



HALLS OF HEROES

AN ORGANIZED PLAY CAMPAIGN FOR D&D 5E

PLAYER GUIDE for EBERRON SETTING v1.0

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THE BASICS

Halls of Heroes is an organized play system for Dungeons & Dragons, 5th Edition, continuing the spirit of the first seven seasons of Adventurers League. As with all organized play, the players and DM follow a shared set of principles so that characters may move from adventure to adventure and from DM to DM freely.

Settings

Halls of Heroes currently has two settings: Forgotten Realms (FR) and Eberron (EB). This document details the rules for players in the **Eberron** setting.

Purpose of this Player's Guide

This document is a comprehensive guide to all the rules used by players for official Halls of Heroes games in the Eberron setting. In case of differences between rules and guidelines from other sources and this guide, the guide takes precedence for D&D Halls of Heroes play.

NEEDED MATERIAL TO PLAY

In order to participate in D&D Halls of Heroes games, the following is needed:

- **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast website. It contains all the basic rules of the game, and you can create a character with it. Additional options for characters are available in the fifth edition *Player's Handbook* (PHB), and other resources listed under Character Creation, below.
- **Character Sheet.** There will be official Halls of Heroes character sheets but

players can use any D&D character sheet they want.

- **An Adventure Logsheet.** This can be formatted logsheet or any paper where you need to keep track the same information each session of play. You will need to track experiences, gold, downtime, renown, magic items, and notes to keep your character up to date.

CREATING YOUR CHARACTER

To create a character for D&D Halls of Heroes, follow the steps below. All characters begin at 1st level.

Step 1: Choosing A Race and Class

The following options are available for character creation and advancement:

- *Player's Handbook* (PHB) (All races and classes)
- *Guildmaster's Guide to Ravnica* (GGR) (Minotaur)
- *Mordenkainen's Tome of Foes* (MTF) (Githyanki and Githzerai)
- *Volo's Guide to Monsters* (VGM) (Aasimar, Bugbear, Goblin, Hobgoblin, Kobold, Lizardfolk, Orc)
- *Wayfinder's Guide to Eberron* (WGE) (All classes and races, including dragonmarks.)
- *Xanathar's Guide to Everything* (XGE) (all classes. No Turtles)

As new resources become available, they'll be added to this list.

The following variant or optional rules are available when creating your character:

- Variant Human Traits (PHB)

Options presented in other resources -- such as Death Domain found in the *Dungeon Master's Guide* (DMG) or content from the various Unearthed Arcana articles -- aren't allowed for play unless you possess specific campaign documentation that indicates otherwise.

Step 2: Determining Ability Scores

When generating a character's ability scores you can use one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (PHB). helpful [calculator](#)

Step 3: Character Description

Write a description and choose a background for your character.

Background. Choose a background using the rules in the PHB. Custom backgrounds must borrow Features and Starting Equipment from existing backgrounds. Backgrounds can come from these sources: PHB, WGE, and *Tomb of Annihilation*.

Alignment. D&D Halls of Heroes focuses on maintaining a welcoming, fun environment so neutral evil and chaotic evil alignments are not legal for characters to be as part of D&D Halls of Heroes. Lawful evil is allowed as a legal alignment, but any character who is that alignment **must** be part of the Twelve faction or the Aurum faction.

Religion. If the character follows a religion, they are listed in the WGE under the "Faiths of Khorvaire." Since the cleric class is sometimes used to represent the power of a dragonmark, even clerics do not have to choose a religion.

Starting Lifestyle. Unless your starting lifestyle is explicitly determined by your chosen background, you can choose to begin with whatever lifestyle you like. Note this selection on the first entry of your logsheet.

You can change your lifestyle when you spend downtime days for activities.

Step 4: Choose Equipment

Upon creating a D&D Halls of Heroes character, you obtain starting equipment and gold as determined by your class and background. Rolling for your starting wealth isn't allowed.

