

# The Dreaming Dark

## Player's Guide V1



## Welcome to Eberron

This will provide some useful information when creating a character.

Please join the [D&D Beyond Campaign](#). This will give you access to a key book called [Eberron: Rising From The Last War](#). This book will have character options. We will be having a Session 0 where you can ask questions and get help creating a fun character. Stats will be rolled at that session as well. Players will start at Level 2.

### RACES

All PHB Races  
Plus: Changelings,  
Kalashtar, Goblinoids,  
Orcs, Shifters,  
Warforged.

### DRAGONMARKS

Some races can have a special mark granting them powers and tie you to a House.

### CLERIC MAGIC

In Eberron, divine magic isn't given by a god but is gained through the power of your faith.



### Homebrew Rules

Check my website for my standard rulings.



### Stat Generation

Will be done together in session 0:1. Choices will be Point Buy or Rolling.



### Customizing

Feel free to go crazy, I will never say no to an idea but we might edit it.

# Creating Your Character

Creation is the same here as any other D&D 5E campaign with some added choices you will see below. Stats can be rolled during Session 0:1 or you can do Point Buy. Races are detailed below. At level 2 you will start with 4d4x10 GP to buy all of your starting equipment at a General Shop during Session 0:1.

For character Backstories, I don't need anything complicated and feel free to reach out for ideas or help on coming up with things. This is a Noir style campaign so consider that with your character choices but have fun. One thing to build in is to

take this contract your character has fallen on some kind of "Hard Times" and has some desperation.

Your party currently does not have a group patron, but that may change during play. You can come from any region of Khorvaire.

**“Just one century ago, the Kingdom of Galifar spanned most of Khorvaire. Of course, we never tamed the lands beyond the Graywall Mountains or the jungles of the east. Nevertheless, it was impressive, this kingdom of humanity’s.”**





## Races

To fit this world we have a specific list of possible playable races.

Any race in the Player's Handbook is available plus a few new ones.

**Changelings** - clever shapechangers who can disguise themselves as other people.

**Goblinoids** - bugbears, goblins, and hobgoblins ruled Khorvaire long ago, before the madness of the daelkyr undermined them. After serving as mercenaries in the Last War, they now seek a place in the world's new order.

**Kalashtar** - humanoids bound to spirits from the plane of dreams, imbued with wisdom and telepathic talent.

**Orcs** - (along with their half-orc kin) are a fierce people who have fought world-threatening evils for centuries.

**Shifters** - draw on their distant lycanthropic heritage to manifest bestial traits for short periods of time.



**Warforged** - artificial lifeforms built to fight in the Last War. Created as tools of battle, they now seek a place and purpose beyond war.

**“In an ancient ruin beneath the Demon Wastes, a band of heroes races to claim the Reaper’s Heart. If the agents of the Emerald Claw reach it first, they’ll reignite the Last War and unleash an army of undead.”**

## EVERYONE HAS REGRETS

Player characters are remarkable people, but they aren't perfect. As you consider a flaw for your character, you can add a little hard-boiled flavor by considering the past: Did you make a tragic mistake, and if so, is it something you can ever undo? Did you hurt or betray someone who now seeks revenge? The Regrets table provides a few examples of missteps that might haunt you.

A regret helps shape your personality as an element of your past that plays an ongoing role in your story. But perhaps you have a problem that needs to be resolved right now. Another way to define a character's flaw is to roll on the Debts table.



# Dragonmarks

Dragonmarks provide helpful boost to certain tasks and can help your character navigate the Houses, or stumble into a feud.

Dragonmarks and Their Houses			
Dragonmark	House	Race	Guild Specialties
Detection	Medani	Half-elf	Bodyguards, investigation, risk management
Finding	Tharashk	Human, half-orc	Bounty hunting, investigation, prospecting
Handling	Vadalis	Human	Animal training and breeding
Healing	Jorasco	Halfling	Healing
Hospitality	Ghallanda	Halfling	Food, lodging, urban information
Making	Cannith	Human	Manufacturing
Passage	Orien	Human	Land transportation
Scribing	Sivis	Gnome	Communication, translation, verification
Sentinel	Deneith	Human	Bodyguards, mercenaries
Shadow	Phiarlan	Elf	Entertainment, espionage
	Thuranni	Elf	Entertainment, assassination
Storm	Lyrandar	Half-elf	Air and sea transportation
Warding	Kundarak	Dwarf	Banking, storage, prisons

## CREATING A DRAGONMARKED CHARACTER

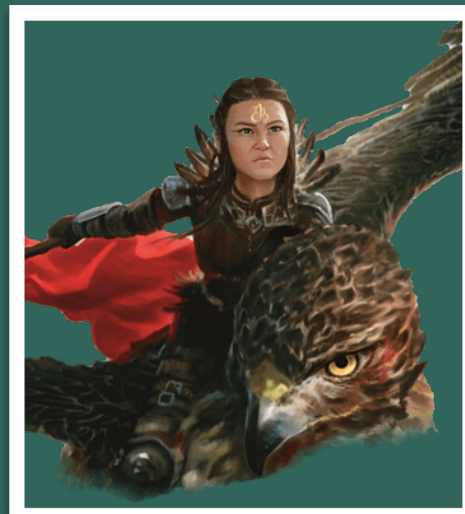
Dragonmarks manifest on certain members of a few species, represented in the rules by variant race options:

For humans and half-orcs, a dragonmark is a variant race that replaces traits associated with those races.

