

WARFORGED

THE LIVING MECHANICAL CONSTRUCTS

Known as warforged arguably represent the greatest achievement of the Last War—the first sentient race created through magical crafting. They were invented before the Last War, but a breakthrough during the war gave them true intelligence. They were created to be perfect soldiers, with size, strength, and a single-minded focus on battle.

Unlike mindless constructs, warforged can think tactically and fight intelligently. Although this mindset served them well in battle, they find it hard to adapt to a world without war. Some attempt to join society, others wander, and many seek battle as mercenaries, thugs, or adventurers.

Warforged were initially property, and were sold to people who could afford them. The treaty that ended the Last War also freed the warforged. In some lands, however, a system of indentured servitude still keeps warforged under strict control.

Some people resent the warforged, seeing them as a symbol of the horrors of the Last War. Those who come to know warforged personally discover that they have much to offer the nations of Khorvaire in times of peace.

PERSONALITY

Since they were built for battle, the warforged weren't encouraged to develop their emotions. They have the capacity for all human emotions, but many are still learning to express these feelings. Others often see them as rude or cold.

For most warforged, freedom meant losing their sense of purpose. They were built to fight using teamwork and develop camaraderie with their fellow soldiers. Warforged now find it difficult to fit in and find friends.

Though warforged don't have gender-specific shapes, each seems to have a masculine or feminine personality.

OTHER PEOPLE

The warforged mindset was conditioned for combat, so warforged use familiar categories to assess others. Commanders are people whom a warforged is willing to take orders from. Comrades are people the warforged fights alongside on a regular basis. Allies are those who share a goal with the warforged, though warforged are well aware that alliances can be short-lived. Civilians are neither enemies nor allies, and warforged were trained to ignore civilians. Foes are those whose goals contradict those of the warforged, but warforged rarely feel hatred toward foes.



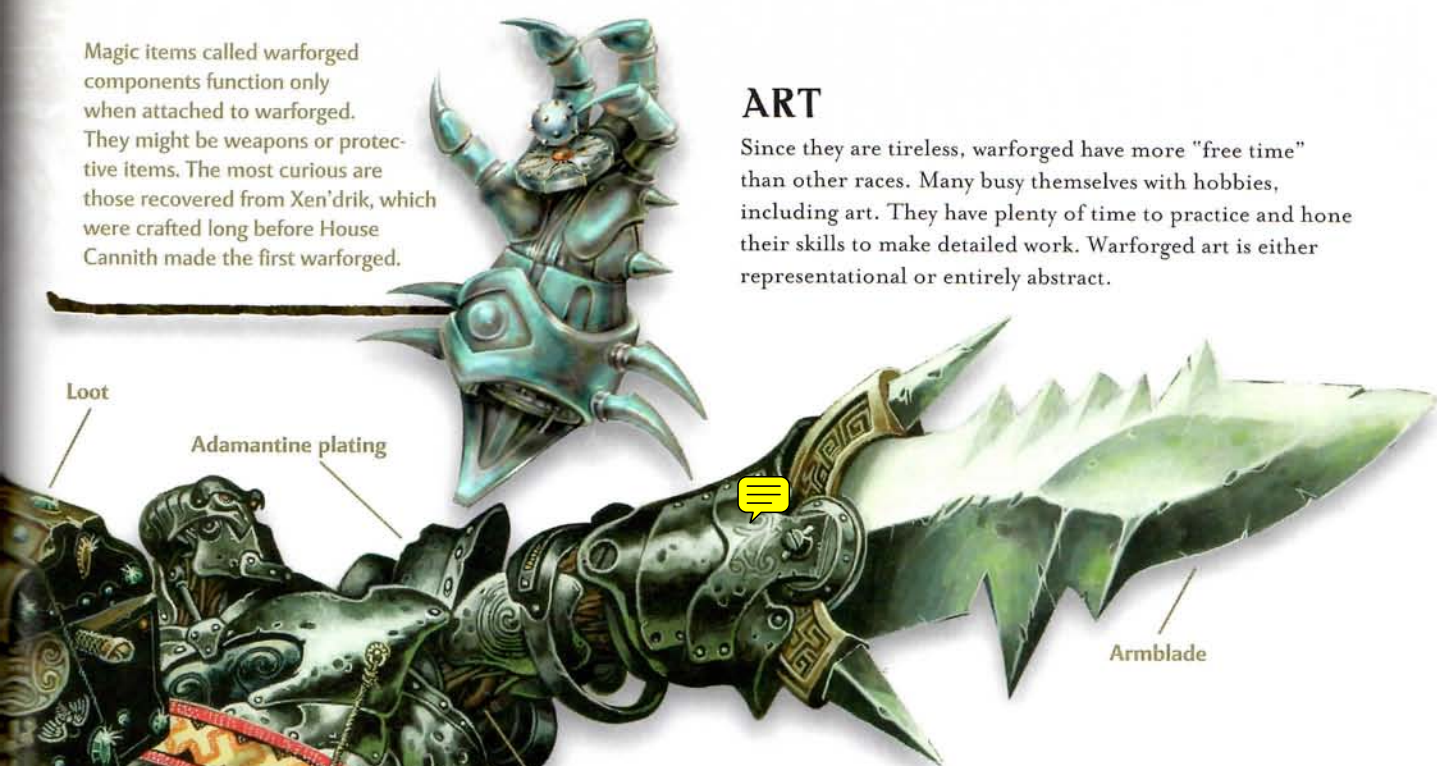
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Magic items called warforged components function only when attached to warforged. They might be weapons or protective items. The most curious are those recovered from Xen'drik, which were crafted long before House Cannith made the first warforged.

