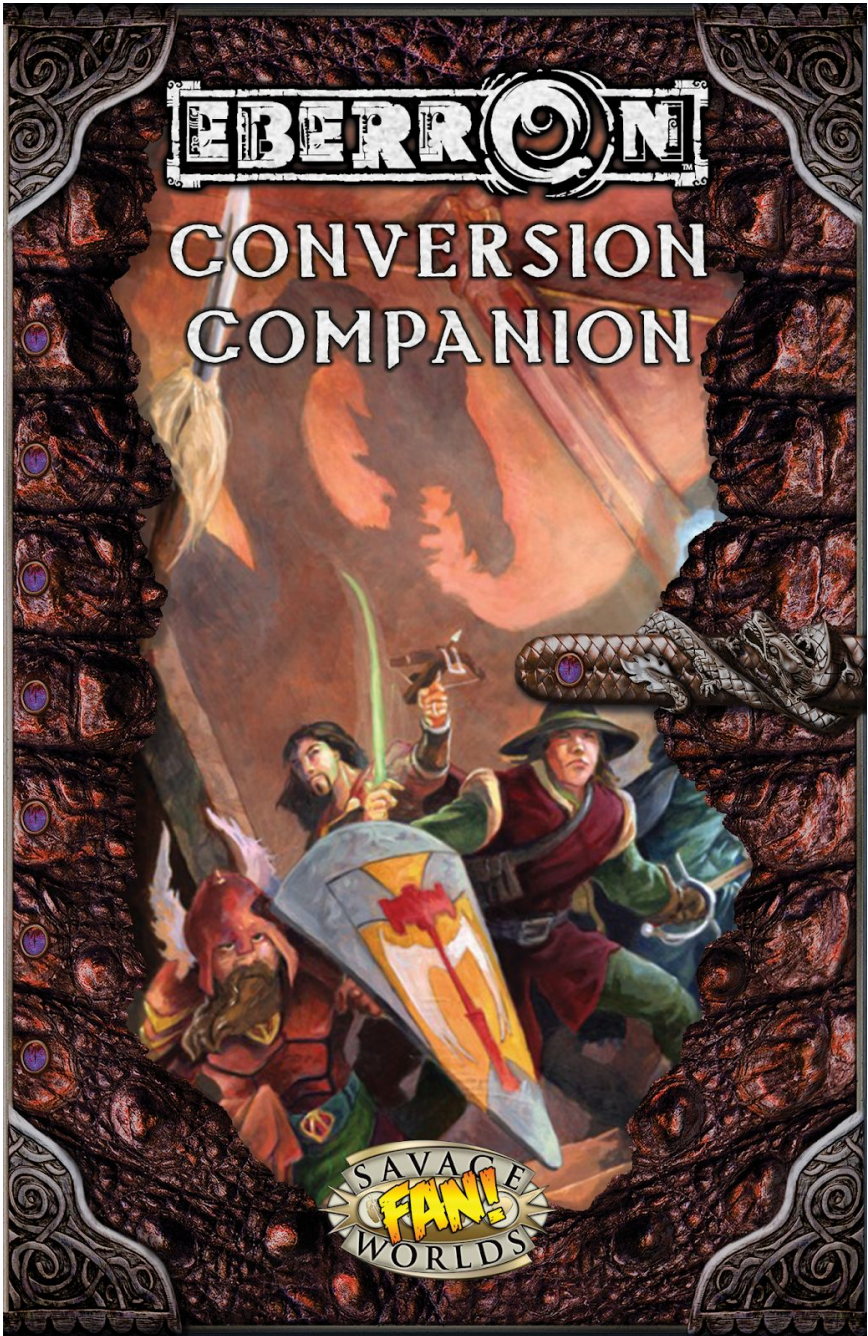




[Cover design](#) by Kristian Serrano with art by Storn Cook



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CONVERSION COMPANION



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PREFACE

I have been a fan of Eberron since 2005, and I have GM'd Eberron games for about as long. The idea of a fantasy setting incorporating themes of pulp, noir, and horror sparked my imagination in many ways. Unfortunately, running Eberron under its original D&D v3.5 system mechanics left something to be desired. Action Points felt like they had good intentions, but they often fell flat with their effects. Heroes in D20 often felt like they were running up against what the rules are telling them they *cannot* do rather than being facilitated by rules that tell them what they *can* do. With a nagging unease, I had accepted those moments and just continued with the game as designed.

When I first read the *Savage Worlds Test Drive Rules*, it felt like an awakening. I kept thinking of all of the moments as a GM in which the players attempted to be "big damn heroes" only to be disappointed by mechanics that hindered them. I replayed those moments in my head with Bennies instead of Action Points, Extras instead of NPC classes, Wild Cards instead of PCs, Jokers granting bonuses, and characters taking as many actions in a turn as they'd like and being able to move-attack-move without needing three feats. Savage Worlds was empowering, and it seemed only logical to pair it with Eberron—a setting that warranted empowerment!

I hope this document helps you create the Savage Worlds Eberron game you'd like to play or run. The document is set to view-only permissions. If you have any questions or suggestions, contact me via [my Google+ profile](#).

Regarding the document itself, I like to refer to it as a living document. That means you should expect to see updates, corrections, changes, and possibly deletions as time goes on.

If you'd like a static copy of the document or want to make changes of your own, you can make a copy from the File menu in the Google Docs toolbar above.

~[Kristian Serrano](#)

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CREATING ADVENTURERS

Before you get started creating your adventurer, you'll want to [download a copy of the Savage Worlds Eberron character sheet](#) created by [Karl Keesler](#). The sheet has two background layers that can be used in combination, toggled independently, or turned off completely.

CHARACTER CONCEPTS

With all of the options available in the Savage Worlds Deluxe core rules and in the Edges section below, it might feel overwhelming to understand how to express a character concept in terms of skills and Edges. Below are *suggestions* that help define the abilities of archetypal character concepts that inhabit an Eberron story. This is not an exhaustive list, but it should be enough to help you recognize patterns.

ARTIFICER/MAGEWRIGHT

Manipulators of the pure magical energy that Eberron embodies, artificers are the mad scientists that excel at creating magical technology. They also have the ability to infuse objects with raw magical properties temporarily. Many artificers are or were once employed by House Cannith or its Tinkers Guild. Others work independently conducting their own experiments or crafting their own artifacts. Magewrights are the most common employees of the Tinkers Guild and Fabricators Guild, but they do not have the expertise of imbuing powers using the Gadgeteer Edge.

Edges: Alchemy, Arcane Artificer, Improved Arcane Artificer, Arcane Background (Weird Science), Attune Magic Weapon, Efficient Artificer, Enchant, Improved Enchant, Gadgeteer, Homunculus, Master Artificer, Stable Device

Skills: Investigation, Lockpicking, Repair

ASSASSIN

A member of House Phiarlan, House Thuranni's Shadow

Network, the Black Dogs of House Ghallanda, or an agent of one of the Five Nations of Galifar, assassins pose a threat but only to their targets. House Tarkanan is known to have assassins among its ranks as well.

Edges: Acrobat, Assassin, Thief

Skills: Climbing, Fighting, Lockpicking, Notice, Shooting, Stealth, Throwing

BARBARIAN

Barbarians most commonly venture from the less “civilized” parts of the world, most commonly the Eldeen Reaches, the Demon Wastes, the Shadow Marches, the Talenta Plains, and occasionally as far away as the island of Seren of the northern coast of Argonnessen. They are fierce, brutal warriors that are also skilled at hiding and surviving in the wild. Some barbarians make use of their skills to acquire treasures or to simply seek the thrill of adventure.

Edges: Berserk, Berserk Luck, Close Fighting, Improved Close Fighting, Danger Sense, Dirty Fighter, Really Dirty Fighter, Frenzy, Improved Frenzy, Hard to Kill, Harder to Kill, Improvisational Fighter, Killer Instinct, Liquid Courage, Nerves of Steel, Improved Nerves of Steel, No Mercy, Sweep, Improved Sweep, Trademark Weapon, Improved Trademark Weapon, Two-fisted

Skills: Climbing, Fighting, Intimidation, Notice, Stealth, Survival, Throwing

BARD

Bards are truly special in Eberron. They maintain a deep connection to its natural magic and can invoke that energy through music, prose, or movement. While they could earn a modest living through travelling and performing for audiences, they are better known for adventuring and chronicling and sharing the lore of the world. They seek knowledge of the world and its history and will travel far and wide to obtain it. Some bards play the role of diplomats for governments and merchant houses, employing their skills of diplomacy.

Edges: Arcane Background (Miracles), Charismatic, Common Bond, Connections, Investigator, Jack-of-All-Trades, Linguist, Troubadour

Skills: Knowledge (History, Language, Local, etc.), Perform, Persuasion, Streetwise, Taunt

BOUNTY HUNTER

The most reputable bounty hunters in Khorvaire are members of House Tharashk's Finders Guild. Still others might operate independently to avoid the strict policies and procedures imposed by House Tharashk, but competition with the Finder's Guild is stiff.

Edges: Bounty Hunter

Skills: Fighting, Healing, Intimidation, Lockpicking, Shooting, Streetwise, Survival, Throwing, Tracking

CHRONICLER

Chroniclers write for publications such as the *Korranberg Chronicle* or the *Sharn Inquisitive*. Everything that happens around them is a story that needs to be written. They seek adventure wherever they can find it; however, some act more like passive observers than active participants.

Edges: Connections, Investigator, Jack-of-All-Trades, Scholar

Skills: Investigation, Persuasion, Streetwise

CLERIC

Clerics are beyond the capabilities of acolytes and priests who occupy temples. They are holy warriors of the churches of Khorvaire, trained and blessed with skill in martial combat and divine power. They serve and fight for a higher authority.

Edges: Arcane Background (Miracles), Champion, Exorcist, Healer, Holy Warrior, One of the Chosen, Talisman Craftsman

Skills: Faith, Healing

DRUID

There are several Druidic traditions in Eberron, each carrying a different philosophical outlook with respect to their role as

guardians of the natural world.

Edges: [Arcane Background \(Druidism\)](#), Beast Bond, Beast Master, Talisman Craftsman

Skills: Survival

EXPEDITION GUIDE

Whether exploring the wilds and ruins of Xen'drik, or traversing the wilds across the continent of Khorvaire, an expedition guide knows his way around and can navigate the way for others. They might also be familiar with the indigenous cultures which can better... or worse.

Edges: Explorer, Scavenger

Skills: Climbing, Notice, Survival, Tracking

FIGHTER/WARRIOR

Soldiers, mercenaries, bodyguards—these are just a few of the roles played by the guilds of House Deneith. The Blademarks Guild, the Defenders Guild, and the Sentinel Marshals train the best of Khorvaire's fighters and warriors. Others unaffiliated with these guilds find their way in post-war Khorvaire, some formerly soldiers fighting on behalf of their nation currently seeking independent employment or joining local law enforcement.

Edges: Any Combat Edge

Skills: Fighting, Intimidation, Riding, Shooting, Taunt, Throwing

HEALER

House Jorasco is known for its hospitals and healing services. During The Last War, they provided services to heal wounded soldiers on the battlefields. Some clerics heed the call to tend to the sick, those who cannot afford the costs of healing services otherwise. Among adventurers and explorers, healers provide a crucial service among their teams, especially when journeying through dangerous wilds and unexplored areas.

Edges: Arcane Background (Miracles), Dragonmark (Healing), Healer

Skills: Healing, Survival

NOBLE/HOUSE SCION

The highest levels of nobility are shared among the Dragonmark Houses and the nations of Khorvaire, but other nobles exist among families of great import or strong political ties.

Edges: Connections, Noble, Rich, Filthy Rich

Skills: Persuasion

INQUISITIVE

Most typically, inquisitives are members of House Medani's Warning Guild. There are more than a handful that work independently, mostly because they're just that good at what they do. Serving as private investigators and detectives for hire, inquisitives are cunning, perceptive, and resourceful.

Edges: Alertness, Connections, Dragonmark (Mark of Detection), Investigator

Skills: Intimidate, Investigate, Notice, Persuasion, Streetwise, Taunt

KNIGHT

Edges: Command, Command Presence, Fanaticism, Fervor, Hold the Line, Inspire, Knight, Leader of Men, Natural Leader, One of the Chosen, Relentless, Tactician, Tower of Will, Trademark Weapon

Skills: Fighting, Persuasion, Riding

MONK

Edges: Acrobat, Arcane Background (Miracles), Adept, Danger Sense, Fleet-footed, Martial Artist, Improved Martial Artist, Tower of Will

Skills: Climbing, Fighting, Faith or Psionics, Stealth, Throwing

NECROMANCER

Edges: Arcane Background (Magic or Miracles), Necromancer, Master Necromancer

Skills: Spellcasting or Faith

PALADIN

Like clerics, Paladins are the champions of the churches, most notably the Church of the Silver Flame and, in some cases, select churches of the Sovereign Host. Paladins follow an exalted life and are held to a higher standard than even clerics. Clerics can fall to corruption and still retain their abilities, but paladins are above the corruption that can infect a church and adhere to the highest ideals of their faiths.

