



DUNGEONS & DRAGONS® Campaigns™

XEN'DRIK EXPEDITIONS

Campaign Standards Version 4.0 **February 13, 2008**

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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Introduction

Welcome to XEN'DRIK EXPEDITIONS, the third offering of DUNGEONS & DRAGONS CAMPAIGNS. These campaign standards, along with the DUNGEONS & DRAGONS v3.5 rules and the *Eberron Campaign Setting*, will prepare you for XEN'DRIK EXPEDITIONS play in the RPGA.

What's the RPGA?

The RPGA is the roleplaying organized play arm of WIZARDS OF THE COAST, dedicated to providing play opportunities and support for DUNGEONS & DRAGONS. All around the world, on any given day, thousands of D&D fans play in RPGA-sanctioned events. These events take place at large conventions, mid-sized game days, and even private home gatherings.

Campaign-style games like the new XEN'DRIK EXPEDITIONS are our most popular style of roleplaying. In campaign-style roleplaying, you can create your own character and play it at any RPGA-sanctioned event that features its campaign's adventures. During play, you interact with an adventure's story and challenges, and your character's actions help determine the course of the campaign.

In this document you'll find information about fastplay characters, rules on how to create your own character, and instructions for advancing that character. You'll also find campaign-specific rules. Rules that differ from the last version of the XECS are highlighted in blue text to make them easy for those players who are familiar with the campaign to quickly find rules that have been added, changed, or clarified.

These campaign standards are periodically updated. As the campaign progresses, so does its level of play. At the launch of the campaign, you start with a 1st-level character. As the campaign progresses, level kicks increase the campaign's starting level.

DDXP 2008 (February 2008) features the third such level kick. At that event, and for some time thereafter, new players create 10th-level characters. During the level kick, characters lower than 10th level advance to the new starting level. Starting at DDXP 2008, the starting level is 10th, so if you're creating a new character then, you'll make a 10th-level character. The starting gold for such a character is 49,000 gp plus the starting gold for the character's first class. If your existing character's EV is lower than 49,000 gp, increase it to 49,000. This change to xp and gp should be recorded in your Adventure Journal under an entry labeled "Level Bump."

With each level kick, the campaign standards are updated to reflect changes to the campaign. On the front cover, a version number and date appear just below the title. At the level kick, the version number is increased by a whole number. Any version 1 document is before the first level kick, version 2 documents are after the first level kick but before the second, and so forth. The date below the version number indicates the first day the new standards are in play.

Sometimes this document is updated before a level kick. This changes the version number after the decimal, and also features a date when those changes come into play.

Required Materials

To play this DUNGEONS & DRAGONS: XEN'DRIK EXPEDITIONS campaign, you need the v3.5 *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, this document, a pen or pencil, a set of dice (d4, d6, d8, d10, d12, d20), and a miniature or token to represent your character on the battle grid. While not entirely necessary, you'll also want to have a copy of the *Eberron Campaign Setting*. That book features expanded rules items that are particular to Eberron and also contains helpful background information about the setting.

You also need the DUNGEONS & DRAGONS CAMPAIGNS character sheet, progression sheet, and magic stack sheet and XEN'DRIK EXPEDITIONS Adventure Journal. Each Faction has a unique Adventure Journal. These sheets can be found on the XEN'DRIK EXPEDITIONS website. When you attend an event, all the necessary character information must be presented on these sheets to make it easy for your DM and the event staff to find information about your character.

WIZARDS OF THE COAST gives you permission to photocopy material from this document for personal use or for use at RPGA-sanctioned events. To sanction an event, you must be at least a Herald-Level Gamemaster (GM). To find out how to become a Herald-Level GM, visit our website (www.rpga.com).

Lastly, you need an RPGA membership and number so we can track your play. RPGA membership is free, and you can get an RPGA card and number by attending any RPGA-sanctioned event. For a list of public events worldwide, visit the RPGA Event Calendar on our website.