Trinkets. You begin play with a trinket of your choice from the table in Chapter 5 of the PHB, or you can roll randomly to determine your trinket.

Selling Equipment. You can sell any mundane equipment that your character possesses using the normal rules in the PHB.

Purchasing Equipment. You can purchase any equipment found in the PHB with your available gold.

Step 5 (Optional) Select a Faction

Joining a faction can be done at any time and is an optional choice. Each faction has goals that are distinct. Helping a faction with their goals will give adventurers a chance to earn prestige within its ranks through the acquisition of renown. If you want your faction to be an important part of your play, work with your Dungeon Master to establish the nature of your relationship with the faction. See Appendix F: Factions for more information. Each faction has their own goals individual from others but aren't overtly hostile to one another. Members might dislike members of other factions, but being antagonistic towards them is not allowed. If a character joins a faction, the following rules apply.

One Faction only. A character can be member of only one faction at a time. If a character ever switch factions or become unaffiliated, you permanently lose all benefits and renown associated with the character's former faction. Factions don't like traitor or those who abandon their tenets. That said, in Eberron,

adventurers are likely in a web of complex relationships, and their loyalties may be tested.

No Undermining Other Characters.

Adventurers are brought together by common cause, and they're expected to work together to overcome challenges. Characters might find other factions distasteful, they must put that aside and work as a group.

THE ADVENTURE LOGSHEET

In addition to having a character sheet, every character needs an adventure logsheet to keep track of its rewards from adventure to adventure.

Session #. You only need to track session #s if you are playing content like a book, such as *Curse of Strahd* or *Storm King's Thunder*. Each session you play is numbered, and any rewards you received for that session are tracked as if it was a single session adventure.

Experience Points (XP). Note any XP your character earned at the end of the adventure or session.

Gold. Note any gold your character obtained during the adventure or session. It can be spent now or later.

Downtime. Note any downtime your character earned at the end of the adventure or session. It can be spent on downtime activities.

Renown. Note any renown points your character earned at the end of the adventure or session. It is used to determine your character's faction rank.

Magic Items. If you received a permanent magic during the adventure, increase your magic item count by one. Your DM can give you guidance on what items do and do not count.

Adventure Notes. Record important things that happened during the adventure here: deaths, story notes, leveling up, downtime

activities, etc. If you received a randomly determined magic item, record the name of the adventure, where it was found, as well as the table and dice roll the DM used to determine the item.

DOWNTIME AND LIFESTYLE

Downtime activities can occur before, while, or after you play an adventure. If you want your character to engage in a downtime activity, you have a number of options available to you on page 187 of the PHB. Per the PHB, any expenditure of downtime days has an attached lifestyle cost. In addition, refer to Appendix D: Downtime Activities and Appendix F: Factions for other possible downtime activities. Sometimes, a Story Award or Certificate will grant additional downtime options.

Recording Downtime

To record your downtime activity, deduct the days from your total on your adventure logsheet. Note your downtime activity and the number of days used in the adventure notes section. For example, if you wanted to train to learn the Draconic language and you spent 25 days towards doing so, you'd write "Training: Draconic(25)" in the adventure notes, and deduct 25 days from your downtime total. If you spend 10 days later on, you'd write "Training: Draconic(35)", and deduct 10 more days from your downtime total.

Recording Lifestyle Expenses

Whenever you engage in a downtime activity, you must pay your lifestyle expenses, as described on pages 157 - 158 in the PHB. Deduct the gp spent from your gold on your adventure logsheet. You must pay lifestyle whenever downtime is spent. Lifestyle can be changed at any time.

EXCHANGING WEALTH

You can't **give** another character treasure or equipment (mundane or magical). You can, however, contribute to the cost of spellcasting services that help another character that you are adventuring with. You can also loan another character items for the duration of a session while both characters are present.