Hindrances: Code of Honor

Edges: Arcane Background (Miracles), Champion, Command, Command Presence, Fanaticism, Fervor, Hold the Line, Holy Warrior, Inspire, Knight, Leader of Men, Natural Leader, One of the Chosen, Relentless, Tactician, Tower of Will

Skills: Faith, Fighting, Healing, Persuasion, Riding

PILOT/SHIP CAPTAIN

Edges: Ace, Command, Command Presence

Skills: Boating, Driving, Piloting

PSION

Edges: Arcane Background (Psionics), Ascetic Psion, Danger Sense, Mentalist, Psicrystal Affinity, Psychic Rush, Tower of Will

Skills: Fighting, Psionics

RANGER

Edges: Ambidextrous, Beast Bond, Beast Master, Flurry of Arrows, Improved Flurry of Arrows, Marksman, Monster Hunter, Steady Hands, Two-Fisted, Quick Draw, Woodsman

Skills: Fighting, Notice, Shooting, Survival, Tracking

ROGUE

Edges: Acrobat, Criminal Background, Dirty Fighter, Really Dirty Fighter, Femme Fatale/Ladykiller, Fence, Level-Headed, Improved Level-Headed, Luck, Great Luck, Quick, Quick Draw, Scavenger, Thief, Tricky Fighter

Skills: Lockpicking, Notice, Stealth, Taunt

SCOUT

Skills: Fighting, Notice, Shooting, Stealth, Survival

SORCERER

Edges: Arcane Background (Sorcery), Enhance Power, Expand Power, Extend Power, Familiar, Talisman Craftsman

Skills: Spellweaving

SPY

Skills: Fighting, Intimidation, Investigation, Lockpicking, Notice, Persuasion, Shooting, Stealth, Streetwise, Survival, Swimming, Taunt

SWASHBUCKLER

Edges: Action Boost, Action Surge, Acrobat, Command, Command Presence, Criminal Background, Dirty Fighter, Really Dirty Fighter, Femme Fatale/Ladykiller, Level-Headed, Improved Level-Headed, Liquid Courage, Luck, Great Luck, Quick, Quick Draw, Scavenger, Steady Hands, Thief, Tricky Fighter

Skills: Boating, Climbing, Fighting, Notice, Intimidate, Persuasion, Piloting, Stealth, Streetwise, Swimming, Taunt

TREASURE HUNTER

Edges: Action Boost, Action Surge, Artifact Hunter, Explorer, Scavenger, Thief

Skills: Climbing, Fighting, Investigation, Notice, Persuasion, Shooting, Stealth, Streetwise

WAR-TORN HERO

Edges: Liquid Courage, No Mercy, Strong-willed, Command, Command Presence, Fanaticism, Fervor, Hold the Line, Inspire, Leader of Men, Natural Leader, Tactician

Skills: Fighting, Intimidation, Notice, Riding, Shooting,

Survival, Taunt, Throwing

WIZARD

Edges: Alchemy, Arcane Artificer, Improved Arcane Artificer, Arcane Background (Magic), Enchant, Improved Enchant, Enhance Power, Expand Power, Extend Power, Familiar, Talisman Craftsman, Wizard, Scholar.

RACES

The races presented below are balanced to 4 points of positive abilities.

HUMANS

- **Adaptable (+2):** Humans begin play with one free Edge.
- **Skilled (+2):** Humans start with a d6 in any two skills based on their experiences, education, training, or culture.

CHANGELINGS

- **Disguise (+2):** Changelings can alter physical appearance at will as per the *disguise* power with some minor variations and limitations. Changelings use a designated Disguise skill (tied to Vigor) for this ability. They can only alter facial features, hair, skin color and minor adjustment of build/height (-1 penalty to their disguise roll for a +/- 1-foot height difference). The power has no limit on duration, but Changelings must make a Disguise roll to maintain their form if Shaken. If unconscious (sleeping is not unconscious) or dead, they return to their natural form.
- **Deceptive (+2):** +2 bonus to Persuasion and Notice rolls when attempting to deceive and sense motives respectively.
- **Slippery Mind (+1):** +2 bonus to rolls for resisting commanding mental effects such as puppet and slumber.
- **Outsider (-1):** If identified as a changeling, they have -2 to Charisma as other races tend to distrust them.

DWARVES

- **Infravision (+1):** Dwarves halve penalties (round down) for bad lighting when attacking living targets.
- **Slow (-1):** Dwarves have a Pace of 5".
- **Stability (+1):** +2 bonus to opposed Strength rolls for resisting Push attacks.
- **Stonecunning (+1):** Dwarves have a +2 bonus to Notice rolls related to unusual stonework.
- **Tough (+2):** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

ELVES

- **Agile (+2):** Elves are graceful and agile. They start with a d6 in Agility instead of a d4.
- **Low Light Vision (+1):** Elven eyes amplify light like a cat, allowing them to see in the dark. Elves ignore attack penalties for Dim and Dark lighting.
- **Keen Vision (+1):** +2 to Notice visual obscurities.

ENOKO

- **Brute Strength (+2):** Enoko are naturally strong and start with a d6 Strength.
- **Clumsy (-3):** Enoko suffer a -2 penalty to all Agility rolls.
- **Endure Elements (+2):** Enoko have a +4 bonus to resist negative environmental effects from heat and cold. This also counts as Armor against attacks based on those elements.
- **Immune to Poison (+1):** Enoko are hardy and resistant to toxins.
- **Outsider (-1):** Most races are frightened by the mixed heritage of enoko, and enoko are rather reserved and wary. They suffer a -2 Charisma modifier when interacting with races other than the Syrk half-giants or their own kind.
- **Size +1 (+1):** Enoko are the same size as half-giants.
- **Sturdy (+2):** Enoko have rugged physiology and start with

a d6 in Vigor.

GNOMES

- **Sturdy (+2):** Gnomes are hardy creatures. They begin play with a d6 Vigor instead of a d4.
- **Weak (-2):** Gnomes aren't as strong as some of the larger races. They suffer a -1 penalty to all Strength rolls including damage.
- **Low Light Vision (+1):** Gnomes' eyes amplify light like a cat, allowing them to see in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Illusions (+3):** Gnomes can create aural and visual illusions using the *obscure* power, and have access to 10 power points that may only be used for this power that recharge at the rate of 1 per hour and are unaffected by the Rapid Recharge Edge. Power Points from other sources cannot be used with this power. Gnomes use Smarts as their arcane skill for this power.
- **Keen Sense (+3):** +4 to Notice when using hearing; +2 bonus to rolls to detect or resist illusory effects.
- **Slow (-1):** Gnomes have a Pace of 5".
- **Small (-2):** -1 Toughness.

HALFLINGS

- **Shared Luck (+4):** Halfling Wild Cards draw one additional Prophecy Shard per game session. This may be combined with the Luck and Great Luck Edges. They may also share their Prophecy Shards with other Wild Cards with whom they can communicate.
- **Spirited (+2):** Halflings are generally optimistic beings. They start with a d6 Spirit instead of a d4.
- **Stealthy (+1):** Halflings begin play with a free d6 Stealth.
- **Small (-2):** Halflings average only about 4' tall. Their small size subtracts 1 from their Toughness.
- **Slow (-1):** Halflings have a Pace of 5".

HALF-ELVES

- **Alertness (+2):** Half-elves are astute observers and share the keen vision of their elven ancestry. They have a +2 bonus to Notice rolls.
- **Arrogant (-2):** Half-elves, particularly Khorovar, are haughty. They tend to enjoy humiliating their opponents or challenging leaders and authority figures.
- **Heritage (+2):** Some half-elves retain the grace of their elven ancestry. Others gain the adaptability of their human ancestry. They may either start with a free Edge of their choice or a d6 in Agility instead of a d4.
- **Low Light Vision (+1):** Like their elven relatives, half-elves ignore attack penalties for Dim and Dark lighting.
- **Skilled (+1):** Sharing the ingenuity of their human relatives as well as having slightly longer life spans, half-elves begin play with a d6 in any skill.

HALF-GIANTS

- **Brute strength (+2):** Half-giants are naturally strong and start with a d6 Strength.
- **Clumsy (-3):** Half-giants aren't the most dextrous creatures. They suffer a -2 penalty to Agility rolls.
- **Elemental Resistance (+1):** Half-giants gain a +4 bonus to resist heat. This also acts as Armor against attacks based on heat.
- **Low Light Vision (+1):** Half-giants ignore penalties for bad lighting in all but pitch darkness
- **Outsider (-1):** Most races are intimidated by half-giants or simply don't know what to make of them, often confusing them with their larger ancestors. Half-giants suffer a -2 penalty to Charisma when dealing with other races.
- **Size +1 (+2):** Half-giant's are much larger than humans, but not as large as their ancestors.
- **Stomp (+2):** With a single stomp of their foot, half-giants can create a wave of trembling earth. This effect is

equivalent to the *pummel* power but only knocks characters prone and does no damage. Half-giants have 5 Power Points and must make a Strength roll to activate the power while stomping on solid ground.

HALF-ORCS

- **Infravision (+1):** Half-orcs halve penalties (round down) for bad lighting when attacking living targets.
- **Outsider (-1):** Half-orcs, especially those from the Shadow Marches, make most other civilized races uncomfortable and so subtract 2 from their Charisma.
- **Strong (+2):** Half-Orcs have some of the strength of their ancestors. They start with a d6 Strength attribute instead of a d4.
- **Heritage (+2):** Half-orcs exhibit the adaptability inherited from their human lineage. They may either start with a free Edge of their choice or a d6 in any two skills.

HOBGOBLINS

- **Mean (-1):** Hobgoblins often come across ill-tempered and aggressive and suffer a -2 penalty to Charisma when interacting with non-goblinoid beings.
- **Warrior born (+2):** Hobgoblins begin play with d6 Agility.
- **Infravision (+1):** Hobgoblins halve penalties (round down) for bad lighting when attacking living targets.
- **Stealthy (+2):** Hobgoblins excel at being discrete in the wild and on the battlefield. They have a +2 bonus to Stealth rolls.

KALASHTAR

- **Charismatic (+2):** Through their strong presence and psychic subtleties, Kalashtar are adept at influencing others. They have a +4 Charisma.
- **Dual Spirit (+2):** Kalashtar gain a +2 bonus to opposed psionic rolls, including rolls to resist psionic effects from other psionics.

- **Enemy (Major) (-2):** Kalashtar are constantly hunted by the Dreaming Dark and the Inspired of Reidra.
- **Mind Reading (+2):** Kalashtar have the Arcane Background (Psionics) Edge and begin with the *mind reading* power as one of their known powers.
- **Naturally Psionic (+1):** Kalashtar begin play with a d6 in the Psionics skill.
- **Outsider (-1):** If identified as a kalashtar, you have -2 to Charisma as kalashtar seem to have alien dispositions with which most do not feel comfortable.

SHIFTERS

- **Agile (+2):** Shifters are agile and lithe and start with a d6 in Agility instead of a d4.
- **Bestial Nature (-2):** Their fundamental bestial nature detracts from shifters' reasoning abilities and makes it harder for them to resist a Taunt. Shifters suffer a -1 penalty to Smarts rolls used to oppose Taunt rolls.
- **Low-Light Vision (+1):** Shifters ignore attack penalties for dim and dark lighting.
- **Shifting (Minor Shape Change) (+3):** Shifters have a very unique but limited use of the *shape change* power. At character creation, the player chooses a shifter trait from the list below. This ability allows a shifter to tap into his lycanthropic heritage to gain short bursts of physical power. Each shifter ability provides a die increase to one of the shifter's Attributes and grants an additional advantage as well. Shifting is a free action and lasts a number of rounds equal to 2 + half Vigor. (If a shifter ability or other effect changes the shifter's Vigor die size, use the higher die size.) When the shifting ends, the shifter suffers one level of Fatigue that is removed after 4 hours of abstaining from shifting. If the shifter uses this ability again, it inflicts another level of Fatigue that requires another 4 hours of recovery time. Each Shifter Edge the shifter takes increases the duration of his shifting by 1 round. Every two Shifter Edges halves the Fatigue recovery time to a

minimum of 15 minutes.

- **Beasthide:** The skin of beasthide shifters harden, providing a +2 Toughness. The shifter also increases his Vigor by one die size while shifting.
- **Cliffwalk:** The limbs, hands, and feet of cliffwalk shifters become stronger, allowing cliffwalk shifters to gain a +2 bonus to Climbing rolls. The shifter also increases his Strength by one die size while shifting.
- **Dreamsight:** Dreamsight shifters' instincts and awareness become heightened, granting them the *beast friend* power. The power affects animals of Size +1 or smaller as well as swarms of Small or Medium size. Its effects only last while shifting rather than the power's normal duration. The shifter also increases his Spirit by one die size while shifting.
- **Gorebrute:** Gorebrute shifters manifest powerful but awkward horns that can only be used in a charge attack. If they can charge at least 6" before attacking a target with their horns, a gorebrute shifter's horns can inflict Str+d4+4 damage. The shifter also increases his Strength by one die size while shifting.
- **Longstride:** The legs of longstride shifters elongate, and longstride shifters balance on the balls of their feet. Their base Pace becomes 8. Additionally, when a longstride shifter attempts to jump, he doubles the normal jumping distance, and adds +1d6" from a successful Strength roll. The shifter also increases his Strength by one die size while shifting.
- **Longtooth:** The face of a longtooth shifter distorts, growing a canine muzzle full of sharp teeth. Longtooth shifters can make a bite attack, dealing Str+d8 damage. The shifter also increases his Strength by one die size while shifting.

- **Razorclaw:** The claws on the hands of razorclaw shifters grow and can be used to make attacks dealing Str+d6 damage with AP 2. The shifter also increases his Strength by one die size while shifting.
- **Swiftwing:** The arms of Swiftwing shifters grow leather flaps of skin similar to a bat's wings, granting the ability to fly at a rate equal to her Pace with a Climb score of 0. The shifter also increases his Agility by one die size while shifting.
- **Truedive:** Truedive shifters grow fins and webs of skin between their toes and fingers. They become aquatic creatures that cannot drown in water, have a Pace in water equal to their Swimming skill, and gain a free d6 Swimming. The shifter also increases his Vigor by one die size while shifting.
- **Wildhunt:** Wildhunt shifters' sense of smell becomes more sensitive, providing a +4 bonus to Notice rolls using scent only. The shifter also increases his Vigor by one die size while shifting.
- **Winterhide:** While shifting, a winterhide shifter gains a +8 bonus to resist the negative effects of a cold environment. The shifter also increases his Vigor by one die size while shifting.