Optional Materials

XEN'DRIK EXPEDITIONS uses a number of D&D and EBERRON sources. While the following books are not required, having them increases your ability to expand your character. They are *City of Stormreach*, *Cityscape*, *Complete Adventurer*, *Complete Arcane*, *Complete Divine*, *Complete Champion*, *Complete Mage*, *Complete Psionic*, *Complete Scoundrel*, *Complete Warrior*, *Draconomicon* (Chapter 2 [metabreath feats only] & Chapter 3), *Dragon Magic*, *Dragonmarked*, *Dungeon Master's Guide II* (Chapter 7), *Dungeonscape*, *Exemplar's of Evil* (Chapter 1; Cabal of Shadows only), *Expanded Psionics Handbook*, *Explorer's Handbook*, *Eyes of the lich Queen* (Feats and Items on page 11), *Faiths of Eberron*, *Fiendish Codex I: Hordes of the Abyss* (Chapter 4), *Fiendish Codex II: Tyrants of the Nine Hells* (Chapter 3), *Five Nations*, *Forge of War*, *Frostburn*, *Heroes of Battle*, *Heroes of Horror* (Chapter 5), *Libris Mortis* (Chapters 2, 3, 4 and 5), *Lords of Madness* (Chapter 9), *Magic of Eberron*, *Magic of Incarnum*, *Magic Item Compendium*, *Miniatures Handbook*, *Player's Guide to Eberron*, *Player's Handbook II*, *Races of Destiny*, *Races of the Dragon*, *Races of Eberron*, *Races of Stone*, *Races of the Wild*, *Sandstorm*, *Secrets of Sarlona*, *Secrets of Xen'drik*, *Sharn: City of Towers*, *Spell Compendium*, and *Stormwrack*.

In most cases, options from these books are "Limited." This term is described later in this document. If your character takes options from these books, you must bring a copy of the book, or photocopies from the relevant sections of a book that you own, to use as reference for yourself and your Dungeon Master during play. Failure to do so can mean you cannot use that rule element for your character. This could, in turn, disqualify your character from the session. In this case, you can still participate by using a fastplay character, but that character has none of the story objects of your original character.

Books not listed as an Open or Optional source (listed above) and not appearing on the list of Restricted Sources at the end of this document, may be used on Story Objects or Campaign Cards. These books include such sources as, but are not limited to, the *Book of Exalted Deeds* or the *Book of Vile Darkness*. Rules items from these sources can only be gained through Story Objects or Campaign Cards.

Dungeons & Dragons Rewards and Campaign Cards

Once you have an RPGA number, you should join D&D REWARDS program at the RPGA website. It's free and private, and by participating in the program you earn points for your RPGA play.

Almost any play at RPGA-sanctioned events is worth points. Three times a year we send out mailings, translating your earned points to Campaign Cards—exciting optional materials that enhance character choices. See page 12 for more information about Campaign Cards.

What rewards you earn depend on whether or not you were a player or gamemaster, what you played, and how often. For further information about D&D REWARDS, visit the RPGA website.

Errata Policy

The DUNGEONS & DRAGONS website (www.wizards.com/dnd) hosts errata for required and optional material. We recommend you periodically check that site and keep up with errata, as XEN'DRIK EXPEDITIONS supports DUNGEONS & DRAGONS sources modified by errata.

Also, the *Dungeons & Dragons Spell Compendium* contains errata for the spells it reprints, as does the *Dungeons & Dragons Magic Item Compendium* for many magic items. The

Dungeons & Dragons Rules Compendium clarifies many *Player's Handbook* and *Dungeon Master's Guide* rules. If a rules item allowed by the campaign is reprinted in a newer product, the newest printing is always considered errata and is used in XEN'DRIK EXPEDITIONS.

You must convert rules items to the most current printing as new sources are released and approved for the campaign. Expansion slots used to take a rules item that is changed by a later printing may be retooled. If you had gained access to a rules item through a Campaign Card or Story Object, you retain that access should the item be reprinted in a later source though you must abide to any changes to that rules item as written in the newer printing.

Creating a 1st-Level Character

These character creation rules assume you have access to the three D&D v3.5 core rulebooks and the *Eberron Campaign Setting*, but you can make a perfectly legal character with these rules if you have the *Player's Handbook* and the *Dungeon Master's Guide*. Sometimes these creation rules cite other D&D sources.

Open your *Player's Handbook* to page 6. There you'll find a section titled "Character Creation." Follow those instructions with the following modifications, each given under headings of the corresponding directions in the *Player's Handbook*.

Fastplay Characters

At the start of the campaign, several fastplay characters were published. Each is a complete starting character, ready to play. These characters are designed to be easy to play for beginners, as well as for experienced players in a rush to begin. See "Taking One for the Team" below.

Each fastplay character is keyed to a DUNGEONS & DRAGONS miniature. If you use the appropriate miniature to represent one of the fastplay characters, it unlocks a bonus that works exactly like a Campaign Card but is tailored for the particular character.

The fastplay characters are advanced with each level kick. With the release of additional DUNGEONS & DRAGONS miniatures sets, more fastplays may become available for use. The character sheets for each fastplay character can be found on the RPGA website or on the back of the corresponding miniatures card (depending on which fastplay).