CHARACTER ADVANCEMENT

Adventures are broken into four tiers of play—first tier (levels 1-4), second tier (levels 5-10), third tier (levels 11-16), and fourth tier (levels 17-20). You can't begin adventures outside your tier, but you can continue to play if you've "leveled out of it." However, if you advance beyond the level range of a hardcover or hardcover-like adventure and play in another one in a different AL-Season or HH-Campaign, you can't return to the first. Playing in one-shot adventures outside your hardcover does not trigger this restriction.

Character Rebuilding.

Players sometimes start out with pre-generated character or might try out a character class, race, or other option, and then decide later on that it wasn't the play experience they were looking for. As such, Tier 1 characters (level 1-4) can be rebuilt after any session. A player **can't change a character's name**, but can change any other aspect.

The character keeps all experience, treasure, equipment, magic items downtime, and faction renown earned to that point—except any starting equipment, along with any gold earned from selling it or items then purchased with those funds. Changing a character's faction results in losing all renown earned to that point.

You aren't considered 5th level until you play your first adventure after leveling; once the game starts you are bound to your character's choices except for any of the following that were not the forcible result of adventuring: alignment, faction, personality traits, bonds, ideals, and flaws.

Advancing Your Character.

XP must be applied immediately. If you advance to the next level, you do so after the next long rest or at the end of the adventure or session -- whichever happens first. The resources available for character creation are the same resources available for advancement, including spell selection.

When you gain a level, use the fixed hit point value in your class entry. You can't roll your hit points.

Faction Advancement.

A character who earns enough renown to advance a rank in his or her faction does so at the end of the session or an adventure. Note your new level or rank on your character sheet in the notes section of your adventure logsheet.

APPENDIX D: DOWNTIME ACTIVITIES

Non-restricted Downtime Activities

Downtime: Spellcasting Services.

Before, during, or after an episode or adventure, you can spend a downtime day to have a spell cast by an NPC. The cost for any consumed material components can be shared by the characters in the party. Characters raised from the dead during the course of play can continue play and earn rewards as normal, but penalties imposed by *raise dead* and the like still apply. Your character can also receive these services from another character- but only if you are both playing in the same adventure together. In this case, the downtime cost is waived.

Downtime: Copying Spells.

In order to copy spells into your spellbook, you must use this downtime activity. For each downtime day spent, your character can spend 8 hours copying spells into their spellbook. Two or more characters playing the same adventure together using this downtime activity can allow one another access to their spell book; effectively “trading” spells between everyone involved to copy as normal. All parties to the trade must spend these downtime days in order to trade spells, you must use this downtime activity in the presence of the table’s DM.

Downtime: Catching Up.

Sometimes you might like to advance to the next tier to catch up with friends, play new adventures, etc. “Catching Up” is an available option at 4th, 10th, and 16th level, and advances your character to the next tier of play. In order to do so, you must pay a number

of downtime days determined by your current level, as follows:

<i>Current Level</i>	<i>Downtime Cost</i>
4th	20 days
10th	100 days
16th	300 days

Table: Catching Up Downtime Costs

Downtime: Trading Magic Items.

Magic items can’t be given away to another character, but characters can trade permanent magic items received in play with one another on a one-for-one basis. Each party to the trade must 15 downtime days to trade the item. If you’re trading with another character playing in the same adventure as you, the downtime cost is waived. Consumable magic items (scrolls, potions, and magical ammunition) can’t be traded.

Upon completing the trade you must create an entry on your logsheet indicating who they traded with, the item traded away, and the item received in exchange. Information regarding where the item was located: adventure name, encounter, table number, roll, etc., should be recorded as well.

Permanent magic items are traded for other items of like rarity (i.e. uncommon for uncommon, rare for rare, etc.) on a one-for-one basis. The DMG or other official, published D&D products, are considered to be the definitive resource in determining the item’s rarity. Items **without** a specified rarity are unique and **can’t** be traded. Items without any uses remaining also can’t be traded unless the item retains some permanent magical ability.