WARFORGED

- **Composite Plating (+1):** A warforged is covered in tough plating made of magically-treated woods and metals. Warforged gain a +2 Armor. Warforged are unable to wear additional armor.
- **Enemy (Major) (-2):** There are many non-warforged survivors of the Last War who wish to see Warforged destroyed altogether. Warforged are often targets of hate crimes and revenge.
- **Light Fortification (+1):** When hit with a called shot to the head, there is a 50% chance of ignoring the +4 damage.
- **Living Construct (+3):** Warforged are living constructs

made from organic and inorganic matter and are capable of emotions and conscious thought. They are immune to poison and disease. Warforged also do not need to breathe and cannot die from drowning, but they can still sink below the surface if Incapacitated from enough Fatigue levels. Warforged cannot heal naturally, and use of the *healing* or *greater healing* power on them suffers a -4 penalty on the Arcane Skill roll. A warforged can be mended with a successful Repair roll or the *repairing* power.

- **Loyal (-1):** Warforged were created to give their lives for their allies and that ingrained dedication prevents them from leaving an ally behind if there is a chance at all they could help.
- **Poor (-1):** Warforged have no starting wealth, but they at least have one weapon they wielded during their service in the Last War.
- **Steel Fists (+1):** Warforged may attack with their fists and deal Strength + d6 damage.
- **Outsider (-1):** With a long history of being dedicated soldiers of war, warforged have difficulty blending into post-war Khorvaire. Most non-warforged strongly dislike the sight of warforged as they stand as living reminders of the horror that was the Last War. Additionally, warforged have difficulty relating to other creatures making them seem aloof or even hostile. As such, warforged have -2 Charisma.
- **Vigilant (+3):** Warforged do not need to eat, drink, or sleep.

EDGES

RACIAL EDGES

ABERRANT DRAGONMARK

Requirements: Novice, Dragonmark race, cannot have Dragonmark.

Powers: *blast, blind, bolt (fire), burst, drain power points, draining touch, fear, jet, light, lower trait, poison touch, puppet, slow, stun*

You bear an aberrant dragonmark, descended from a bloodline of a corrupted dragonmarked family. A character with one of the true dragonmarks cannot select this Edge, and a character with this Edge cannot later select one of the true dragonmark Edges.

Your aberrant dragonmark grants you a power from among the list above for which you meet the rank requirement and 5 Power Points that may only be used for this power that recharge at a rate of 1 per hour and are unaffected by the Rapid Recharge Edge. Power Points from other sources cannot be used with this power. You use Spirit as your arcane skill for this power.

Special: Characters with this Edge also have the Outsider Hindrance, but do not gain additional points.

ADAMANTINE BODY

Requirements: Novice, Warforged.

You were created from a specially designed line of warforged made with adamantine giving you +4 Armor instead of the normal +2 from Composite Plating.

Special: This Edge must be taken during character creation.

DRAGONMARK

Requirements: Novice, Dragonmark race, cannot have Aberrant Dragonmark.

You have dragonmark as appropriate to your race. You also gain a bonus to specific skills as indicated in the mark's description listed below.

Your dragonmark grants you the ability to use dragonmark focus items. Additionally, you gain a power related to the dragonmark (for which you meet the Rank requirement) and 5 Power Points that may only be used for this power that recharge at a rate of 1 per hour and are unaffected by the Rapid Recharge Edge. Power Points from other sources cannot be used with this power. You use Spirit as your arcane skill for this power.

- **Mark of Detection:** Half-elf; +1 to Notice rolls; *darksight, detect arcana, divination*

- **Mark of Finding:** Half-orc, human; +1 to Tracking rolls; *farsight, light, object reading*
- **Mark of Handling:** Human; +1 to Charisma when dealing with animals; *beast friend, boost trait* (animals only), *shrink/growth* (animals only)
- **Mark of Healing:** Halfling; +1 to Healing rolls; *healing, greater healing, succor*
- **Mark of Hospitality:** Halfling; +1 to Charisma when dealing with intelligent creatures; *elemental manipulation* (water), *environmental protection, slumber*
- **Mark of Making:** Human; +1 to Repair rolls; *dispel, drain power points* (items created with Arcane Background (Weird Science) only), *greater repairing, repairing, mend, smite*
- **Mark of Passage:** Human; +1 to Survival rolls; *fly, quickness, speed, teleport*
- **Mark of Scribing:** Gnome; +1 to Investigation rolls; *magic mark, secret writing, speak language*
- **Mark of Sentinel:** Human; +1 to Intimidation rolls; *armor, barrier, deflection, smite, summon ally* (experienced soldier or mirror self), *warrior's gift*
- **Mark of Shadow:** Elf; +1 to Stealth rolls; *blind, darksight, invisibility, obscure*
- **Mark of Storm:** Half-elf; +1 to Boating or Piloting rolls (choose one); *blast* (electricity or lightning), *burst* (wind), *elemental manipulation* (air), *fly* (gusty winds), *havoc* (whirlwind), *jet, obscure* (thick fog), *pummel* (buffeting winds), *stun* (electricity)
- **Mark of Warding:** Dwarf; +1 to Notice rolls; *barrier, conceal arcana*

DRAGONMARK POWER POINTS

Requirements: Seasoned, Aberrant Dragonmark or Dragonmark

Your Dragonmark grows in size and strength. This Edge grants you 5 additional Power Points for use with your dragonmark powers. You may choose this Edge up to two times, but only once per rank.

EXTRA SHIFTER ABILITY

Requirements: Novice, Shifter

You come from a mixed lineage of shifters. Choose an additional shifter ability. You manifest this ability while shifted as well.

ELITE SHIFTER

Requirements: Novice, Shifter

Either inherently or through conditioning, your shifter trait is enhanced beyond its normal abilities.

- **Beasthide:** The shifter's bonus to Toughness increases to +4.
- **Cliffwalk:** While shifting, you can make a Climbing roll for every 30" (60 yards) instead of making a roll for every 20" (40 yards).
- **Dreamsight:** While shifting, you can spend a full round to gain extraordinary visual power, gaining a +2 bonus to Notice rolls based on vision and can see creatures and objects under the influence of the invisibility power.
- **Gorebrute:** The shifter may use the Push action with his charge attack. He may use any of the options available except shield bash. The effects of the Push action are in addition to the damage dealt by his horns.
- **Longstride:** While shifting, your Pace improves by an additional 2" (4 yards).
- **Longtooth:** Wounds dealt by your bite attacks bleed copiously. Each time you make a successful damage roll from a bite attack, it is automatically treated as a raise, causing an additional wound. This raise is in addition to any raises from the damage roll.
- **Razorclaw:** When you make a charge attack, you can make two claw attacks at the end of the charge. You also add +4 to your damage rolls for each claw attack.
- **Swiftwing:** While shifting, your Pace while flying increases by 2" per turn.
- **Truedive:** While shifting, your Pace while swimming increases by 2" per turn in normal water.
- **Wildhunt:** While shifting, your non-visual senses improve

to such a degree that your Notice skill increases to d12.

This increase applies to non-visual senses only.

Special: Shifters with the Extra Shifter Ability Edge may take this Edge a second time to enhance the second trait.

HEALING FACTOR

Requirements: Seasoned, Shifter, Vigor d8+

After your current period of shifting ends, you may immediately make a free Soak roll to remove any wounds taken while shifted.

HEIR OF SIBERYS/CHILD OF KHYBER

Requirements: Heroic, Dragonmark race, d12+ in any two skills, cannot have Dragonmark or Aberrant Dragonmark Edges

You gain the benefits of the Dragonmark or Aberrant Dragonmark Edge. All aspects of the Edge apply to your character. Additionally, when activating the power, you may automatically apply a single Ritual effect as if you had successfully completed a Ritual to activate the power.

NEW DRAGONMARK POWER

Requirements: Seasoned, Aberrant Dragonmark or Dragonmark

Your dragonmark exhibits a more complex pattern and increases in power. You may learn a new power by choosing this Edge. You may choose from the powers associated with your dragonmark. You may choose this Edge up to two times, but only once per rank.

OVERLOAD METABOLISM

Requirements: Novice, Warforged, Agility d8+, Strength d8+

You can heal damage at a cost to your other physical attributes by exciting your warforged metabolism. Once per session, you can make a Vigor roll to repair damage. On a success, you repair one wound. On a raise, you repair two wounds. Doing this reduces your Strength and Agility by one die size for 10 minutes.

If you are Incapacitated and have not yet used this ability, any use of the Gadgeteer Edge targeted upon you (i.e., imbuing) automatically activates it.

PSIFORGED BODY

Requirements: Novice, Arcane Background (Psionics), Warforged

As a warforged, your body can be crafted using trace amounts of psionically resonant deep crystal, providing you with increased psionic power and the ability to store psionic energy in your body. This functions as a mana stone (Fantasy Companion, p. 74) with 5 Power Points. If you take this edge, you will often be referred to as a psiforged.

Special: This Edge must be taken during character creation.

REACTIVE SHIFTING

Requirements: Novice, Shifter, Quick

You can activate your racial shifting ability as a reflex, allowing you to begin shifting even when it's not your turn. This is in addition to your normal actions on your turn and does not apply any penalties for multiple actions.

SHIFTER ACROBATICS

Requirements: Novice, Shifter with the cliffwalk, longstride, or swiftwing trait, Agility d6+

Your heritage makes you agile and light-footed. When shifting, you gain a bonus to Agility rolls related to acrobatics and tricks equal to the number of Racial Edges you have up to +3.

SHIFTER FEROCITY

Requirements: Seasoned, Shifter, Hard to Kill, Nerves of Steel

While shifting, the shifter continues to fight without penalty if he is Shaken. When you are Shaken, you can act as if you weren't Shaken, and further Shaken results do not cause a wound.

SHIFTER SAVAGERY

Requirements: Veteran; Longtooth, Gorebrute, or Razorclaw Shifter; Berserk

While shifting and berserking simultaneously, you may add +1d6 to the damage dealt by your natural weapons.

SHIFTER STAMINA

Requirements: Novice, Beasthide, Truedive, or Wildhunt Shifter

While shifting, you are immune to nonlethal damage, and the effects of fatigue and exhaustion are suppressed. When your shifting ends, any fatigue or exhaustion effects that would have taken effect during your shifting (or that were in effect when you began shifting) take effect normally.

UNARMORED BODY

Requirements: Novice, Warforged.

You were not created with armor like most warforged; you lose the Composite Plating racial ability (and its +2 Armor), but you may wear any armor sized to fit a large human.

Special: This Edge must be taken during character creation.

BACKGROUND EDGES

CRIMINAL BACKGROUND

Requirements: Novice

You come from a long line of pirates, outlaws, or sneak thieves. Your instincts are bent toward illicit gain and self preservation above all else.

You can make unskilled Gambling, Intimidation, Taunt, and Streetwise rolls without the usual -2 penalty. When observing an individual, you can make a Notice roll with a -4 penalty to ascertain any criminal motives. You also gain a +4 bonus on Streetwise rolls involving crime and criminals.

Special: You must take this Edge at character creation.

COMBAT EDGES

ACTION BOOST

Requirements: Wild Card, Seasoned

When you spend a Prophecy Shard to reroll a Trait Test, you may roll a d8 for your Wild Die instead of a d6.

ACTION SURGE

Requirements: Wild Card, Seasoned

You can spend a Prophecy Shard to take one additional action on your turn that does not add or include a multi-action penalty. Any other actions on that turn are still accounted for when determining the penalty for those other actions.

BERSERK LUCK

Requirements: Wild Card, Novice, Berserk.

When Berserk, you have a greater ability to alter your luck than most others do. You gain 1 temporary Prophecy Shard while Berserk. If you don't use this Prophecy Shard during your Berserk, it disappears when it ends.

FLURRY OF ARROWS

Requirements: Seasoned, Quick Draw, Shooting d8+

You can use Rapid Attack with a bow. You can fire up to 3 shots as per the normal rules.

IMPROVED FLURRY OF ARROWS

Requirements: Heroic, Flurry of Arrows, Fighting d8+, Shooting d10+

When using Rapid Attack with your bow, your attack and Parry penalties from the maneuver are halved (-2 to attacks and -1 Parry).

PROFESSIONAL EDGES

ASCETIC PSION

As Adept except for the following changes.

Requirements: Novice, Arcane Background (Psionics), Martial Artist, Psionics d8+, Fighting d8+

You are a practitioner of one of the many styles comprising the kalashtar path of shadows, such as the Tashalatora. Mixing meditation, discipline, and movement has taught you to use your body as a weapon as well as your mind.

Powers affected: boost trait, deflection, succor, smite, or speed.

BOUNTY HUNTER

Requirements: Novice, Smarts d8+, Tracking d8+, Survival d6+,

Streetwise d6+

Often members of House Tharashk's Finders Guild, the bounty hunters are extremely talented in finding their targets no matter where they might be hiding. Bounty hunters gain +2 to Tracking, Survival, and Streetwise rolls. Additionally, they gain a +2 bonus to all Intimidation rolls against their targets.

Bounty hunters also know how to subdue their opponents with nonlethal damage. While physically studying a target who is knocked out by nonlethal damage, the bounty hunter can determine how much longer the victim will remain knocked out.

GADGETEER

As Gadgeteer in the Savage Worlds core book except for the following changes:

Requirements: Novice, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d8+, Knowledge (Arcana) d6+

These masters of artifice understand and can manipulate magical energy inherent in objects in such a way that enables them to quickly imbue that object with a power.

Imbuing an item with a power consumes an artificer's entire turn; they cannot take any other actions while doing so.

HOMUNCULUS

Requirements: Seasoned, Arcane Background (Magic or Weird Science), Knowledge (Arcana) d10+

The crafter has created a homunculus. The construct created varies with the crafter's Rank when he first takes this Edge. Use the Available Homunculi table to determine the type of construct a crafter can choose.

AVAILABLE HOMUNCULI

Rank	Homunculi Types
Seasoned	Expeditious messenger, furtive filcher
Veteran	Arbalester, iron defender, packmate, persistent harrier

The crafter and the homunculus acquire the Loyal Hindrance

with regard to each other.

The homunculus cannot refuse to follow the crafter's orders and follows orders precisely. For example, an iron defender will relentlessly pursue a target until given another order.