Taking One for the Team: You can play a fastplay character but gain experience points (XP) for one of your own created characters. This swapping can only be done if your table is missing a PC with levels in cleric, fighter, rogue, or wizard. Unlike other DUNGEONS & DRAGONS campaigns, you may choose any appropriate fastplay to fill the table's missing niche. For example, if your table is missing a wizard, you may choose any arcane caster, such as a sorcerer or a wizard, to fill the missing role. The DM is the final arbiter of whether you can fill a missing niche. For example, if your table includes five sorcerers, you are missing a cleric, a fighter, a rogue and a wizard. Your DM would be right to say you could not play a fastplay wizard, as your table already has five primary arcane casters.

You must play the fastplay character as published, but you can buy and sell equipment in game normally. You may create a full stack of general campaign cards for the fastplay character using cards you own or ones borrowed from another player participating in the session.

If the fastplay character dies, you must apply the death to your PC for the faction you are playing. For example, while playing the GenCon Special, Jamie decides to take one for the team and play a cleric at her table. She decides that the fastplay cleric will be from the Covenant of Light. That means, should her fastplay PC die during the adventure, the death is assigned to Jamie's Covenant of Light PC; whether she has ever made one or not. This death can result in the death of an unmade, default PC in the database.

Step 1: Check With Your Dungeon Master

By reading and understanding this document, you've taken the first step toward creating a XEN'DRIK EXPEDITIONS character. You may have many DMs over the course of your character's development, and even if you have only one DM, he or she is going to use the same rules the entire campaign uses. This is because thousands of players around the world play this campaign in a format similar to what computer games call a massively multiplayer environment.

Instead of a computer adjudicating the play in this game, however, we have a legion of DMs dedicated to providing you with fun and challenging adventures. As its title indicates, this document is the campaign standards for the campaign. Not only does it give you information on how to create a character for the campaign, it also points out variants and "house rules" the campaign uses.

First and foremost, there are three campaign rules that affect character generation. We'll start with them.

Step 2: Choose a Faction

Every PC in the XEN'DRIK EXPEDITIONS campaign is a member of one of four Factions devoted to discovering, and—maybe more importantly—manipulating the bits of draconic Prophecy compiled in a work called the *Caldyn Fragments*. When joining a faction, your character aligns his or herself with an adventuring philosophy.

When you make a Faction character, that philosophy not only shapes how you roleplay your character, it also provides certain benefits during the adventure. If you choose to make additional PCs, you may choose to align your other PCs with other factions. You may not play more than one character in a Faction, and a character can only play adventures designed for his or her Faction. A character may never leave one Faction and join another.

In game terms, each Faction unlocks a special selection of races and classes, along with a special Faction bonus.

Additional Faction information can be obtained from the XEN'DRIK EXPEDITION website; this site should be consulted before play for character options and background details useful during roleplay.

<http://www.wizards.com/default.asp?x=dnd/ebxe/welcome>

Crimson Codex: Of the four Factions, the Crimson Codex has the strongest connection to dragons and their kin, and it attracts people interested in esoteric knowledge. Led by the man who compiled the *Caldyn Fragments*, they believe that the draconic Prophecy can be manipulated to achieve their own ends.

Being a member of this faction unlocks the skarn (*Magic of Incarnum*) and spellscale (*Races of the Dragon*) races, along with the dragon shaman (*Player's Handbook II*), incarnate (*Magic of Incarnum*), and totemist (*Magic of Incarnum*) classes. Crimson Codex faction members may be from the region of Seren.

The Crimson Codex believes that knowledge is the most powerful weapon, and members of the Crimson Codex, if literate, may choose their Intelligence bonus (minimum 1) in Knowledge skills as bonus class skills. You make the choice of class skills at 1st-level, and it cannot be retooled (it's placed on your Crimson Codex Adventure Journal) or expanded by increase in your intelligence score. If your illiterate character later becomes literate, he or she does not gain these bonus class skills.

If your character already has all Knowledge skills as class skills, or has a feat that makes all Knowledge skills class skills, it starts with a *crimson glyphbook* as a piece of bonus equipment (see below).

Crimson Glyphbook

A *crimson glyphbook* is a special magic glyphbook (ECS 121) that also grants a +1 insight bonus to all Knowledge checks, bardic knowledge check, and Investigate checks for analyzing clues. Also, for characters with the Research feat, the glyphbook acts as a general-purpose library on most subjects, and a comprehensive collection on the subjects of Xen'drik history, geography, nature, and draconic Prophecy.

It takes the standard time to use the book as a research library (ECS 59).

Blackwheel Company: The Blackwheel Company is the most organized and regimented of the factions, funded by a conglomeration of all the dragonmarked houses. It has a strong contingent of Last War veterans and soldiers of fortune.

