunt down fleeing cultists?
- If any allies were left behind in Orlassk's realm, might they return later as a twisted Cult of Stone antagonist?
- As news spreads of the dangers in Quickstone's quarries, will Breland and the Daughters of Sora Kell take a more active interest in securing the region? Could tensions rise to the point of war?



# HAVE WAND— WILL TRAVEL

Join Eberron setting creator Keith Baker on a journey across the Western Frontier, the contested land that lies between the ancient kingdom of Breland and the rising nation of Droaam. *Frontiers of Eberron: Quickstone* takes a deep dive into this untamed region, exploring the towns and denizens of this dangerous land.

The Western Frontier is a place where creatures long thought of as “monsters” mingle with clever smugglers and brave wandslingers. In addition to lore about the region and a detailed look at the border town of Quickstone, *Frontiers of Eberron: Quickstone* includes a host of new options for players and Dungeon Masters. Play as a harpy, gargoyle, or medusa! Use Nemesis Sorcery to get an edge on your opponent, or harness the powers of the Bloodhound Ranger to track an elusive foe. Take advantage of new feats, backgrounds, and other options to become a master wandslinger, including unique rules for engaging in arcane duels. Claim mighty artifacts such as *Kharash’s Promise* or the hand of the daelkyr Orlassk! *Frontiers of Eberron: Quickstone* is fully updated for the 2024 version of the fifth edition rules for DUNGEONS & DRAGONS, and includes a new system for creating dragonmarked characters in Eberron.

In addition to new monsters, treasures, and descriptions of the communities and cultures of the Frontier, *Frontiers of Eberron: Quickstone* includes the adventure “Heart of Stone” by Imogen Gingell. This provides a story arc that will take characters from 1st level up to 5th level. Can the adventurers uncover the true threat behind a cult spreading across the Western Frontier? There’s only one way to find out. Strap on your wand and mount your tribex—we ride at dawn!



ISBN 0000000000000