The creator and homunculus are telepathically linked and automatically know what the other knows. This communication functions out to a distance equal to the crafter's Smarts x 100 yards. A homunculus never travels beyond this distance willingly but can be moved forcibly.

The homunculus is a Wild Card with respect to wounds and the Wild Die, but has no Prophecy Shards. The crafter may spend his for the homunculus, however.

Each additional time this Edge is taken, the crafter can pick one of the powers below. Each power may only be taken once. The crafter may take this Edge only once each Rank.

- The crafter can transfer Wounds and Fatigue levels to or from his homunculus as a free action.
- The crafter may increase one attribute of his choice which is lower than that of the homunculus by one die, to a maximum of d12.
- The homunculus can use the crafter's Combat Edges as its own.
- Any spells the crafter casts on himself also affect the homunculus. If he casts armor with a raise, both he and his homunculus gain +4 Armor for the duration, for example.
- The homunculus has 5 Power Points, which the crafter may use as if they were his own. They recharge at the same rate as the crafter's (usually 1 per hour).

If the homunculus is destroyed, the character must take this Edge again to create a new homunculus. However, the previous acquisitions of this Edge to add to its abilities are applied to the new homunculus.

PSICRYSTAL AFFINITY

Requirements: Novice, Arcane Background (Psionics), Knowledge (Psionics) d10+

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life. It appears as a

crystalline construct about the size of a human hand.

PSICRYSTAL PERSONALITIES

A psicrystal has its own personality (a fragment of the owner's personality), which gives its owner a bonus on certain types of Trait Tests, as given on the table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Personality	Benefit to Owner
Bully	+1 bonus on Intimidation checks
Friendly	+1 bonus on Persuasion checks
Hero	+1 bonus on Vigor rolls
Nimble	+1 bonus on Agility rolls to interrupt actions
Observant	+1 bonus on Notice checks
Resolved	+1 bonus on Spirit rolls
Sage	+1 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+1 bonus to Arcane skill rolls while maintaining powers
Sneaky	+1 bonus on Stealth checks
Sympathetic	+1 bonus on Smarts rolls opposed by Taunt roll or when the target of a Trick.

Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the table. Upon taking this Edge, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases gains experience, the psicrystal's personality becomes more pronounced.

As the owner advances, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

PSICRYSTAL ADVANCEMENT

At each Rank of the owner, the psicrystal has the following

abilities:

- **Novice:** Armor +1; Smarts d4
- **Seasoned:** Armor +2; Smarts d6
- **Veteran:** Armor +3; Smarts d8
- **Heroic:** Armor +4; Smarts d10
- **Legendary:** Armor +5; Smarts d12

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too, negating the -4 penalty for the destination being an unknown area; the -2 penalty for not being able to see it presently might still apply.

The psicrystal is a Wild Card with respect to wounds and the Wild Die, but has no Prophecy Shards. The owner may spend his for the psicrystal, however.

Each additional time this Edge is taken, the psion can pick one of the powers below. Each power may only be taken once. The psion may take this Edge only once each Rank. Taking it during character creation allows the psion to take it again while he's a Novice.

- The psicrystal gains Arcane Resistance against psionics.
- The psion can transfer wounds and Fatigue levels to or from his psicrystal as a free action.
- The psion can use the psicrystal's senses as if they were his own. This requires concentration. The maximum range for this ability is the psion's Smarts x 100 yards.
- Whenever the psicrystal is adjacent to or in the possession of its owner, the owner has the Alertness Edge.
- Any powers the psion manifests on himself also affect the psicrystal. If he manifests armor with a raise, both he and his psicrystal gain +4 Armor for the duration, for example.
- The psicrystal has 5 Power Points, which the psion may

use as if they were his own. They recharge at the same rate as the psion's (usually 1 per hour).

- The psicrystal can act as a conduit for the psion's powers by delivering touch powers manifested by its owner. The owner and the psicrystal must be in contact at the time the power is manifested. The power must be delivered before the owner can manifest another power. At Legendary Rank, the owner can manifest the power through the psicrystal to a distance of up to 1 mile.
- At Seasoned Rank or above, the owner, as a standard action, can will his psicrystal to fly with Pace 6. The effect lasts for one day (or until the owner dismisses it, at which point the psicrystal drifts gently to the ground).

If the psicrystal is destroyed, the character must take this Edge again to create a new psicrystal. However, the previous acquisitions of this Edge to add to its abilities are applied to the new psicrystal.

POWER EDGES

ATTUNE MAGIC WEAPON

Requirements: Seasoned, Arcane Artificer

Through your study of magic weapons, you have become adept at eking every advantage out of their enchanted qualities.

When you wield a magic weapon, you gain a +1 bonus on attack rolls and damage rolls. You must spend 24 hours with a newly acquired weapon before you can gain this benefit when wielding it.

DUAL ARCANE TRAINING

Requirements: Novice, Arcane Background, Arcane Skill d6+

The character has access to a second type of Arcane Background from those listed in the requirements. For instance, if he has AB (Magic), he can choose Miracles or Psionics as his secondary choice.

He gains one power of the new type and activates it using the normal rules for that type of arcane power, but at a -1 penalty. He uses the same pool of Power Points (using one type of arcane

power drains the ability to use the other equally), but powers for the secondary type cost +1 PP to activate as well.

Henceforth, when he takes the New Power Edge, he may choose to take a power from either arcane type, but must note which arcane activation applies.

DUAL ARCANE MASTERY

Requirements: Veteran, Dual Arcane Training, Arcane Skill d10+

Powers for the secondary arcane type ignore the -1 penalty and no longer cost +1 PP to activate.

ENHANCE POWER

Requirements: Seasoned, Knowledge (Arcana) d8+, Arcane Background (any but Weird Science)

You gain a +2 to your Arcane Skill roll. This Edge may be taken once to apply to all powers which doubles the cost in Power Points to activate the power. Alternatively, this Edge may be taken multiple times to apply to a single power without the cost of additional Power Points to activate the power.

EXPAND POWER

Requirements: Seasoned, Knowledge (Arcana) d8+, Arcane Background (any but Weird Science)

If the Range of a power is measured by Smarts, the caster can increase the Range's multiplier by 1. For example, if the Range is Smarts x 2, then it increases to Smarts x 3. Use of this Edge doubles the cost in Power Points to activate the power.

EXTEND POWER

Requirements: Seasoned, Knowledge (Arcana) d8+, Arcane Background (any but Weird Science)

You can double the Duration of non-instant powers.

PSYCHIC RUSH

Requirements: Wild Card, Novice, Arcane Background (Psionics)

You can occasionally activate a psionic power with less effort. When you activate a power, you can spend a Prophecy Shard to

reduce the power point cost of that power by 1d6 Power Points, to a minimum cost of 1 Power Point. You must have enough Power Points remaining to activate the power without the reduction in cost.

OTHER EDGES

The following Edges are recommended for inclusion in Eberron:

- **Background Edges:**
 - Arcane Background (Sorcery) [*Fantasy Companion*]
 - Relentless [*Horror Companion*]
- **Combat Edges:**
 - Bring 'Em On! [*Pulp GM's Toolkit*]
 - Close Fighting [*50 Fathoms Player's Guide*]
 - Dirty Fighter [*50 Fathoms Player's Guide*]
 - Really Dirty Fighter [*50 Fathoms Player's Guide*]
 - Oversized Weapon Master [*50 Fathoms Player's Guide*]
 - Sucker Punch [*Pulp GM's Toolkit*]
- **Leadership Edges:**
 - Fanaticism [*Horror Companion*]
- **Professional Edges:**
 - Exorcist [*Horror Companion*]
 - Explorer [*Pulp GM's Toolkit*]
 - Necromancer [*Horror Companion*]
 - Master Necromancer [*Horror Companion*]
 - Monster Hunter [*Horror Companion*]
 - Talisman Craftsman [*Horror Companion*]
- **Power Edges:**
 - Alchemy [*Fantasy Gear Toolkit*]
 - Arcane Artificer [*Fantasy Gear Toolkit*]
 - Improved Arcane Artificer [*Fantasy Gear Toolkit*]
 - Efficient Artificer [Finely Tuned in *Pulp GM's Toolkit*]
 - Enchant [*Fantasy Gear Toolkit*]
 - Improved Enchant [*Fantasy Gear Toolkit*]

- Master Artificer [Super Scientist in *Pulp GM's Toolkit*]
- Stable Device [Genius in *Slipstream Player's Guide*]
- **Social Edges:**
 - Femme Fatale/Ladykiller [*Pulp GM's Toolkit*]
 - Fence [*Slipstream Player's Guide*]
 - One of the Chosen [*Horror Companion*]
 - Tower of Will [*Horror Companion*]

GEAR

MELEE WEAPONS

Some of these weapons are ideal for adepts or ascetic psions (the psionic adaptation of the adept), especially those who are of Sarlona. When wielded by a character with either of those two Edges (and at the Prophet's discretion), the cutting wheel, monk's cane, monk's spade, and hook sword can be treated as though the character were fighting unarmed for the purposes of including AP, and characters with the Martial Arts Master Edge could apply the +2 bonus to damage when fighting with these weapons.

ALCHEMY BLADE

Appearing much like a short sword, an alchemy blade has two channels forming a groove on each side of the blade. As an action, a wielder is able to plug a flask of alchemist's fire or alchemist's frost into its pommel, priming the weapon. (It could also accept a flask of acidic fire or alchemist's spark, but a single use of either of these would render the weapon useless.)

When the wielder makes a successful Fighting roll using the primed blade, a pump forces the substance through the hilt and along the blade's channels. In addition to the damage from blade, the target also takes damage from the alchemist's fire or alchemist's frost with a chance of catching fire in the case of the former. Adjacent creatures are not subject to damage. The damage from the alchemical substance is rolled separately from the weapon damage for the purpose of overcoming the target's Toughness.

- **Damage:** Str+d6
- **Notes:** +1d10 damage from fire or frost and an additional 1d10 damage if using alchemist's fire on subsequent rounds if the target catches fire (see Fire in *Savage Worlds*)

- **Weight:** 2
- **Cost:** 310 gp

CANE, MONK'S

At first glance, a monk's cane looks like an ordinary walking stick with a straight shaft with hooked head often decorated and carved.

With a monk's cane, the wielder gains a +1 bonus to Fighting rolls when attempting a Disarm maneuver as well as a +1 bonus to the Strength roll to avoid being disarmed.

It is nearly impossible to tell that a monk's cane is a weapon. An observer has to study the cane's owner carefully, making a successful Notice roll at -4 (or at -2 if the observer has the Danger Sense Edge) to discern that the cane is dangerous in his hands. The wielder can make a Persuasion roll or Stealth roll to avoid giving away his proficiency.

- **Damage:** Str+d6
- **Range:** 2/4/8
- **Notes:** +1 to Fighting rolls or Strength rolls during Disarm attempts
- **Weight:** 1
- **Cost:** 30 gp

CUTTING WHEEL

Cutting wheels are handheld weapons that surround the fist with a blade. The exact shape can vary. The traditional form is a solid circle of metal that has one small area wrapped in leather as a handle. The rest of the wheel is bladed and features protrusions at evenly spaced intervals for piercing and tearing. To protect the hand and aid in gripping, a bladed guard is forged just above the grip on the inside of the wheel. The kalashtar designed another version that is triangular in shape.

Because of its size and protected grip, a cutting wheel grants a +1 bonus on opposed Strength rolls to avoid being Disarmed.

- **Damage:** Str+d6
- **Range:** 2/4/8
- **Notes:** +1 to opposed Strength rolls during Disarm

attempts

- **Weight:** 1
- **Cost:** 15 gp

FLUTE, STEEL

Appearing as simple musical instruments, steel flutes are hollow shafts of metal carefully crafted as balanced short staffs. While commonly made of steel, this Adaran weapon can be made of just about any metal.

As with a monk's cane, an observer must study a steel flute's owner to tell the flute is a weapon.

- **Damage:** Str+d4
- **Range:** 2/4/8
- **Weight:** 2
- **Cost:** 15gp

SCIMITAR, VALENAR DOUBLE

The elves of Valenar employ a deadly double weapon with curving scimitar blades on each end. Attacking with a double scimitar allows the character to make two Fighting rolls as if attacking with two weapons, but doing so incurs all the normal penalties as if making two Fighting rolls with two different weapons.

- **Damage:** Str+d8
- **Notes:** Parry +1, 2 hands, can be used as a weapon in each hand
- **Weight:** 15
- **Cost:** 125 gp

SHARRASH, TALENTA

A sickle-like blade at the end of a long pole, the Talenta sharrash was created by the halflings of the Plains. A sharrash has a reach of 1".

Because of a sharrash's curved blade, you can also use it for Push maneuvers to knock an opponent prone.

- **Damage:** Str+d6+1

- **Weight:** 10
- **Cost:** 18 gp

SPADE, MONK'S

As many weapons in Sarlona, the monk's spade evolved from a simple tool. The spade is a double weapon with a broad slashing blade on one end and a bludgeoning counterweight on the other. The weapon allows the character to make two Fighting rolls as if attacking with two weapons, but doing so incurs a multi-action penalty and a penalty for attacks made with the off-hand. You can use either the slashing or blunt head as the primary weapon. The other head is the off-hand weapon. A warrior wielding a monk's spade in one hand can't use it as a double weapon—only one end of the weapon can be used.

- **Damage:** Str+d8
- **Notes:** +1 Parry, can be bludgeoning or slashing
- **Weight:** 10
- **Cost:** 20 gp

SPIKARD, SPEAR

A spear spikard appears the same size as a shortspear but thicker. The shaft is hollow and is capable of projecting a bolt as part of a melee attack. Along the rear of the shaft is a channel into which a bolt can be loaded as well as a spring-based firing mechanism. Loading a spear spikard requires an action much like loading a light crossbow.