ART

Since they are tireless, warforged have more "free time" than other races. Many busy themselves with hobbies, including art. They have plenty of time to practice and hone their skills to make detailed work. Warforged art is either representational or entirely abstract.



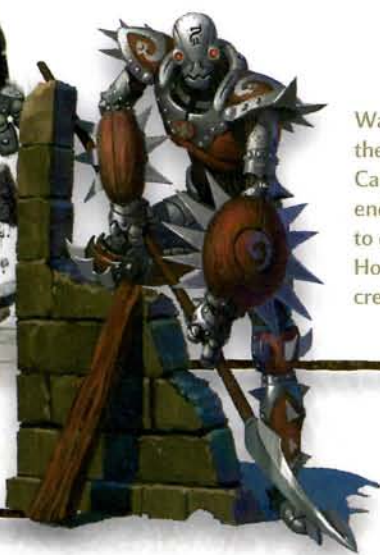
Warforged are created from stone, metal, wood, and organic materials. Their flexible plates are connected with fibrous bundles that give the warforged surprising flexibility. They can modify their bodies using magic and training. They might replace their armor plates with stronger ones or add built-in weaponry to their bodies. Since they don't need to eat, sleep, or even breathe, warforged can be active all day and night.

WHAT'S IN A NAME?

Warforged don't really understand other races' need to name everything. Most accept whatever names others choose for them. These names are usually simple, such as Azm, Book, Sever, Saber, Pierce, Chase, Hammer, or Cart.

Warforged emerged from the creation forges of House Cannith. After the Last War ended, it became illegal to create new warforged. However, some secret creation forges still operate.

Other varieties of warforged can be shaped differently, such as the gorilla-shaped warforged charger or the smaller warforged scout.



OTHER REGIONS OF KHORVAIRE

DARGUUN

Darguun is a nation of goblinoids. It frequently skirmishes with nearby kingdoms, especially Breland. The Lhesh Haruuc leads Darguun from his court in the sprawling, filth-ridden city of Rhukaan Draal.

DEMON WASTES

The canyons of the Demon Wastes form a natural labyrinth that houses the darkest forces still active in Khorvaire. Amid the remnants of an ancient rakshasa civilization and the blasted landscape, the Lords of Dust and sinister night hags work to destroy the civilized lands of Khorvaire. Clans of barbarians patrol this maze of gorges, keeping the ancient demons bound within the earth from escaping.

DROAAM

Run by monsters, Droaam can be savage and dangerous. It is a young nation, and largely unorganized. The Daughters of Sora Kell (three hags with great magical powers) rule Droaam, but there are many small groups with some measure of power. The capital, called The Great Crag, rests at the base of a mountain.

ELDEEN REACHES

Within the dense forests of the Eldeen Reaches, druid sects live in reverence of nature. One sect, the Wardens of the Wood, guards the Eldeen Reaches and maintains order. Aberrant monsters also roam the wood, and the Gatekeepers (a druid sect made up mostly of orcs) are dedicated to keeping them from becoming too powerful.

LHAZAAR PRINCIPALITIES

Pirate lords and merchant princes control the Lhazaar Principalities. Seafaring trade and piracy have long been the major professions in the Principalities, but illegal activities are less common now that the land is a recognized confederacy.

MROR HOLDS

The mountain home of the dwarves, the Mror Holds encompass the Hoarfrost and Ironroot Mountains and the land between. The vast mineral deposits within contribute to the dwarves' great wealth.

Q'BARRA

Q'barra was settled by Galifar loyalists appalled at the fighting between the Five Nations. The loyalists, refugees from the Last War, and refugees from Cyre all have separate communities within the frontier nation of Q'barra. The Inspired lords of Sarlona have strong diplomatic ties with Q'barra and view it as their foothold in Khorvaire.

SHADOW MARCHES

Humans and orcs live in the swamps of the Shadow Marches. The isolated region is of little interest to outsiders, except for its vast fields of Eberron dragonshards.

TALENTA PLAINS

Vast grasslands and the narrow Blade Desert make up the Talenta Plains. Home to dinosaur-riding halflings, the land is mostly wild and untamed.

VALENAR

The fierce, militant Valenar elves migrated from Aerenal and seized this land during the Last War. The unpredictable warclans frequently clash with neighboring nations.

ZILARGO

Home of the gnomes, Zilargo is known for its diplomats, translators, and magically crafted goods.



Some children in the Demon Wastes are born with horns, sharp teeth, claws, or red eyes. These are signs of the ancient rakshasa rajahs (powerful, evil sorcerers). These children, called sakah, often become influential among the barbarian tribes.