Only magic items listed in the DMG may be traded between characters in different settings.

While a certificate isn't required to facilitate this trade, if the item bears a certificate, it must accompany the trade or be destroyed.

Downtime: Dimensional Wanderer

A character can use 150 downtime days to walk the planes to move to a different setting. This activity is only available if all its character creation and advancement options would be available in the new setting. No Warforged will be seen in Faerûn, and no Tortles will be seen in Eberron.

Adventure-Specific Downtime Activities

Hardcover: Tomb of Annihilation

This downtime activity is available only to characters spending downtime during Tomb of Annihilation or Season 7 DDAL adventure sessions.

Buying from the Merchant Princes.

While the merchant princes are happy to sell the items over which they hold monopoly, doing so can be time consuming. Characters wishing to purchase goods from the merchant princes must spend 10 downtime days arranging a meeting, negotiating prices, and coordinating for impartial intermediaries to accept, transfer gold during the transaction. At the end of the ten days, you may make one purchase—either a single permanent magic item, or up to their limit in other items (see, below).

Additionally, the following merchant princes have the following modifications to their entries:

Ekene-Afa. This Merchant Prince has a small selection of magic items (p.25) readily available for a modest price. These items can't be traded. The character may purchase a single item or no more than 10 pieces of +1 ammunition in a single

transaction before she refuses the character further service.

Ifan Talro'a. Animals purchased from this merchant prince aren't available as familiars.

Jessamine. This soft-spoken Merchant Prince sells some of the most potent poisons in Faerûn. However, she is discriminating in her dealings. Characters may purchase no more than 2,000 gp worth of goods in a single transaction before she refuses the character further service.

Wakanga O'tamu. This charismatic Merchant Prince sells potions and scrolls, but he frowns on those who might deny others the opportunity to enjoy his wares. Characters may purchase 750 gp worth of potions and scrolls in a single transaction before he refuses further the character service. The scrolls contain only spells found in the PHB.

If the characters complete Wakanga's quest, they may choose spells from the PHB once their levels have been determined, as normal.

APPENDIX F: FACTIONS

Factions can be very important to the experience of the Eberron setting in Halls of Heroes. Being part of a faction comes with responsibilities and perks. They will ask for tasks to be completed, but heroes who complete them can expect support and rewards for service. Switching factions or leaving factions will result in losing all renown and ranks of the previous faction, and a hero must start again at the lowest rank with 0 renown when they join a new faction.

Factions in the Eberron setting work differently than they do in the Forgotten Realms. Conspiracy, intrigue, and mystery are important aspects of the setting, and so not all 'members' of the factions will even realize they're gaining renown with the faction. While the factions' larger goals may put them at cross-purposes, they can and must work together for particular purposes. Several of the factions' true goals will be utterly opaque to the characters, and so the Dungeon Master should be able to devise hooks easily enough to draw any of the factions into an adventure. In addition, it's the player's duty to help devise reasons their character will work together with the party, especially in organized play like Halls of Heroes.

Rather than simply noting your faction name, consider how your character became involved with the faction. Answering the following questions can help your DM provide motivation for an adventurer:

- Who is my handler or primary contact with the faction?
- Am I aware that my handler works for the faction, or are they remaining anonymous?
- Apart from these five main factions, what

other groups and causes are important in my life?

Factions Advancement and Benefits

A character with membership in a faction will earn renown for doing tasks that coincide with the faction's aims. Renown points is how this expressed. They are rewarded at the end of each adventure session.

Faction Advancement

Earning renown and completing secret missions allows a character to progress in ranks in their faction. Higher ranks grant them greater authority and additional benefits.

<i>Rank</i>	<i>Renown</i>	<i>Minimum Level</i>
1	0	--
2	3	--
3	10	6th level
4	25	12th level
5	50	18th level

Table: Faction Advancement

Faction Benefits

Rank 1: Initiate

When a character first joins a faction, this is the rank they receive. It is available at character creation or any time the character wishes to join.