A wielder cannot use a spear spikard to shoot bolts at range, nor does throwing the weapon fire the bolt. The weapon propels the bolt with a successful Fighting roll which automatically triggers the mechanism, propelling the bolt directly into the target. The target takes piercing damage equal to the weapon die (d6) in addition to the damage dealt by the initial attack.

- **Damage:** Str+d6
- **Notes:** Parry +1, additional 1d6 piercing damage when loaded with a spikard bolt
- **Range:** 3/6/12

- **Weight:** 3
- **Cost:** 200 gp

SPIKARD, WAR

A war spikard operates similarly to the spear spikard but has a crossbow mechanism that is melded smoothly into the weapon creating something that resembles a warhammer.

The hammerhead of the war spikard is a nearly solid cylinder with a small conduit through which the bolt is projected. The firing mechanism is located in the rear of the hammerhead. The wielder loads the bolt through a channel similar to the one through which the bolt exist on the striking surface. Loading a war spikard requires an action much like loading a light crossbow.

The war spikard cannot fire bolts as a ranged attack. The weapon propels the bolt with a successful Fighting roll which automatically triggers the mechanism, propelling the bolt directly into the target. The target takes piercing damage equal to the weapon die (d6) in addition to the damage dealt by the initial attack.

- **Damage:** 1d8
- **Notes:** AP1 vs. rigid armor (plate mail), additional 1d6 piercing damage when loaded with a spikard bolt
- **Weight:** 9
- **Cost:** 350 gp

SWORD, HOOK

A single piece of forged metal makes up the grip, guard, and blade of this weapon, which also has a smaller crescent blade on the outer part of the guard as well as a hook on the end of the larger blade. The end opposite the hook and near the grip forms a dagger-like spike that can be used for stabbing. The wielder can strike with the smaller crescent blade or the spike, dealing the lower damage die for the weapon—piercing damage or slashing damage respectively. The long, hooked blade of the weapon deals the higher damage die as slashing damage.

With a hook sword, the wielder gets a +1 on Fighting rolls made

to disarm an enemy.

- **Damage:** Str+d4 or Str+d6
- **Notes:** +1 Fighting to disarm
- **Weight:** 4
- **Cost:** 40 gp

SWORD, SPINNING

Designed by the quori for warriors engaging with multiple enemies, the spinning sword, or chattaval in Quori, is a whip-like weapon made of multiple long strands of cord-like flexible steel. A spinning sword has a 1" reach.

A spinning sword can be hidden by wearing it as a belt. The grip functions as a buckle. A successful Notice roll with a -2 penalty discerns that the belt is actually a weapon.

- **Damage:** Str+d6
- **Notes:** Reach 1"
- **Weight:** 3
- **Cost:** 50 gp

TANGAT, TALENTA

The tangat, a sword designed by the Talenta halflings, features a curved scimitar-like blade mounted on a short haft.

- **Damage:** Str+d6+1
- **Weight:** 8
- **Cost:** 40 gp

ZULAAT

Zulaats are Riedran weapons that have glaive-like heads at either end. Warriors can fight with zulaats as if fighting with two weapons, making two Fighting rolls as if attacking with two weapons, but doing so incurs a multi-action penalty and a penalty for attacks made with the off-hand. A creature can wield a zulaat in the primary hand to make a single attack with no penalty.

- **Damage:** Str+d8
- **Weight:** 12
- **Cost:** 80 gp

RANGED WEAPONS

BOOMERANG, TALENTA

Boomerangs, commonly found among the halflings of the Talenta Plains, are curved, polished sticks designed to return to the thrower.

A boomerang always returns to its thrower when it misses its target. To catch a boomerang, the thrower must make an Agility roll. Failure indicates a 1d6" deviation from the thrower in a random direction; roll a d12 and read it like a clock facing to determine the direction the boomerang deviates.

- **Range:** 6/12/24
- **Damage:** Str+d4
- **RoF:** 1
- **Weight:** 1
- **Cost:** 30 gp

AMMUNITION

SPIKARD QUARRELS

- **Note:** AP 2, Crossbow quarrels and spikard quarrels can be used interchangeably
- **Weight:** 1/5
- **Cost:** 2 gp

SPECIAL SUBSTANCES AND ITEMS

ACID

You can throw a flask of acid as an area attack to Range 2/4/8. The acid deals 1d6+2 damage to all characters in a Small Burst Template. To create acid, you must have 5 L in raw materials and succeed on a Knowledge (Alchemy) roll. Each roll requires 1 hour of work.

Cost: 25gp

ACIDIC FIRE

Combining alchemist's fire with acid, this substance can deal 1d8 acid damage and 1d8 fire damage to all targets in a Medium Burst Template. On the following round, the fire deals another 1d10 damage to all targets within the template.

Cost: 80gp

ALCHEMIST'S FIRE

You can throw a flask of alchemist's fire as an area attack to Range 2/4/8. The fire deals 1d10 damage to all characters in a Medium Burst Template. Victims also have a chance of catching fire. On the round following a direct hit, the fire deals another 1d10 damage to all targets within the template.

Cost: 50gp

ALCHEMIST'S FROST

Alchemist's frost drops to extreme cold temperatures when it is exposed to air. It can deal 1d10 points of damage from the intense cold.

Cost: 62gp, 5sp

ALCHEMIST'S SPARK

A flask of Alchemist's spark has two chambers that separates two different substances. When the flask is broken, the mixed substances emit a powerful electrical discharge that deals 1d8 damage from electricity.

Cost: 62gp, 5sp

ANTITOXIN

If you drink antitoxin, you get a +2 bonus on Vigor rolls to resist poison for 1 hour.

Cost: 125gp

SMOKESTICK

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills the area of a Small Burst Template. A strong wind dissipates the smoke in 1 round. The stick is consumed after 1 round, and the smoke dissipates naturally.

Cost: 50gp

SMOKESTICK, NOXIOUS

This smokestick releases a noxious cloud of smoke when it is ignited. Aside from the obscuring effects of a normal smokestick, a noxious smokestick causes any creature within the smoke to make a Vigor roll. Victims who fail this roll suffer Fatigue for one round and are Shaken as they involuntarily cough and wretch.

Cost: 200gp

SUNROD

This 1-foot-long, gold-tipped, iron rod glows brightly when stuck. It clearly illuminates an area the size of a Large Burst Template. It glows for 6 hours, after which the gold tip is burned out and worthless.

Cost: 8gp

TOOLS AND SKILL KITS

ALCHEMIST'S TRUNK

Alchemists require tools to work their craft. This portable laboratory contains a small oil lamp, glass beakers and tubes, distillation vases, tweezers, pipettes, and a reference chart of common minerals and herbs.

Weight: 15

Cost: 1,000 gp

GLYPHBOOK

Glyphbooks are guides to deciphering the ancient scripts of Xen'drik. Using the book requires some familiarity with the ancient languages (at least a d4 Knowledge (Language: Giant), but grants a +2 bonus on Knowledge (Language) checks made to read inscriptions on Xen'drik ruins.

Cost: 20 gp

HOLY SYMBOL, FLAMETOUCHED IRON

Holy Warriors of the Church of the Silver Flame use these holy symbols made from flametouched iron. When brandishing the holy symbol while using the Holy Warrior Edge, the targets suffer a -2 penalty to Spirit rolls made to resist being repulsed.

Cost: 750 gp

INQUISITIVE'S KIT

The inquisitive's kit contains often-used tools of investigation, including containers of various shapes and sizes; fine silk gloves; mundane dusts and brushes; tweezers, picks, and probes; a magnifying lens; ink and quills; chalk and charcoal; parchment sheets; and a small journal for recording notes. It grants a +2 bonus on Notice rolls made to investigate the scene of a crime or other mystery.

Cost: 300 gp

LOCKPICKS

A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

Weight: 1

Cost: 100 gp

WARFORGED REPAIR KIT

Warforged repair kits contain the same organic and inorganic materials that make up a warforged's body as well specialized tools. The kit grants a +1 bonus on Repair rolls made to repair damage to a warforged.

Cost: 50 gp

CLOTHING

CLOTHING, DARKWEAVE

Interwoven strands of shadow and black thread make up this beautiful but coarse cloth. Darkweave clothing grants a +1 bonus to Stealth rolls made in dim light, darkness, or pitch dark.

Cost: +100 gp

CLOTHING, GLAMERWEAVE

Glameweave is a fine, light-weight fabric with illusions woven into it. Its color shifts subtly and is hard to describe, which gives it a striking and strangely beautiful appearance. Characters wearing glameweave clothing gain a +1 bonus to Persuasion rolls.

Weight: -1lb

Cost: +100 gp

FORMAL CLOTHING

This set of clothes is designed specifically to be expensive and to show it.

Cost: 60 gp

NORMAL CLOTHING

Normal clothing includes affordable daily outfits worn by

common folk and adventurers alike.

Cost: 20 gp

TAILORED CLOTHES

Anyone wearing tailored clothing may add +1 to his Charisma in situations where his status has an effect.

Cost: 100+ gp

WINTER GEAR

Characters without warm cloaks and boot covers suffer –2 to their Fatigue rolls in cold weather.

Weight: 3

Cost: 35 gp

DOCUMENTS

ARCANE SIGNET RING

Dragonmarked houses use these rings for identification purposes. These rings are set with large gemstones that contain an intricate runic pattern—actually an arcane mark—that becomes visible when worn by the person for whom it was constructed. It is extremely unusual for anyone who does not have the Connections Edge in relation to a dragonmarked house to wear an arcane signet ring.

Cost: 150 gp

SIGNET BROOCH

Members of a house, whether actual scions or high-standing employees, sometimes wear signet brooches instead of arcane signet rings to identify their affiliation. Signet brooches don't contain arcane marks.

Cost: 75 gp

IDENTIFICATION PAPERS

Most people of the middle and upper classes, at least in the most civilized areas of Khorvaire (Aundair, Breland, Karrnath, Thrane, Zilargo, and the Mror Holds) carry identification papers with them at all times. Issued by national governments and notarized by House Sivis, these papers present a detailed physical description of a person (the wealthy sometimes commission small portraits of themselves), the person's name and residence, and in some cases additional information about the person's affiliations (particularly including any connection to a dragonmarked house, royalty, or a large institution).

Cost: 2 gp, or 5 gp with portrait

LETTER OF MARQUE

The concept of letters of marque originated during the Last War, when the rulers of the warring nations granted adventurers permission to attack ships and assets belonging to other nations. The Treaty of Thronehold declared void all letters of marque that existed at the time, but the idea survives in Breland, though in a rather altered form. The king of Breland now issues papers granting adventurers permission to explore and plunder the ruins of Xen'drik. Though such permission is not technically necessary, wise adventurers are sure to secure it before using Sharn as a launching point for expeditions to Xen'drik. Those who try to sell treasures from Xen'drik on the open market in Breland must produce a letter of marque or face stiff fines—on top of forfeiting the treasure they won on their adventures.

Cost: 500 gp

TRAVELING PAPERS

Anyone who travels across national borders is usually required to carry traveling papers identifying them, their residence, their

destination, and their reason for travel. Traveling papers consist of a parchment sheet with the appropriate information and an arcane mark, carried in a leather folder. House Sivil, House Orien, House Deneith, and House Lyrandar all offer traveling papers that are recognized throughout central Khorvaire.

Cost: 2 sp

SETTING RULES

PROPHECY SHARDS

Instead of bennies, Eberron uses colored, translucent crystals called Prophecy Shards. References to bennies in Savage Worlds equate to Prophecy Shards in Eberron.

Prophecy Shards come in three colors. Each corresponds to a different type of dragonshard and offers a different benefit when used. At the start of each game, the Prophet puts 20 Eberron (pink), 10 Khyber (blue), and 5 Siberys (yellow) shards into a pouch or other container, referred to as the Cache. Each player, without looking, draws as many shards as his adventurer is allowed (usually three). The Prophet does the same, drawing one for each player in the game, and for each Wild Card that turns up in the game, draws two extra shards from the cache for each respective Wild Card to use.

As per the normal rules for bennies, Prophecy Shards allow you to attempt a Vigor roll to soak damage or remove a Shaken condition.

With the exception of a Heart of Eberron, all Prophecy Shards return to the cache at the end of each session.

EBERRON PROPHECY SHARDS (PINK)

Eberron Shards are the most common of the three types, and they behave exactly as bennies, allowing you to reroll a Trait roll and keep the best result. All traditional Savage Worlds rules regarding bennies apply to pink Prophecy Shards.

KHYBER PROPHECY SHARDS (BLUE)

Khyber Shards allow you to roll an additional d6, which can Ace as usual, and add it to your total. This additional d6 can help to avoid a critical failure. You may choose to use a Khyber Prophecy Shard as a regular benny as well.

Whenever you use a blue shard, the Prophet may draw a free shard from the Cache for his NPCs and monsters. The Prophet

does not get a draw if you use a blue shard as a regular benny.

SIBERYS PROPHECY SHARDS (YELLOW)

Siberys Prophecy Shards work exactly as Khyber Prophecy Shards, but they do not allow the Prophesier to draw regardless of how you use it.

HEART OF EBERRON (RED)

The Heart of Eberron is a rare, pure Eberron Shard that is richer in color than the typical Eberron shard, and it is not included in the cache at the beginning of the campaign. It's added only when your party achieves a significant goal that earns them a reputation worthy of a troubadour's tale.

The Prophesier has the final say as to when a Heart of Eberron is added to the cache. It is used only once and can be used in any of the following ways:

1. As a Siberys Prophecy Shard with an additional +2 added to the total.
2. To reroll any roll including damage rolls, rolls on a table, and running die rolls.
3. To trade it in at the end of a session for an additional point of XP.

PROPHESIER SHARDS

The Prophesier may use Khyber and Siberys Prophecy Shards for the same effects as the players, including adding +1d6 to a Trait roll. Players do not get an extra Prophecy Shard when the Prophesier uses Khyber Prophecy Shard.

OTHER RECOMMENDED SETTING RULES

The following setting rules from the Savage Worlds core book are recommended for use in an Eberron campaign. It is up to the Prophesier to decide whether each setting rule suits the campaign style.