For half-elves, a dragonmark is a variant race that lets you keep some half-elf traits and replace others with the traits associated with your mark.

For dwarves, elves, gnomes, and halflings, the dragonmark replaces your subrace.

So, if you're making an elf character, you can choose to take the Mark of Shadow instead of being a wood elf or a high elf.



## 7 Things to Know

**The Last War Has Ended—Sort Of.** The Last War plunged the continent of Khorvaire into civil war more than a century ago, shattering the Five Nations that made up the kingdom of Galifar. Just two years ago, the war ended with the signing of the Treaty of Thronehold and the establishment of twelve recognized nations and a tenuous peace. The conflicts, the anger, and the pain of the long war remain, however, and the new nations seek every advantage as they prepare for the next war to break out on the continent.

**Dragonmarked Dynasties.** The great dragonmarked families are the barons of industry and commerce throughout Khorvaire and beyond. Their influence transcends political boundaries, and they remained mostly neutral during the Last War. Not technically citizens of any nation, the matriarchs and patriarchs of each house live in splendor within their enclaves and emporiums located throughout Khorvaire. These dynastic houses of commerce derive their power from dragonmarks—hereditary arcane sigils that manifest on certain individuals within the family, granting them limited but useful magical abilities associated with the trade guilds each family controls.

**Lands of Intrigue.** The war is over, and the nations of Khorvaire now try to build a new age of peace and prosperity. Ancient threats linger, however, and the world needs heroes to take up the cause. Nations compete on many levels—over economic dominance, political influence, territory, magical power, and more—each looking to maintain or improve its status by any means short of all-out war. Dragonmarked houses, churches both pure and corrupt, crime lords, monster gangs, psionic spies, arcane universities, secret societies, sinister masterminds, dragons, and a multitude of organizations and factions join the struggle for



position and power in the aftermath of the Last War.

**A Continent of Adventure.** From the jungles of Q'barra to the blasted hills and valleys of the Demon Wastes, from the skyscrapers of Sharn to the dinosaur-filled Talenta Plains, Eberron is a world of adventure. Adventures can draw heroes from one exotic location to another across the continent of Khorvaire. The quest for the Mirror of the Seventh Moon might take the heroes from a hidden mountain shrine in Darguun to a ruined castle in the Shadow Marches and finally to a dungeon deep below the Library of Korranberg. Through the use of magical transportation, heroes can reach a wide range of environments over the course of an adventure, and thus deal with a diverse assortment of monsters and other challenges.

**A World of Magic.** The technology of Eberron has developed not through the advance of science but by the mastery of magic. The widespread use of magic pervades life in the cities and towns. Airships and rail transport make rapid travel across the continent possible. A working class of minor mages, called magemwrights, uses spells to provide energy and other necessities. Advances in magic item creation have led to everything from self-propelled farming implements to sentient, free-willed beings created in artificers' forges. With the aid of rare crystals called dragonshards, dragonmarks can be made more powerful, elementals can be controlled and

harnessed, and magic items can be crafted and shaped.

**New Races.** In addition to the common player character races found in the Player's Handbook, players can choose to play orc or goblinoid characters in Eberron. Or they can choose one of four new races: changelings, kalashtar, shifters, and warforged. Changelings have minor shapechanging abilities similar to those of doppelgangers. Kalashtar are planar entities merged with human hosts, giving them telepathic abilities. Shifters developed from the mixing of humans and lycanthropes, a union that grants them limited bestial abilities and feral instincts. The warforged are a constructed race created during the Last War, seeking to find its place in a post-war world.

**D&D with a Twist.** Every race, monster, spell, and magic item in the Player's Handbook, Dungeon Master's Guide, and Monster Manual has a place somewhere in Eberron, but it might not be the place you expect. Eberron has a unique spot in the D&D multiverse, and many familiar elements of the game play different roles in the world. In particular, mortal creatures are products of culture and circumstances, rather than the direct influence of the gods. As a result, you can't assume that a gold dragon is good or a beholder is evil; only in the case of celestials, fiends, and certain other creatures whose identity and worldview are shaped by magic

(such as the curse of lycanthropy) is alignment a given.



## HELPFUL LINKS

D&D Beyond: <https://www.dndbeyond.com/campaigns/join/48006971224120379>

Home-brew Rules: <https://www.theowlbear.com/home-brew-rules>

My Website: <https://www.theowlbear.com/>

Eberron Playlist: <https://www.youtube.com/hashtag/eberron>

Discord: <https://discord.gg/6cFYVWx2Y>