Being a member of this faction unlocks the gnoll* (*Monster Manual*) and warforged scout (*Monster Manual III*) races, as well as the warmage (*Complete Arcane*), scout (*Complete Adventurer*), and marshal (*Miniature's Handbook*) classes.

Members of the Blackwheel Company, if the appropriate race, may be member of dragonmarked houses. If you wish to be a member of a dragonmarked house, you must choose which house at 1st-level, and it cannot be retroced (the choice is noted on your Blackwheel Company Adventure Journal). Being a member of the dragonmarked house unlocks the following rules items (all from the ECS): Feats—*Favored In House*, *Greater Dragonmark*, *Least Dragonmark*, *Lesser Dragonmark*; Prestige Classes—*dragonmark heir* and *heir of Siberys*.

All Blackwheel Company characters gain 50 x character level gp bonus to their equipment value (EV). The company has the financial backing to equip their troops with the needed equipment.

*Gnolls (and other +1 LA races) have a +1 level adjustment and are considered 2nd-level characters with regard to experience at the campaign start. At first level, choose a class normally. A gnoll character can't take a second class level until reaching the experience requirement for a 3rd-level character (3000 xp). The gnoll race always takes up a level when the character progresses. Unlike the normal rules for level adjustment, gnoll characters get the standard starting gold for its class.

Gnoll PCs FAQ

The gnoll level adjustment is treated similarly to a template in many ways. Players choosing to start the campaign with a gnoll character begin play as a 2nd-level character when figuring the Average Party Level (APL), but a 1st level character with regard to all other aspects of their development. The gnoll's racial profile includes the following: darkvision 60', a +4 bonus to Strength, a +2 bonus to Constitution, a -2 penalty to Intelligence, a -2 penalty to Charisma, a +1 natural armor bonus, and access to the automatic language of Gnoll and the bonus languages of Common, Draconic, Goblin, Elven, and Orc.

Please note that for the purpose of the XEN'DRIK EXPEDITIONS campaign, this special "template" does not grant the racial hit dice, skill points, or feats typically associated with a gnoll's humanoid levels. Expansion slots, action points, and other campaign features are based upon the gnoll's class level before the level adjustment is added—only the XP needed for advancement is affected by the gnoll's level adjustment.

All gnolls in the Blackwheel Company must be able to speak Common. The Blackwheel Company expects all of its members to be able to give and receive orders in Common.

Cabal of Shadows: The Cabal is a loose confederation of outcasts, miscreants, and (sometimes) downright villains. Strangely, they may be the most diverse and accepting of the Factions.

Being a member of this Faction unlocks the tiefling* (*Monster Manual*) and daelkyr half-blood (*Magic of Eberron*) races, as well as the beguiler (*Player's Handbook II*), duskblade (*Player's Handbook II*), and warlock (*Complete Arcane*) classes. Members of the Cabal of Shadows can be evil characters, and evil actions they commit do not generate alignment shift Story Objects. Also, unlike other characters in the campaign, Cabal of Shadows characters can worship evil deities and pantheons. The following prestige classes are unlocked for Cabal of Shadows characters: assassin and blackguard. Members of the Cabal of Shadows may take these classes without meeting normally required role-playing

requirements. Also, any restricted prestige class or feat with a requirement of evil alignment can be placed on a Cabal of Shadows expansion list as if it were a limited rather than restricted item. This is reflected in the restricted lists at the end of this document.

Cabal of Shadow members who aren't evil are blessed (some would say cursed) by shadow. While not gaining any benefit from access to feats or prestige classes that require an evil alignment, they have access to a different benefit. Once a day, by spending an action point and as a standard action, you can *call on shadow*. *Calling on shadows* is a spell-like ability with the effects of a *veil of shadows* (SC 228 or sidebar) and a *darkvision* spell (PH 216) cast on you. The *call on shadows* lasts for as many minutes as you have character levels plus your Charisma modifier (minimum 1 minute). **This benefit is ONLY available to non-evil members of the Cabal of Shadows.**

*Tieflings (and other +1 LA races) have a +1 level adjustment and are considered 2nd-level characters at the campaign start. At first level, choose a class normally. A tiefling character can't take second class level until reaching 3rd level (3000 xp), and the race always takes up a level when the character progresses. Unlike the normal rules for level adjustment, tiefling characters get the standard starting gold for their class.

VEIL OF SHADOW

Evocation [Darkness]

Level: Assassin 2, blackguard 2, cleric 2, sorc/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision.

This spell is dispelled in daylight or in the area of a light spell of 3rd level or higher. *See invisibility* does not counter a *veil of shadow's* concealment effect, but a *true seeing* spell will do so.

Covenant of Light: To the Covenant, the search to unlock the mysteries of the *Caldyn Fragments* is a crusade for the powers of good, despite the person's faith.