- Blood & Guts
- Born a Hero

- Fast Healing (*Savage World of Flash Gordon*)
- Heroes Never Die
- Multiple Languages
- Wound Cap (*Savage World of Flash Gordon*)

RELIGION

THE SOVEREIGN HOST

Powers: Any available to champions or holy warriors of any of the Sovereigns listed below.

ARAWAI

Powers: *barrier, bless/curse, boost/lower trait, burrow, consecrate ground, detect/conceal arcana, divination, elemental manipulation, entangle, environmental protection, false health, greater healing, growth/shrink, healing, succor, summon beast*

AUREON

Powers: *analyze foe, bind entity, bless/curse, boost/lower trait, concentrate, consecrate ground, detect/conceal arcana, dispel, divination, drain power points, elemental manipulation, false health, greater healing, healing, light/obscure, object reading, speak language, succor*

BALINOR

Powers: *analyze foe, anger/peace, beast friend, bless/curse, boost/lower trait, burrow, confusion, consecrate ground, darksight, detect/conceal arcana, divination, empathy, entangle, environmental protection, false health, farsight, fly, greater healing, growth/shrink, healing, invisibility, leap, light/obscure, object reading, quickness, shape change, silence, slow, slumber, speed, stun, succor, summon beast*

BOLDREI

Powers: *anger/peace, barrier, bless/curse, boost/lower trait, consecrate ground, detect/conceal arcana, divination, elemental manipulation, empathy, environmental protection, false health, greater healing, healing, light/obscure, slumber, speak language, succor*

DOL ARRAH

Powers: *analyze foe, anger/peace, blast, bless/curse, bolt, boost/lower trait, burst, detect/conceal arcana, divination, empathy, farsight, greater healing, healing, jet, light/obscure, smite, speak language, succor, warrior's gift*

DOL DORN

Powers: *analyze foe, anger/peace, armor, barrier, bless/curse, boost/lower trait, consecrate ground, damage field, deflection, detect/conceal arcana, divination, false health, greater healing, growth/shrink, healing, leap, pummel, quickness, slow, smite, speed, succor, summon ally, warrior's gift*

KOL KORRAN

Powers: *analyze foe, anger/peace, bless/curse, blind, boost/lower trait, confuse the mind, confusion, consecrate ground, detect/conceal arcana, disguise, divination, empathy, false health, forget, greater healing, healing, intangibility, invisibility, light/obscure, object reading, puppet, silence, speak language, succor, telekinesis, teleport*

OLLADRA

Powers: *bless/curse, boost/lower trait, consecrate ground, detect/conceal arcana, disguise, divination, false health, greater healing, growth/shrink, healing, slumber, succor*

ONATAR

Powers: *armor, barrier, blast, bless/curse, bolt, boost/lower trait, burst, damage field, detect/conceal arcana, elemental manipulation, greater repairing, jet, mend, repairing, smite*

THE DARK SIX

Powers: Any available to champions or unholy warriors of any of the sovereigns among the Dark Six.

THE DEVOURER

Powers: *anger/peace, blast, bless/curse, bolt, boost/lower trait, burst, damage field, darksight, detect/conceal arcana, divination, drain power points, drain years, draining touch, elemental manipulation, false health, farsight, greater healing, havoc, healing, jet, light/obscure, pummel, smite, stun, succor, summon elemental*

THE FURY

Powers: *analyze foe, anger/peace, blast, bless/curse, bolt, boost/lower trait, burst, confuse the mind, confusion, damage field, darksight, deflection, detect/conceal arcana, divination, draining touch, false health, fear, forget, greater healing, havoc, healing, jet, nightmares, pummel, quake, stun, succor, summon ally*

THE KEEPER

Powers: *anger/peace, banish, barrier, blast, bless/curse, bolt, boost/lower trait, burst, concentrate, confuse the mind, confusion, corpse sense, damage field, darksight, detect/conceal arcana, divination, drain power points, drain years, draining touch, enhance undead, false health, fear, grave shroud, grave speak, greater healing, havoc, healing, intangibility, jet, light/obscure, object reading, quake, quickness, slow, smite, speed, spirit shield, strength of the dead, succor, summon ally, summon spirit, zombie*

THE MOCKERY

Powers: *analyze foe, anger/peace, armor, barrier, blast, bless/curse, bolt, boost/lower trait, burst, damage field, darksight, deflection, detect/conceal arcana, disguise, divination, drain years, draining touch, false health, fear, forget, greater healing, healing, invisibility, jet, leap, light/obscure, nightmares, pummel, puppet, quickness, silence, slow, smite, speed, stun, succor, summon ally, wall walker, warrior's gift*

THE SHADOW

The Sovereign of Magic and Mayhem

Powers: *analyze foe, anger/peace, armor, banish, barrier, bind entity, blast, bless/curse, blind, bolt, boost/lower trait, burst, confuse the mind, damage field, darksight, detect/conceal arcana, disguise, dispel, divination, drain power points, false health, greater healing, healing, intangibility, invisibility, jet, light/obscure, object reading, puppet, silence, succor, summon ally, summon demon*

THE TRAVELER

Powers: *analyze foe, anger/peace, bless/curse, boost/lower trait, burrow, confuse the mind, confusion, darksight, detect/conceal arcana, disguise, divination, false health, farsight, forget, greater healing, greater repairing, growth/shrink, havoc, healing, intangibility, invisibility, leap, light/obscure, mend, object reading, puppet, quickness, repairing, shape change, silence, speed, succor, teleport, wall walker*

THE SILVER FLAME

Powers: *analyze foe, anger/peace, armor, banish, barrier, bind entity, bless/curse, boost/lower trait, consecrate ground, deflection, detect/conceal arcana, divination, false health, greater healing, healing, light/obscure, smite, speed, spirit shield, succor, suppress lycanthropy, warrior's gift*

THE BLOOD OF VOL

Powers: *analyze foe, anger/peace, armor, blast, bless/curse, bolt, boost/lower trait, burst, corpse sense, damage field, darksight, detect/conceal arcana, divination, drain years, draining touch, enhance undead, false health, fear, grave shroud, grave speak, greater healing, healing, intangibility, invisibility, jet, light/obscure, puppet, quickness, silence, slow, slumber, smite, spirit shield, strength of the dead, stun, succor, summon spirit, wall walker, zombie*

THE CULTS OF THE DRAGON BELOW

Powers: *anger/peace, bind entity, blast, bless/curse, blind, bolt, boost/lower trait, burrow, burst, confuse the mind, confusion,*

damage field, darksight, deflection, detect/conceal arcana, divination, drain power points, draining touch, elemental manipulation, entangle, environmental protection, false health, fear, greater healing, healing, light/obscure, puppet, stun, succor, summon demon, wall walker

THE PATH OF LIGHT

Powers: *analyze foe, anger/peace, armor, banish, barrier, bind entity, bless/curse, boost/lower trait, concentrate, confuse the mind, consecrate ground, detect/conceal arcana, divination, empathy, false health, forget, greater healing, healing, leap, light/obscure, mind reading, mind riding, mind swap, nightmares, object reading, probe, puppet, quickness, slumber, smite, speed, succor, telekinesis, telepathy, wall walker, warrior's gift*

THE UNDYING COURT

Powers: *analyze foe, anger/peace, armor, bless/curse, boost/lower trait, burrow, burst, consecrate ground, damage field, darksight, deflection, detect/conceal arcana, divination, enhance undead, entangle, false health, farsight, grave speak, greater healing, healing, light/obscure, object reading, quickness, silence, slow, slumber, smite, speak language, speed, spirit shield, strength of the dead, stun, succor, summon ally, summon spirit, warrior's gift*

MAGIC

ARCANE BACKGROUNDS

Eberron introduces a new Arcane Background, Druidism, to represent the different druidic sects found on Khorvaire. In addition, there are some minor modifications to the existing options found in the core. Sorcery, found in the Fantasy Companion, can and should be included as well. Alchemy and Rituals, also in Fantasy Companion, should not be included. Alchemists instead use the Alchemy Edge from the Fantasy Gear Toolkit.

ARCANE BACKGROUND (DRUIDISM)

Arcane Skill: Druidism (Spirit)

Starting Power Points: 10

Starting Powers: 3

Powers: *armor, barrier, beast friend, bolt, boost/lower trait, burrow, deflection, detect/conceal, elemental manipulation, entangle, environmental protection, farsight, fly, growth/shrink, greater healing, healing, jet, light, obscure, quake, shape change, slumber, smite, succor, summon elemental.*

The Druid Sects: Each druid in Eberron belongs to one of the five main druidic sects of Khorvaire, each with the following subsets of powers available only to the respective sect.

- **Ashbound:** *pummel, stun*
- **Children of Winter:** *draining touch, havoc*
- **Gatekeepers:** *banish, darksight*
- **Greensingers:** *intangibility, invisibility*
- **Wardens of the Wood:** *quickness, speed*

Environments: Modifiers apply to Druidism rolls based on the environment in which they are using their powers. While druids are typically powerful in natural environments, they suffer penalties while within artificial or worked structures which block the natural magic flowing within the Dragon Between.

Mod	Locale
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+1	In the wild
+0	Rural (farm, worked cavern, mine)
-1	Urban (town or city, artificial structures)

ARCANE BACKGROUND (MAGIC)

Characters with Arcane Background (Magic) have access to all powers except for the following: *empathy, greater healing, healing, mind reading, mind riding, probe, telekinesis, telepathy.*

ARCANE BACKGROUND (MIRACLES)

Characters with Arcane Background (Miracles) have access powers determined by their chosen faith (see Religion).

SINS

Characters with Arcane Background (Miracles) manifest their powers through pure faith. Unlike in the Savage Worlds core rules, they do not suffer consequences from committing acts that might normally be regarded as a Minor, Major, or Mortal sins, especially if they truly believe they are acting in the best interest of their church or faith.

LOSS OF FAITH

If the character rolls a 1 on his Faith die (regardless of the Wild Die), the character begins to doubt his faith, and his Faith skill is lowered by 1 die type until he successfully activates a power again. If this reduces his Faith die below d4, the character has lost his faith entirely.

When the character loses faith, he loses all faith-based Edges associated with divine abilities such as Arcane Background (Miracles), related Power Edges, Champion, and Holy/Unholy Warrior. To regain these Edges, the character must atone through a major act that is aligned with the duties associated with his religion or find a new faith in another religion of choice. The Prophet does not have to dictate requirements. It is up to the character to rediscover his faith.

ARCANE BACKGROUND (PSIONICS)

Below is a list of powers available to characters with Arcane Background (Psionics).

Powers: *analyze foe, armor (ectoplasm), barrier (ectoplasm, fire), blast, blind, bolt, boost/lower trait, burst, concentrate, confuse the mind, confusion, deflection, detect/conceal arcana (psionic powers only), disguise, dispel (psionic powers only), drain power points, elemental manipulation (fire), empathy, farsight, fear, mind reading, mind riding, nightmares, object reading, probe, puppet, quickness (self), slumber, smite (psychic energy) speak language, speed (self), stun (mental energy), succor, summon ally (bodyguard or sentinel made of ectoplasm or crystal), telekinesis, telepathy*

ARCANE BACKGROUND (WEIRD SCIENCE)

Presented here are details regarding Weird Science suited specifically for Eberron.

Powers: *armor, barrier, boost trait, damage field, darksight, deflection, detect/conceal arcana, dispel, drain power points (magic items and weird science devices only), environmental protection, fly, greater repairing, invisibility, growth/shrink, light/obscure, quickness, repairing, slow, smite, speed, summon ally (bodyguard or sentinel), wall walker, warrior's gift*

Weird Science is the creation of magical devices as a form of technology through an understanding and manipulation of the magic inherent to the world. Characters in Eberron with this Arcane Background are referred to as artificers. All items created require small Eberron shards as a material component trapping.

For more details about Weird Science, refer to the *Savage Worlds* core book.

RITUALS

Those with an Arcane Background Edge are able to perform rituals as presented in the *Savage Worlds Horror Companion* with only the following mechanical differences.

- **Arcane Skill:** Characters use their Arcane Skill to perform the Dramatic Tasks associated with Rituals.
- **Participants:** Participants who do not know the power or

who do not have the Arcane Background Edge may use Knowledge (Arcana).

- **Materials:** A caster may attune an Eberron shard as part of his ritual. If a small Eberron shard is attuned, the caster may add +1 to his Arcane Skill check each action. If a greater Eberron shard is attuned, he may add +2. Because dragonshards used for rituals are attuned, they cannot be reused for other purposes at the end of the ritual, whether it was successful or not.
- **Failure:** Failure during a ritual results in the normal results in Backlash as usual as well as the loss of any material components, including attuned dragonshards. If the failure occurs on a Complication, all participants suffer 2d6 damage that ignores armor.

SPELLCASTING SERVICES

Magic is a massive industry in Eberron, and many of the Dragonmark Houses and their guilds provide spellcasting services to those who can afford it. The cost of these services is based upon the power, specifically the power points required and whether or not a raise is desired. Below are the calculations for determining the cost of spellcasting services.

- **Success:** Power Points x \$25
- **Raise:** Power Points x \$50

It is assumed that any individual performing the service would at least have a d6 Arcane Skill and would likely perform the casting with others who are making cooperative rolls to guarantee a success. If the customer pays for a success only, any benefits from a raise are at no extra cost. If the customer requires a raise, the additional cost accounts for any rerolls that might be necessary to achieve the desired result.

RITUALS AS A SERVICE

If the spellcasting service required includes any enhanced effects achievable through Rituals, the cost of the service increases by 50%, or 100% if a raise is also required.

POWERS

MAGIC MARK

Rank: Novice

Range: Touch

Power Points: 1

Duration: Permanent

Trappings: mystical tattoos, invisible sigils, arcane runes

Magic mark can be visible or invisible. If a magic mark was created as a visible mark, a caster can use *conceal arcana* to temporarily hide it. Casting *detect arcana* will reveal a permanent or temporarily concealed magic mark. Casting *dispel* on an arcane mark can remove it permanently.