Participate in Faction Activities: Character can participate in any activities considered specific to your faction.

Earn Renown: You earn renown points in your faction and advance in rank.

Faction Assignments: As an Initiate, you are eligible to take on faction assignments during adventures. These come in the form of minor side missions that are found in many adventures.

Rank 2: Agent

Those who showed they are aligned with the faction's goals are promoted to this rank. They can take on more responsibility and get small benefits from achieving the rank.

Secret Missions: During certain adventures, you may be given the opportunity to undergo a secret mission on behalf of your faction. Completion of these missions might earn you additional benefits or enable you to advance to higher ranks within your faction.

Apprenticeship to an Adventurer Mentor: The Agent can serve as an apprentice to a higher-ranking adventurer from within your faction. See the Apprenticeship section below for more details.

Faction Training: Your character can take advantage of accelerated training programs for tool kits most often used by your faction. This training comes at a lesser cost than usual tool training, taking half as long (125 downtime days), but you must pay an additional 125 gp as a training expense for each proficiency.

Faction	Available Training
Dark Lanterns	Calligrapher's supplies, Disguise kit, Forgery kit.
Church of the Silver Flame	Smith's tools, Leatherworker's tools,

	Carpenter's tools, Mason's tools, Vehicles
Wardens of the Wood	Herbalism kit, Woodcarver's tools, Cartographer's tools
The Twelve	Jewelers tools, Mason's tools, Navigator's tools, Painter's supplies, Gaming set, Any Standard Language
Aurum	Disguise kit, Forgery Kit, Poisoner's Kit, Thieves' tools

Table: Faction Training

Rank 3: Stalwart

Reliable faction members become Stalwarts. They are entrusted with many secrets deserving of additional support during adventures.

Faction Downtime Activities: You gain access to faction specific downtime activity that gives you additional benefits when you use it. If your faction has any specific downtime activities for the current storyline the character is participating in, they can be found in Season Specific Downtime Activities section above.

Item Procurement: With an expenditure of resources, a character who has earned Stalwart can acquire a magic item from your faction. To procure the item, the character must go on minor adventures for your faction (represented by downtime days) and perform bribes, charitable acts, and provide provisions (represented by expenditure of gold) in service of their faction.

The item received in exchange for these costs increases your magic item count and is not tradeable. Some items are only available to certain factions as indicated in the Item Procurement Options table. A character may purchase any number of items so long as they pay the associated downtime day and gold

costs for each item.

Rarity	Downtime	Gold
Common and Uncommon	50	500gp
Rare	100	5,000gp

Table: Item Procurement Costs

Faction	Common and Uncommon	Rare
All Factions	+1 weapon or shield, Band of Loyalty, Shiftweave, Armblade	+1 armor
Dark Lanterns	Cloak of Elvenkind(A)	Ring of Spell Storing(A)
Church of the Silver Flame	Cloak of Protection(A)	Ring of Resistance(A)
Wardens of the Wood	Cloak of the Manta Ray	Ring of Animal Influence
The Twelve	Ring of Mind Shielding(A)	Cape of the Mountebank
The Aurum	Slippers of Spider Climbing(A)	Ring of Evasion(A)

Table: Faction Item Procurement Options

Rank 4: Mentor

Becoming a trusted voice within their faction, a character becomes a mentor. They are looked to as champions of the faction's belief, and as mentor of those of lower rank.

Become a mentor: You can designate Agents

or Stalwarts as your charge. See the Apprenticeship section.

Faction Philanthropist: As a Mentor of your faction, you may choose to pay for or cast *raise dead*, *resurrection*, or *true resurrection* spells for a member of your faction after an adventure is completed. They don't have to be running the adventure with you. In doing so assuming you aren't casting the spell yourself, you must pay the full cost of the spellcasting service plus 25 downtime days (to deliver the body and find a cleric).