Being a member of this faction unlocks the aasimar* (*Monster Manual*) and raptorian (*Races of the Wild*) races, and the knight (*Player's Handbook II*), favored soul (*Complete Divine*) and soulborn (*Magic of Incarnum*) classes. Every good-aligned member of the Covenant of Light receives the *blessing of light*.

Once a day plus your Charisma modifier (minimum 1), by spending an action point and as a standard action, a member of the Covenant can recite a small prayer as spell-like ability that has the following effect on a single creature touched within the next minute: relieves fatigue, exhaustion, and sickening; and grants an immediate new save against poison and disease. If that save succeeds, it removes the disease or poison and the conditions caused by the disease or poison **but not damage**. **Conditions include all key word conditions such as Blinded or Fatigued but not damage or drain such as two points of Constitution damage.** You can hold the charge of this spell-like ability for one minute in the same way you can hold a charge of a touch spell.

*Aasimar (and other +1 LA races) have a +1 level adjustment and are considered 2nd-level characters at the campaign start. At first level, choose a class normally. An aasimar character can't take second class level until reaching 3rd level (3000 xp), and the race always takes up a level when the character progresses. Unlike the normal rules for level adjustment, aasimar characters get the standard starting gold for their class.

** Raptorian characters in XEN'DRIK EXPEDITIONS gain a special form of access to certain feats from the *Monster Manual*. See the Expansion List section below for more details.

Step 3: Choose Your First Expansion Item

At 1st level, you can choose any normal expansion items (full rules on expansion items can be found later in this document), or you can choose from the following special list of 1st-level expansion items. The options listed here can only be taken at

1st-level, so this is your only opportunity to put them on your expansion list. If none of these choices appeal to you, the other options on Table CS-7 in the "Advancing Characters" section are open for your 1st-level expansion slot as well.

Alternate Class Feature: You may choose to unlock the alternate class features of your starting class at 1st level from any legal source that contains them, such as Chapter 2 of *Player's Handbook II*. You must make this choice at 1st level, even if the normal rules for the class feature would have you make the choice at a later level. For prestige classes, an exception is made to the rule allowing you to take alternate class features only for your starting class applies. Alternate class features for a prestige class can only be unlocked at first level (like any other alternate class feature) but you need have the prestige class as your starting class (since that would likely be impossible). This is the only method that your character can gain an alternate class feature short of a campaign card.

Choosing to unlock the alternate features of your starting class, unlocks ALL the alternate class features for that class, even if you choose not to take advantage of all of the options unlocked. These choices cannot be retooled.

As an example, Madison decides she is going to make a druid and wishes to unlock the alternate class feature *shapeshift*. By unlocking the alternate class features for the druid class, she has access to *shapeshift* and *spontaneous rejuvenation*. She forgoes her animal companion and takes *shapeshift*, but wishes to be able to spontaneously cast *summon nature's ally* spells and does not take *spontaneous rejuvenation*, though she could.

Unlocking alternate class features costs two expansion slots.

Consumable Item Package: To take this expansion item, your character must have at least a 12 Charisma. You may choose one the six consumable item packages detailed in the sidebar. When equipping your character, you pay two times the normal published cost instead of five times that cost (for the normal campaign cost, see "Equipping your Character" below).

Furthermore, you can equip your characters with these magic items starting at 1st level. Magic item creation feats and abilities do not affect these costs, as they represent a special connection your character has to a supplier in Stormreach. Consumable item packages cost two expansion slots.

Noble Title: Taking this feature currently entitles the PC to an unspecified "noble birth" that can be used during roleplaying situations only. The noble title feature also includes unmarked members of Dragonmarked Houses. This allows such PCs to develop dragonmarks, should they get them as a class feature of a prestige class such as the Cannith Wand Adept. It does not otherwise unlock dragonmark feats. Members of the Blackwheel Company do not need to choose this option as their 1st-level expansion slot in order to be a member of a Dragonmarked House. A noble title takes one expansion slot.

Racial Substitution Levels: You may choose to unlock the racial substitution levels for your race and starting class (e.g. if your 1st-level PC is an elven wizard, you may unlock all the racial substitution levels for elven wizard, but not elven ranger or changeling wizard).

If you unlock the racial substitution level and that substitution level grants a specifically named bonus feat or spell/power, you gain access to that feat or spell/power when you take the level. If it lists a type of feat, such as a bonus fighter feat, you may only choose from feats that are unlimited or have been unlocked with expansion slots or a campaign card. If the substitution level allows you to choose a spell or power from a class' spell or power list, you may choose any spell or power that is unlimited, has been unlocked with expansion slots or a campaign card, or from the book that the class is printed in.