GREATER REPAIRING

Rank: Veteran

Power Points: Special

Range: Touch

Duration: Instant

Trappings: The caster must touch the object with at least one free hand.

Greater repairing can actually rebuild objects that are completely broken as long as all parts are still available. This spell may also be used to restore constructs (but not living constructs) that have perished.

The cost in Power Points is equal to the object's base Toughness (ignore Armor and magical bonuses).

REPAIRING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Trappings: The caster must touch the object with at least one free hand.

Repairing fixes damage to objects, including constructs and living constructs, that have taken damage but are not entirely broken.

For Wild Cards, each use of *repairing* removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras or objects, the Prophet must first determine if the construct or object is already destroyed. If so, no repair may be attempted. If not, a successful Arcane Skill roll repairs the construct or object.

SECRET WRITING

Rank: Novice

Power Points: 1/3

Range: Touch

Duration: Permanent

Trappings: Chanting while writing, enchanted paper, magically transcribed spoken words

This spell requires ten minutes to cast and disguises the contents of a page, scroll, book or other suitable writing material, making it appear however you wish. You must specify a command word when the spell is cast. Speaking the command word can reveal the true contents of the page or hide it again. Speaking the command word twice in rapid succession removes the spell completely.

For three power points, the caster can designate specific individuals who can read it automatically. To everyone else it appears as described above, but with an added effect of a non-harmful suggestion such as "This scroll never existed." The suggestion must be defined when the power is activated. When the suggestion is triggered, the unauthorized reader must make a Spirit roll opposed by the caster's Arcane Skill roll made to originally activate the power.

Dispel removes the effects of the spell and reveals the original

contents of the page.

MORE POWERS

The following powers should also be considered for inclusion in an Eberron campaign:

- *analyze foe* [*Fantasy Companion*]
- *bind entity* [*Horror Companion*]
- *block* [*Slipstream Player's Guide*]
- *concentrate* [*Fantasy Companion*]
- *confuse the mind* [*Slipstream Player's Guide*]
- *consecrate ground* [*Horror Companion*]
- *corpse senses* [*Horror Companion*]
- *drain years* [*Horror Companion*]
- *draining touch* [*Fantasy Companion*]
- *empathy* [*Slipstream Player's Guide*]
- *enhance undead* [*Horror Companion*]
- *grave shroud* [*Horror Companion*]
- *grave speak* [*Horror Companion*]
- *jet* [*Fantasy Companion*]
- *mend* [*50 Fathoms Player's Guide*]
- *mind riding* [*Slipstream Player's Guide*]
- *nightmares* [*Horror Companion*]
- *object reading* [*Slipstream Player's Guide*]
- *probe* [*Slipstream Player's Guide*]
- *quake* [*50 Fathoms Player's Guide*]
- *spirit shield* [*Horror Companion*]
- *strength of the dead* [*Horror Companion*]
- *summon demon* [*Horror Companion*]
- *summon elemental* [*50 Fathoms Player's Guide*]
- *summon spirit* [*Horror Companion*]
- *suppress lycanthropy* [*Horror Companion*]
- *telepathy* [*Slipstream Player's Guide*]

MAGIC ITEMS

DRAGONSHARDS

Unattuned dragonshards have Toughness 10. The process of attunement softens a stone slightly, reducing its Toughness to 8.

Siberys Shards	Value Range	Average Value
Small	4d4 X 50gp	500gp
Large	4d4 X 400gp	4,000gp
Greater	2d4 X 2,000gp	10,000gp
Eberron Shards	Value Range	Average Value
Small	2d8gp	9gp
Greater	4d4 X 20gp	200gp
Khyber Shards	Value Range	Average Value
Small	4d4 X 150gp	1,500gp
Greater	4d4 X 1,000gp	10,000gp

SIBERYS SHARD ITEMS

Dragonmark Focus: A dragonmark focus grants a +1, +2, or +3 bonus to the wearer's dragonmark skill, depending on the purity of the shard.

Cost: \$750 for a +1 dragonmark skill bonus, \$1,250 for a +2 bonus, or \$1750 for a +3 bonus plus the base cost of the dragonshard.

Dragonshard Reservoir: A dragonmarked character who wears the ring for 24 hours without removing it gains 5 additional Power Points to use for one specific dragonmark power. If the character removes the ring, she must wear it for another 24 consecutive hours before she can make use of its power.

Cost: \$2,500

Channeling Rod: A dragonmarked character using a channeling rod halves the Power Point cost when using her dragonmark power, including additional costs from augmenting a power with additional Power Points. The wielder of the channeling rod must have enough Power Points remaining to use

the power without the reduction in cost.

Cost: TBD

QUORI EMBEDDED (SIBERYS) SHARDS

Aura Mask: This shard holds an imprint of a complete personality, designed by the creator of the item. An aura mask grants a +2 bonus to Spirit rolls made to resist the effects of analyze foe.

Cost: \$2500

Crystalline Eye:

Ectoplasmic Armor:

Ectoplasmic Fist:

Faceted Persona:

Multifaceted Persona:

Pathfinder:

Shadowsight:

Talent:

MINOR SCHEMAS

A minor schema is the magic of Eberron in recorded form. Once per day, any characters with any Arcane Background may access a power etched into a minor schema but only if their designated Arcane Background includes that power. The character must be able to see and read the pattern on a minor schema to activate it.

On a successful Arcane Skill roll, the character is able to activate the power specified in the schema. If the power is of a greater Rank than the character's Rank, the user suffers a penalty to his arcane skill roll equal to the difference in Ranks. A roll of 1 on the arcane skill die regardless of the Wild Die renders the minor schema dormant for 1d6 days. If the power is not available for the character's Arcane Background, the character may make an unskilled roll as usual.

Cost: \$100 per Power Point plus \$1,000 per Rank

CREATING SCHEMA

Creating a schema takes a number of days equal to the Power

Points being invested and \$100 per Power Point of the power being etched; this cost is applied in the form of materials which must include a small Eberron shard. At the end of the period, the creator makes a Smarts roll. If successful, the schema is etched correctly and is now available as a tool for other characters to use. If the roll fails, the schema breaks and the materials are consumed.

BESTIARY

NEW MONSTROUS ABILITIES

ABERRATION

- **Immunity:** Aberrations are immune to poison and disease.
- **Weakness (byeshk):** Weapons made with byeshk deal an additional +2 damage to aberrations.

ENGULF

The creature can completely swallow or surround targets it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are engulfed, and are subject to attacks from the creature each round on the creature's turn. Engulfed targets are considered to be Grappled.

DAELKYR

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+2, Strength d12+2, Vigor d12+3 (d12+2 without living breastplate)

Skills: Fighting d12+1, Healing d12+2, Intimidation d12+2, Knowledge (arcana) d12+2, Knowledge (planes) d12+2, Notice d12+2, Persuasion d12+2, Stealth d12+1, Survival d6 (d8 on other planes), Tracking d8

Charisma: 0, **Pace:** 8; **Parry:** 8; **Toughness:** 13 (3)

Treasure: Rich

Gear: Living breastplate (+3), tentacle whip (Str+d4)

Special Abilities

- **Aberration:** Immune to poison and disease; take additional +2 damage from weapons made of byeshk.
- **Alien Mind:** Any creature that attempts to reach into a daelkyr's mind with a power risk suffering insanity. (GMs are encouraged to use a sanity system of their choice).
- **Aura of Madness:** As a free action, Daelkyr can create an

aura of madness using the confusion power. The area of effect is a Medium Burst template.

- **Corrupting Touch:** A daelkyr possesses the innate ability to twist and corrupt any creature that it touches. This effect is equivalent to the lower trait power. A daelkyr's tentacle whip can channel this effect with a successful Fighting roll regardless of whether the target is Shaken or Wounded from the attack.
- **Living Breastplate:** +3 armor. Increases Vigor by one die size.
- **Infravision:** Daelkyr halve penalties (round down) for bad lighting when attacking living targets.
- **Slam:** Str+d4. Corrupting touch.
- **Tentacle Whip:** Str+d4. Reach 3". +1 Fighting. +2 bonus for rolls to Disarm. Corrupting touch.

DINOSAURS

☉ SWORDTOOTH TITAN

King of the dinosaurs, the swordtooth titan is a deadly predator, capable of taking on prey much larger than itself.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15 (2)

Treasure: Worthwhile, in lair

Special Abilities

- **Armor +2:** Thick hides.
- **Bite:** Str+d8; AP 2.
- **Large:** Creatures add +2 when attacking a swordtooth titan due to their great size.
- **Roar:** As an action, a swordtooth titan can emit a terrifying roar. All those who hear the roar — typically anyone within a mile — must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.

☉ DOLGAUNT

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d6, Climbing d10, Notice d8, Stealth d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Edges: Combat Reflexes, Frenzy

Special Abilities

- **Aberration:** Immune to poison and disease; take additional +2 damage from weapons made of byeshk.
- **Armour +1:** Dolgaunts have tough, leathery skin.
- **Tentacles:** x2, Str+d4; Reach 1".
- **Blindsight:** Ignore sight-based penalties and gaze attacks.
- **Vitality Drain:** If a dolgaunt gets hold of an opponent, it can burrow into the flesh of its victim and draw out vital fluids using the tendrils that cover its skin. With a raise on a Fighting roll to grapple, the dolgaunt decreases the victim's Vigor by 1 die size (to a minimum of d4) in addition to normal damage. The decrease in Vigor is a temporary injury as per the Incapacitation rules (recovered when all wounds are healed). An injured dolgaunt recovers 1 wound every time it successfully uses this ability.

DOLGRIM

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Climbing d10, Shooting d4

Charisma: -; **Pace:** 5; **Parry:** 7; **Toughness:** 7 (1)

Gear: Leather armour (+1), morningstar (Str+d8), short spear (Str+d6; Parry +1), medium shield (+1 Parry), light crossbow (Range 15/30/60; 2d6; AP 2)

Edges: Dodge, Two-Fisted

Special Abilities

- **Aberration:** Immune to poison and disease; take additional +2 damage from weapons made of byeshk.
- **Dual Consciousness:** A dolgrim has two brains

coordinating its attacks. In addition to providing +1 bonus on Spirit rolls, the dual brain enables a dolgrim to make attacks with one off-hand weapon at no penalty.

- **Multiple limbs:** A dolgrim's additional arms grant it a +2 racial bonus to Climbing rolls and Fighting, Strength and Agility rolls related to Grappling.
- **Size -1:** Reduces Toughness by -1.
- **Very Tough:** +1 Toughness.

DROW

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6 , Vigor d6

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Charisma: 0, **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Outsider

Edges: Ambidextrous, Two-Fisted, Combat Reflexes, Marksman, Woodsman

Treasure: Meager per 3 warriors

Gear: Chitin armor (+2), Drow long knife (Str+d6 or Range: 3/6/12, Damage: Str+d6), Xen'drik boomerang (Range: 4/8/16, Damage: Str+d6)

Special Abilities

- **Darkness:** Drow can create an aura of magical darkness using the *obscure* power. They have 5 Power Points usable solely for this power. These Power Points recharge at a rate of 1 per hour and are unaffected by Rapid Recharge; Power Points from other sources cannot be used with this power. Drow use Smarts as their arcane skill for this power.
- **Infravision:** Drow halve penalties (round down) for bad lighting when attacking living targets.
- **Outsider:** Drow have the Outsider Hindrance.

HOMUNCULUS

ARBALESTER

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Notice d4, Shooting d8, Stealth d4

Pace: 2; **Parry:** 2; **Toughness:** 4

Special Abilities

- **Bite:** Str
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Marksman:** If they do not move in a turn, arbalesters may shoot as if they took the Aim maneuver.
- **Size -2:** Arbalesters are tiny.
- **Small:** Anyone attacking an arbalester must subtract 2 from his roll.

DEDICATED WRIGHT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Spellcasting or Weird Science d8

Pace: 2; **Parry:** 4; **Toughness:** 4

Special Abilities

- **Hammer:** Str+d4
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Size -2:** Dedicated wrights are tiny.
- **Small:** Anyone attacking a dedicated wright must subtract 2 from his roll.

EXPEDITIOUS MESSENGER

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Stealth d12

Pace: 4; **Parry:** 2; **Toughness:** 4

Special Abilities

- **Sting:** Str
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Expeditious messengers have a Flying Pace of 20" and Climb of 20"
- **Improved Dodge:** -2 to be hit with ranged attacks. +2 to evade area effect weapons when allowed.
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Message:** An expeditious messenger's master can converse with a creature up to 1 mile away through the homunculus.
- **Size -2:** Expeditious messengers are diminutive.
- **Small:** Anyone attacking an expeditious messenger must subtract 2 from his roll.

FURTIVE FILCHER

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Stealth d12

Pace: 10; **Parry:** 2; **Toughness:** 4

Special Abilities

- **Bite:** Str+d4
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Fleet Footed:** Furtive filchers roll a d10 for their running die, instead of a d6.
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Size -2:** Furtive filchers are tiny.

- **Small:** Anyone attacking a furtive filcher must subtract 2 from his roll.

IRON DEFENDER

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Notice d4, Fighting d6, Stealth d4

Pace: 10; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Metal plating
- **Bite:** Str+d6
- **Construct:**+2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Fleet Footed:** Iron defenders roll a d10 for their running die, instead of a d6.
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Size -1:** Iron defenders are relatively small.

PACKMATE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Swimming d6, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Metal plating
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Feed Potion:** A packmate is dexterous enough to retrieve a potion from one of its storage compartments, uncork it, and administer it to a fallen creature. A packmate is typically given instructions to use a healing potion (oil of repair in the case of a warforged master) on its master if he falls.