Rank 5: Exemplar

Deeply ensconced within the leadership of their faction, Exemplars have a great degree of influence when it comes to guiding faction decisions.

Becoming a Faction Exemplar: When you play this character along with other members of your faction, you can choose one member of your faction (Agent, at a minimum) to begin the game with Inspiration. This influence goes away if not used at the end of the game session.

Apprenticeship

Two characters in the same faction (played by different players), may choose to enter an Apprentice-Mentor relationship. The mentor must at least be a Mentor and the apprentice must be of a lower rank, but at least an Agent.

A Mentor may only have one apprentice at a given time. Similarly, an apprentice may only have one Mentor. This relationship persists until the apprentice or mentor permanently die, the apprentice achieves the same rank as the mentor, or they decide to part ways (this is generally reserved for players that become inactive or for whatever reason have lost contact with one another).

Apprentice and Mentor Activities

Each character in the relationship gains a story

award, “Faction Mentor (Apprentice Name)” or “Faction Apprentice (Mentor Name)” and is eligible to participate in specific activities.

Adventure Details. When an apprentice and mentor bond they reveal the locations of magic items and faction secret missions that they have participated in to each other. There is no additional cost associated with this activity.

Item Trading. When trading magic items between the apprentice and mentor, the cost is only 10 downtime days instead of the usual 15.

Fighting Partners. By practicing fighting together before adventures, an apprentice and mentor can gain complimentary combat abilities. When both an apprentice and mentor are participating in the same adventuring group (they must be together at the same table, not just in the same Epic) the apprentice and mentor may spend 5 downtime before the start of the adventure. If they do, they gain the following benefits:

- Any saving throw made by one participant to save against an effect created by the other is made with advantage.
- Once per short rest, a participant may use the Help action to assist the other as a bonus action.
- Neither participant acts as cover against ranged attacks made by the other.

Apprentice Activities

Language and Tool Training. The apprentice may learn any language or tool proficiency that their mentor possesses for 125 downtime (no GP cost).

Word of Advice. Mentors grant their apprentice advantage on one check, save, or attack roll once during an adventure or chapter. This activity costs 5 downtime days to the apprentice, spent prior to the adventure and declared to the Dungeon Master prior to the start of the adventure.

Mentor Activities

Mentorship Renown. When a mentor takes on a new apprentice they immediately gain the benefit of a successful Secret Mission for their faction. This can only be done once per character.

Learn by Teaching. Mentors gain advantage on one check, save, or attack roll once during a module or hardcover chapter due to reflecting on their prior adventures with their apprentice. This activity costs 5 downtime days to the mentor, spent prior to the adventure and declared to the Dungeon Master prior to the start of the adventure.

Faction Pedagogue. By taking on an apprentice you become approachable to other members of your faction who ask you for advice. As you dispense this advice you become better known in your faction. You may spend 30 downtime days in exchange for 1 renown. This can only be done once per character.

Mentor’s Pride. As your apprentice grows in power their deeds reflect on you. Each time your apprentice gains a level that would put them into a higher tier (levels 5, 11, or 17), you gain 1 renown.

AURUM

The **Aurum** are a shadowy organization run by the wealthiest citizens of Khorvaire. Using their wealth and power, they accrue more of both throughout the continent to make sure that they hold the secret reins of power. With a vast web of agents, many adventurers of influence are unknowingly pulled into their web and manipulated toward their mysterious goals.

Goals and Beliefs

- Power and wealth are there to be attained.
- The course of history is best guided by the Aurum.
- Secrecy is paramount.

Member Traits

The Aurum are not a cohesive group. Often, one arm will be working against another, and so one should not be surprised to find oneself working against other members of the Aurum pursuing another aim. Those gaining renown with the Aurum may be members of the ruling concords (copper, silver, gold, and platinum, in order of increasing rank) or they may simply be a valued pawn of one of the Aurum.