You must choose this option at 1st level, even if the normal rules for the class would have you make the choice at a later level. This is the only method that your character can gain racial substitution levels short of a campaign card. Racial substitution levels cost two expansion slots.

Consumable Item Packages

The following are the list of Consumable Item Packages. The caster level is either the caster level of the item listed in the

DMG (typically the minimum caster level possible) or the caster level called out with the source of the parent spell.

Assault Package

Alchemical silver, cold iron, or adamantite ammunition
Silversheen
Sleep arrow
Screaming bolt
Javelin of lightning

Defense Package

Potion of endure elements
Potion of protection from (alignment)
Potion of blur
Potion of lesser restoration

Healing Package

Potions of cure light wounds
Potions of cure moderate wounds
Potions of cure serious wounds
Wand of cure light wounds

Mobility Package

Potion of jump
Elixir of swimming
Potion of invisibility
Potion of remove paralysis
Potion of fly

Repair Package

Potions of repair light damage (CL 1st; SC 173)
Potions of repair moderate damage (CL 3rd; SC 173)
Potions of repair serious damage (CL 5th; SC 173)
Wand of repair light damage (CL 1st; SC 173)

Wondrous Package

All *Qaal's feather tokens*
Elixir of fire breath
Bead of force
Stone salve

Step 4: Roll Ability Scores

You don't roll ability scores in DUNGEONS & DRAGONS CAMPAIGNS; you buy them using the standard point-buy method. There's a simple reason for this: it fairly ensures every player can create a similarly powered character he or she will enjoy playing. You can find the rules for standard (25 points) point buy on page 169 of the *Dungeon Master's Guide*.

Example: Ashley thinks her drow beguiler should have a 14 Intelligence and a 16 Charisma. The 14 Intelligence costs six points, and the 16 Charisma costs ten points, so she's used 16 points out of her 25 point buy. Putting the nine remaining points into her other stats, she ends up with Str 8, Dex 10 Con 12, Int 14 Wis 11, Cha 16. When these are adjusted for drow racial modifiers (see Step Four, below), she will end up with Str 8, Dex 12 Con 10, Int 16 Wis 11, Cha 18.

Adventuring Prodigy

During the course of play, you may encounter fellow adventurers with ability scores slightly higher than yours. At four select shows—Gen Con Indy 2006, Gen Con So Cal 2006, D&D eXPerience 2007, and Origins 2007—the RPGA ran a special adventure called *Spellspitter's Abaddon* or the D&D Delve.

Playing in that adventure could yield the special Adventuring Prodigy creation campaign card that allows a player to build a 28-point character.

Step 5: Choose Your Class and Race

All the classes and races in the *Player's Handbook* are found in the EBERRON setting, and members of those races can be member of any Faction. You may have to come up with a fun and unique reason why a paladin joined the Cabal of Shadows or a barbarian was drawn to the Crimson Codex, but oddball characters can be extremely fun to play.

Along with those races in the *Player's Handbook*, three of the four races from the *Eberron Campaign Setting* are unlimited, meaning you can take these classes freely without need of a special allowance (like a campaign card or a faction unlock). They are changelings, shifters, and the warforged. The *Eberron Campaign Setting* also features a class—the artificer. It is also unlimited. You have options of taking other races and classes freely based on your faction, and those choices have been listed above in the “Choose a Faction” section, above. Races from other sources, and kalashtar with psionic abilities from the *Eberron Campaign Setting*, are restricted unless unlocked by a campaign card. Non-psionic kalashtar are not restricted.

Unlimited Races and Classes

The general building blocks of a character—race, classes, feats, spells, and equipment—are typically referred to as “rules items” in D&D CAMPAIGNS, and each rule item has a frequency.

For instance the skarn and spellscale races are unlocked for member of the Crimson Codex, and the dragon shaman, incarnate, and totemist are unlocked classes for that faction.

These list the races and classes that can be taken by members of all factions without needing a campaign card, special faction unlock, or any other special allowance.

Classes: Artificer (*ECS*), barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard.

Races: Changeling (*ECS*), human, dwarf, elf, gnome, half-elf, half-orc, halfling, *kalashtar (*ECS*), **shifter (*ECS*), warforged (*ECS*).

*Without expending expansion slots or using a campaign card, kalashtar gain access to no psionic abilities beyond their racial *mindlink* ability.

**The new shifter traits from Races of Eberron are allowed without need for an expansion slot.

Class Adjustments

There are some aspects of play in EBERRON that affect the artificer, cleric, and druid classes. They are described below.