- **Hardy:** The packmate does not suffer a wound from being Shaken twice.
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Ready Item:** The telepathic connection between a packmate and its master allows the packmate to anticipate what item its master might call for next. If the homunculus and master are adjacent, then the master can retrieve an item from the packmate as a free action.
- **Size -1:** Packmates are relatively small.
- **Slam:** Str+d4
- **Throw Flask:** A packmate can be directed to throw vials of acid, holy water, or similar weapons it carries.

PERSISTENT HARRIER

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities

- **Acrobat:** +2 to all Agility rolls made to perform acrobatic maneuvers (including Trick maneuvers). +1 to Parry.
- **Armor +2:** Metal plating
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation
- **Fleet Footed:** Persistent harrier roll a d10 for their running die, instead of a d6.
- **Ganging Up:** Persistent Harriers always attempt to "gang up" on their targets.
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Spikes:** Str+d6
- **Size -1:** Persistent harriers are relatively small.

HORRID ANIMALS

Gatekeepers druids created horrid animals during the Daelkyr War as living weapons bred for battle to fight the incursion. They modified various dire animals through ancient druid rituals to create new species that breed true.

Gatekeepers continue to use horrid animals as companions and sentinels. Horrid animals are commonly found in the wilds of the Shadow Marches, the Eldeen Reaches, the Demon Wastes, and Droaam.

A horrid animal gains the following abilities.

- **Armor +2:** Bony or chitinous plates cover the horrid animal's body, giving it an armored appearance.
- **Acidic Attack:** A horrid animal's natural weapons deal an extra 1d6 acid damage.
- **Ill-Tempered:** Persuasion rolls involving a horrid animal take a -2 penalty, since horrid animals are more difficult to control than normal animals or even dire animals.
- **Immunity to Acid:** A horrid animal has immunity to acid.
- **Healer:** A horrid animal adds +2 to all natural healing rolls for its own wounds.
- **Resilient:** Horrid animals have a Vigor one die size higher than their dire counterparts.

HORRID APE

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d4, Climbing d12, Notice d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 11 (2)

Treasure: None

Special Abilities

- **Alertness:** +2 to Notice rolls.
- **Armor +2:** Bony or chitinous plates cover the horrid animal's body, giving it an armored appearance.
- **Acidic Attack:** A horrid animal's natural weapons deal an extra 1d6 acid damage. Any material hit by the acid is damaged (armor loses a point of protection).
- **Bite/Claw:** Str+d8+d6 acid.

- **Healer:** A horrid animal adds +2 to all natural healing rolls for its own wounds.
- **Ill-Tempered:** Persuasion rolls involving a horrid animal take a -2 penalty, since horrid animals are more difficult to control than normal animals or even dire animals.
- **Immunity to Acid:** A horrid animal has immunity to acid.
- **Resilient:** Horrid animals have a Vigor one die size higher than their dire counterparts.
- **Size +2:** Toughness +2.

HORRID RAT

Attributes: Agility d12, Smarts d6 (A), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d4, Climbing d10, Notice d6, Stealth d8, Swimming d10

Charisma: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 8 (2)

Treasure: None

Special Abilities

- **Alertness:** +2 to Notice rolls.
- **Armor +2:** Bony or chitinous plates cover the horrid animal's body, giving it an armored appearance.
- **Acidic Attack:** A horrid animal's natural weapons deal an extra 1d6 acid damage. Any material hit by the acid is damaged (armor loses a point of protection).
- **Bite:** Str+d4+d6 acid; infection.
- **Healer:** A horrid animal adds +2 to all natural healing rolls for its own wounds.
- **Ill-Tempered:** Persuasion rolls involving a horrid animal take a -2 penalty, since horrid animals are more difficult to control than normal animals or even dire animals.
- **Immunity to Acid:** A horrid animal has immunity to acid.
- **Infection:** Anyone Shaken or wounded by a rat must make a Vigor roll or suffer a level of Fatigue from an infected bite. Cumulative bites can lead to Incapacitation, but never to Death. The infection lasts 2d6 days. The powers *healing* (within 10 minutes) or *succor* can remove the disease and Fatigue.
- **Low Light Vision:** No penalties for dim or dark lighting.

- **Resilient:** Horrid animals have a Vigor one die size higher than their dire counterparts.
- **Size -1:** Two feet long; Toughness -1.

KARRNATHI SKELETON

KARRNATHI SKELETON FIGHTER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d6, Shooting d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (+3)

Edges: Ambidextrous, Two Fisted

Gear: Scimitar x 2 (Str+d8), plate corselet (+3, torso)

Special Abilities

- **Bony Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

KARRNATHI SKELETON ARCHER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d8

Pace: 7; **Parry:** 5; **Toughness:** 10 (+3)

Edges: Marksman

Gear: Longbow (2d6, 15/30/60), 24 arrows, Scimitar x 2 (Str+d8), plate corselet (+3, torso)

Special Abilities

- **Bony Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

LIVING SPELL

A “living spell” is an unusual creature. It is an ability applied to an arcane or divine power effect (or in some cases, a group of power effects) instead of a creature, turning the power into a living entity. The characteristics of a living spell are determined by the nature of the spell(s), including the rank of the powers. The ability can be applied to any powers that uses a burst or cone template.

Living spells are mindless and vary in sizes. The size is based on the template size of the power’s effect as indicated in the list below.

- **Small Burst:** Large, Size +4, Strength d6
- **Medium Burst/Cone:** Large, Size +6, Strength d8
- **Large Burst:** Huge, Size +8, Strength d10

Living spells also possess a slam attack that does damage based on the power plus its Strength.

Special Abilities

- **Engulf:** Living spells can move over targets to engulf them. Victims who fail an Agility roll are engulfed and subject to the power’s effects each round on the living spell’s turn. Engulfed targets are considered to be Grappled.

LIVING FIREBALL

A living fireball is based on the *blast* power using a medium burst template.

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d8, Vigor d6

Skills: Fighting d4

Charisma: -; **Pace:** 4; **Parry:** 4; **Toughness:** 11

Special Abilities

- **Size +6:** Living fireballs are about 24’ in diameter, covering an area equal to a Medium Burst Template.
- **Large:** Attackers add +2 to their attack rolls when attacking a living fireball due to its large size.
- **Slam:** Str+2d6 (fire).
- **Engulf:** Living fireballs can move over targets to engulf them. Victims who fail an Agility roll are engulfed and

subject to the *blast* power with a fire trapping (2d6 damage; fire) each round on the living fireball's turn. Engulfed targets are considered to be Grappled.

- **Mindless:** Immune to mind-affecting powers.
- **Fearless:** Immune to Fear and Intimidation.

PSICRYSTAL

Attributes: Agility (as owner's)*, Smarts d4, Spirit (as owner's), Strength d4*, Vigor d12

Skills: Climbing d10*, Notice d6, Stealth d6

Pace: 6 ; **Parry:** 2; **Toughness:** 7(1)

Treasure: None; possibly found with owner's treasure

* With self-propulsion ability activated.

Special Abilities

- **Armor +1:** The process of creating a psicrystal hardens the base crystal from which it is made.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Wild Cards never suffer from Wound Modifiers; Immune to poison and disease.
- **Improved Dodge:** Unless the psicrystal is caught unaware, attackers must subtract 2 from their ranged attack rolls when targeting it (even in close combat). If it attempts to evade an area effect attack, it gains a +2 to its Agility roll as well (when allowed).
- **Telepathy:** Telepathic link with owner, as if under the effect of telepathy, out to a distance of 1 mile.
- **Self-propulsion:** As an action, an owner can will the psicrystal to form spidery, ectoplasmic legs that give it a Pace 6 and Climbing d10; it can walk on vertical surfaces at Pace 6 as well. The legs fade into nothingness after one day (or sooner, if the owner desires).
- **Sighted:** Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of

supernatural silence, though a psicrystal still can't discern invisible or ethereal beings.

- **Size -2:** Psicrystals are about the size of a human hand
- **Small:** Attackers suffer -2 to attack rolls against psicrystals due to their size.

SHARN WATCH

WATCH GUARD

Human

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d4, Intimidation d6, Notice d4

Charisma: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 7 (+2)

Gear: Reinforced leather armor (torso, arms, and legs, +1 bypassed if hit with a raise), sap (Str+d4), halberd (Str+d8), symbol of the Sharn City Watch, identification papers.

Treasure: Meager per 3 guards.

Special Abilities

- **Alertness:** +2 Notice.
- **Fleet-footed:** +2 Pace, d10 running die.

ELITE WATCH GUARD

Human

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d4, Intimidation d6, Notice d4

Charisma: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 10 (+4)

Gear: Plate Corselet w/ +1 Toughness (torso only), halberd w/ +1 Fighting (Str+d8), crossbow (2d6, 15/30/60, AP 2, 1 action to reload), 20 bolts, potion of *fly*, symbol of the Sharn City Watch, identification papers.

Treasure: Meager per 2 guards.

Special Abilities

- **Alertness:** +2 Notice.
- **Fleet-footed:** +2 Pace, d10 running die.

WATCH SERGEANT

Dwarf

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d4, Intimidation d6, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 9 (+2)

Gear: Reinforced leather armor (torso, arms, and legs, +1 bypassed if hit with a raise), sap (Str+d4), morningstar (Str+d6), mini-crossbow (2d4, 6/12/24, AP 1), 20 bolts, symbol of the Sharn City Watch, identification papers.

Treasure: Meager

Special Abilities

- **Infravision:** Dwarves halve penalties (round down) for bad lighting when attacking living targets.
- **Marksman:** May fire as if he took the Aim maneuver
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

WATCH CAPTAIN

Human

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (+4)

Gear: Plate Corselet w/ +1 Toughness (torso only), medium shield (+1 Parry, +2 Armor to ranged shots that hit), bastard sword w/ +1 Fighting and damage (Str+d8+1), crossbow (2d6, 15/30/60, AP 2, 1 action to reload), 20 bolts, featherfall talisman, symbol of the Sharn City Watch, identification papers.

Treasure: Meager.

Special Abilities

- **Level Headed:** Act on best of two cards.

SCORROW

SCORROW, HUNTER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor

d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Throwing d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (2)

Treasure: Meager

Gear: Drow long knife (Str+d6 or Range: 3/6/12, Damage: Str+d6), Xen'drik boomerang (Range: 4/8/16, Damage: Str+d6)

Special Abilities

- **Armor +2:** Chitinous skin.
- **Low-light vision**
- **Infravision:** Halves penalties (round down) for bad lighting when attacking living targets.
- **Fleet Footed:** Scorrow roll a d8 for their running die, instead of a d6.
- **Improved Frenzy:** Scorrow may make two Fighting attacks each action at no penalty.
- **Marksman:** Scorrow are experts with Xen'drik boomerangs. If they do not move in a turn, they may throw as if they took the Aim maneuver.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or become Incapacitated. Death follows in 2d6 minutes. A Healing roll at -2 prevents death.
- **Size +2:** Scorrow are relatively large.
- **Stinger:** Str+d6.

SCORROW, CLAWBORN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Throwing d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (2)

Treasure: Meager

Special Abilities

- **Armor +2:** Chitinous skin.
- **Low-light vision**
- **Infravision:** Halves penalties (round down) for bad

lighting when attacking living targets.

- **Fleet Footed:** Scorrow roll a d8 for their running die, instead of a d6.
- **Improved Frenzy:** Scorrow may make two Fighting attacks each action at no penalty.
- **Marksman:** Scorrow are experts with Xen'drik boomerangs. If they do not move in a turn, they may throw as if they took the Aim maneuver.
- **Pincers:** Str+d4.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or become Incapacitated. Death follows in 2d6 minutes. A Healing roll at -2 prevents death.
- **Size +2:** Scorrow are relatively large.
- **Stinger:** Str+d6.

TRAPS

(As in the *Pulp GM's Toolkit* or *Slipstream* with the following modifications.)

Disarming: Disarming a trap is performed as a Dramatic Task using the Lockpicking skill.

Card Drawn	Trap
Jack	Bolt ³
♣	Sh d6, 2d6, ROF 2
♦	Sh d8, 2d6, ROF 3
♥	Sh d10, 3d6, ROF 2
♠	Sh d12, 3d6, ROF 3
Queen	Blast ⁴
♣	Medium Burst, 2d6

³ Bolt has a range of 12". Trappings vary. All attacks are made against the closest target.

⁴ Blast has a fire trapping and the Template is centered on the square containing the trap.

♦	Medium Burst, 3d6
♥	Large Burst, 2d6
♠	Large Burst, 3d6

WARFORGED SCORPION

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Notice d4, Shooting d6; Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Special Abilities

- **Acid Spray:** Warforaged scorpions can project a spray of acid using the Cone Template. Characters within the cone must make an opposed Agility roll against the warforaged scorpion's Shooting roll or suffer 2d8 damage. If the victim does not take an action to wash off the acid or strip off any acid covered items, the acid does 1d8 damage on the warforaged scorpion's next action.
- **Armor +3:** Warforaged scorpions have chitinous skin made out of metal.
- **Construct:** Warforaged scorpions add +2 to recover from being Shaken, do not suffer wound modifiers, and are immune to poison and disease. Warforaged scorpions do not suffer additional damage from called shots.
- **Grapple:** A warforaged scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers.
- **Improved Frenzy:** Warforaged scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+d4

- **Size +2:** Warforged scorpions measure 9' in length.
- **Sting:** Str+d6, +d6 acid

🌀 **WARFORGED TITAN**

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d10

Charisma: -; **Pace:** 10; **Parry:** 6; **Toughness:** 19 (4)

Gear: Axe (Str+d6), maul (Str+d8; Parry -1; AP 2)

Edges: Sweep

Treasure: None

Special Abilities

- **Armour +4:** Natural armour.
- **Infravision:** Half penalties for bad lighting.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Knockback:** Successful attack causes target to fly backwards 1d4", plus 1d4"/raise on attack roll, and an additional +1d6 if it hits a large solid object.
- **Endurance:** +2 to Soak rolls.
- **Sweep:** May attack all adjacent characters at -2.
- **Size +7:** Increases Toughness by +7.
- **Large:** -2 to attack medium-sized foes; foes gain +2 to their attacks.