Members of the concords certainly know the Aurum's true goals and work toward them. These may include members of the Dragonmarked Houses, guildmasters, powerful adventurers, and crime lords.

Their trusted servants and untrusted pawns may very well not be aware of the goals they are working toward. These may include assassins, bodyguards, archeologists and historians, and even nobles.

CHURCH OF THE SILVER FLAME

The **Church of the Silver Flame** is one of the most prominent faiths of Eberron. Dedicated to ridding the world of supernatural evil, its priests, paladins, and monks roam far and wide to protect the innocent.

Goals and Beliefs

- The innocent must be defended from supernatural evil.
- Every mortal soul can be guided to the light of the Silver Flame.
- The world will be perfected through the actions of the Silver Flame.

Member Traits

Those gaining renown with the Church of the Silver Flame may be among the Purified (as the faithful of the Silver Flame call themselves), among the mercenaries hired to further the Church's goals, or a member of an allied order. As with all religious organizations, some of the members will be true believers, some will only pay lip service to the beliefs, and some may be decidedly corrupt.

Though the Church of the Silver Flame is heavily identified with the government of Thrane, the Silver Flame's influence extends far beyond the borders of that nation, The druidic lizardfolk of Q'barra are one of the more exotic examples of its spread. Not all answer to the Keeper of the Flame who rules Thrane. Often, the Silver Flame's adherents are militant – whether that means being part of a templar battalion or a village militia.

DARK LANTERNS

The **Dark Lanterns** are the secret intelligence branch of The King's Citadel of Breland. The Citadel already operates covertly, and the Lanterns are even more discreet. They are the elite of the elite.

Goals and Beliefs

- Safety and security of the nation of Breland.
- Covert operation

Member Traits

Some of those gaining renown with the Dark Lanterns will be secret agents, duly sworn into service with the King's Citadel. Many more will be witting or unwitting assets, being given missions by their handlers in the spy agency. As valuable assets, those members will still benefit from this renown as their handlers work to keep them safe. Secrecy is so important that if someone were to admit that they are a Dark Lantern almost certainly means that they've never met a Dark Lantern in their life.

THE TWELVE

The **Twelve** is the organization that coordinates between the twelve Dragonmarked Houses.

Goals and Beliefs

- Houses are more important than nations
- Enforcement of House edicts
- The Houses unify Khorvaire with their valuable services.

Member Traits

Agents of the Twelve will be practical above all else. Of course, each agent will have come from one particular House before entering The Twelve, and so some remnant of loyalty or pride in that House will remain. They are expected, however, to take the long view and work for the good of all the Houses.

WARDENS OF THE WOOD

The **Wardens of the Wood** are the largest of the druidic sects of the Eldeen Reaches. Their influence is broad, and they work with many of the rangers, shifters, and farmers. All of them work together to maintain the balance between nature and civilization. Whenever one threatens to encroach on the other, the Wardens of the Wood keep the peace, having even gone so far as to defend the people of the Eldeen Reaches from invasion. They are led by an awakened greatpine, the Great Druid Oalian.

Goals and Beliefs

- Protect civilization and nature, one from the other.
- Ensure that land and livestock are treated with respect
- Guide the people toward practices in tune with nature
- Maintain peace and order in the Eldeen Reaches
- Unnatural abominations and aberrations should be destroyed.

Member Traits

Members of this faction are not necessarily druids themselves, but may be anyone whose way of life deals with the plants and animals of the rural landscape and the wilderness. The Wardens of the Wood have a long history of working with all the peoples of the Eldeen Reaches – and beyond. There are a number of other groups whose members also gain renown with the Wardens: the bards and archfey warlocks of the Greensingers, the rangers and barbarians of the Gatekeepers, the magic-hating champions of the Ashbound, and the undead-hunters of the Children of Winter.