Artificer: Because D&D CAMPAIGNS does not use experience points for item creation, some of the artificer’s abilities have to be adjusted. How the artificer uses item creation feats is described in the “Select a Feat” section below. The changes also affect the craft reserve and retain essence class abilities in the following way.

Craft Reserve: The artificer’s craft reserve is converted into a gold piece amount. An artificer gains five times the craft reserve XP value in gold pieces to buy crafted items. The artificer can only spend this gold to buy items the artificer could craft.

For instance, a 1st-level artificer with 4 ranks in Use Magic Device and Scribe Scroll gains 100 gold pieces to buy scrolls. This means that she can purchase a single scroll 1st-level scroll or two 0-level scrolls at 1st level with her craft reserve. Gold not spent from the craft reserve is lost.

Since this amount is recalculated for each event, only the value from previous levels is not carried over; that is to say, the bonus to EV from craft reserve is not cumulative. The artificer receives only the five times their level’s craft reserve added to their EV.

Retain Essence: Instead of gaining the retain essence special ability, artificers gain a 300 gp bonus to their craft reserve at 5th level.

Clerics: The deities provided in the *Player's Handbook* are those for the core or GREYHAWK setting. Since XEN'DRIK EXPEDITIONS takes place on the world of Eberron, it uses different gods. Table CS—1: Deity Conversion provides a list of most deities found in the *Player's Handbook*, followed by the closest corresponding Eberron deity or church, as well as the

alignment of that deity, and the deity’s domains. Domains not found in the *Player's Handbook* are found in the *Eberron Campaign Setting*.

If you wish, you may choose domains for your deity from the list presented in *Faiths of Eberron*. If you choose to do so, at least one of your domains must be found in the *Player's Handbook* or the *Eberron Campaign Setting*. For example, Alterash is a cleric of Onatar. *Faiths of Eberron* lists Artifice (*ECS*), Creation (*SC*), Fire, Good, Metal (*SC*) and Warforged (*FE*) as possible domains. That means one of Alterash’s domains must be Artifice, Fire, or Good and any of them could be the second choice.

You’ll notice that no evil deities are listed. Typically no character in DUNGEONS & DRAGONS CAMPAIGNS may willingly worship, venerate, or take as a patron an evil deity or pantheon (the Dark Six is a neutral evil pantheon, as clarified in the *Eberron Campaign Setting* errata). Those choices are restricted—a term used in DUNGEONS & DRAGONS CAMPAIGNS to denote a play option that only taken with benefit of special campaign allowance, such as a Campaign Card or the permission given for the Cabal of Shadows Faction.

Playing or becoming an evil character without the benefit of such an allowance makes the character an NPC under the control of the DM running the session. After the session, the character is removed from the campaign by marking it as a character death on the Session Tracking.

Characters worshiping neutral deities may choose to channel negative energy, and even cast evil descriptor spells, unless their deity restricts such practices. Some spells with the evil descriptor might have negative roleplaying effects during play.

For instance, most people in any campaign world would have a very negative reaction to a cleric animating the dead. Under certain circumstances, use of those spells (and others) may be construed as an evil act based upon the intent of the caster. If your character commits too many evil acts, it may turn irrevocably to evil. If this happens, it becomes an NPC and can no longer be played.

If you do not worship an Eberron deity or pantheon, but instead choose to channel divine power from the spiritual remnants of the Dragon Above (*ECS* 35), you may choose a single non-restricted domain from the Spell Compendium in addition to one of the following: Air, Good, Protection, and Sun. Without spending expansion slots, this is the only way for a PC to have a domain not found in the *Player's Handbook* or the *Eberron Campaign Sourcebook*.

The favored weapon for the Dragon Above is associated with the alignment of the character, as per the *weapon of the deity* spell. Good characters have a warhammer, neutral characters have a heavy mace, lawful characters have a longsword, and chaotic characters have a battleaxe. Characters must choose one of the two weapons based on their alignment at 1st-level or whenever they gain the class that requires the deity, so a lawful good character can choose either warhammer or longsword, but they cannot choose both and cannot switch once they make their choice.

Commerce Domain: A character with the Commerce Domain special ability gains a bonus of 100 gp per cleric level to his or her base Equipment Value (EV).

Raptoran Clerics: Raptoran clerics from the Covenant of Light can choose to worship their racial deities; these gods and their domains are listed in the *Races of the Wild* sourcebook. This choice and the domains granted do not cost any expansion slots.

Table CS—1: Deity Conversion

Core Deity	Eberron Equivalent
Boccob	Aureon (LN; Knowledge, Law, Magic)
Ehlonna	Balinor (N; Air, Animal, Earth)
Fharlanghn	Kol Korran (N; Charm†, Commerce†, Travel)
Heironeous	Dol Arrah (LG; Good, Law, Sun, War)
Kord	Dol Dorn (CG; Chaos, Good, Strength, War)
Obad-Hai	Balinor (N; Air, Animal, Earth)
Oldammara	Olladra (NG; Feast†, Good,

Pelor	Healing, Luck) The Sovereign Host (Any Neutral or Good; pick two domains from the gods list above. A cleric can only select an alignment domain if his or her alignment matches the domain)
St. Cuthbert	Church of the Silver Flame (LG; Exorcism†, Good, Law, Protection)
Wee Jas	The Undying Court (elves only: for all other races this pantheon is restricted; NG; Deathless†, Good, Protection) †Domain from the <i>ECS</i> .

Druids and Rangers: The choice of animal companion in the *EBERRON* campaign is different than the guidelines given in the *Player's Handbook*. A druid must pick a region of origin, and that choice affects the type of animal companions the character can have. Druids (and all character's for that matter) can be from any region on the Khorvaire continent, Aerenal, or Xen'drik.

The following regions of origin are restricted to all XEN'DRIK EXPEDITIONS characters: Adar, Argonnessen, aquatic, Frostfell, Riedra, and Seren (although Crimson Codex members may choose Seren as a starting region).

Druids and rangers can choose animal companions from their region of origin or Xen'drik. The list of animal companions a character is found on page 37 of the *Eberron Campaign Setting*. If you don't have access to that book, take one of the following: dire rat, eagle, hawk, owl, snake (Small or Medium viper). These are 1st-level animal companions for Xen'drik. Raptoran druids and rangers may choose the alternative animal companion Dire Hawk with rules listed on page 189 of *Races of the Wild*. This rules item is Unlimited for Raptorians with the animal companion class feature and does not cost any Expansion Slots.

Hit points for animal companions use the default value found in the *Monster Manual* or *Eberron Campaign Setting* for their starting hit points. As animal companions gain hit dice, they gain half the value of their hit die plus one; usually 5.

Also, the wild shape ability for druids has been affected by the restriction of the *polymorph* suite of spells and abilities and the errata it has generated. See the following sidebar for the specific changes. Wild shape options are limited to those creatures found in the *Monster Manual* and the *Eberron Campaign Setting*, unless granted additional options by campaign documentation.

Wild Shape Errata

The following is official errata for the wild shape ability found on *PHB* page 37:

- Replace sentence 3 of this class feature with the following text: "This ability functions like the alternate form special ability (see the *MM* page 305), except as noted here."
- Add the following sentence to the end of paragraph 1: "Each time you use wild shape, you regain lost hit points as if you had rested for a night."
- Add this new paragraph after the current paragraph 1: Any gear worn or carried by the druid melds into the new form and becomes non-functional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

Paladins: The 5th-level special mount ability grants a heavy warhorse or warpony as listed in the *Player's Handbook*. Talenta halfling paladins may also choose a clawfoot, as listed in the *Eberron Campaign Setting*. Alternate mounts require campaign documentation.

Should your paladin PC perform an action that results in the loss of his or her paladinhood, they are required to purchase an *atonement* spell and permanently deduct the cost of the spell

from the PC's EV. No favor or campaign documentation can decrease the cost of this spell.

Step 6: Select Skills

Select skills normally. Some skills are adjudicated differently in D&D CAMPAIGNS. They are listed below.

Handle Animal: You can teach an animal as many tricks as you have ranks in Handle Animal, up to the animal's maximum (dependent on Intelligence, as per the Handle Animal skill description of pages 74 and 75 of the *PH*). These tricks may be divided among different animals. Druids gain their special bonus tricks for the animal companions normally.

Furthermore, characters with 10 ranks of Handle Animal (or druids with 6 ranks in the case of his or her animal companion) can also train a single animal for a single purpose (see the Handle Animal skill description for a list of purposes). For every additional 10 ranks of Handle Animal you can teach another animal a purpose.

For example, Suki is a 13th-level druid with 16 ranks in Handle Animal. She has a wolf animal companion and two riding dogs. She can teach her wolf 11 tricks (six for the animal's Intelligence and five bonus since it is her animal companion) and each riding dog five tricks (each one away from the maximum for Intelligence). She can also teach her animal companion and one of her dogs a special purpose.

The "rear a wild animal" option of the Handle Animal skill is a restricted in D&D CAMPAIGNS.

The animal tricks listed in *Complete Adventurer* are Unlimited and do not require Expansion Slots.

Craft and Profession Skills: Craft and Profession skills grant a bonus gold amount of 10 gp x the character's ranks to your character's Cash on Hand and thus your Equipment Value (EV). Both of these bonuses represent the amount of gold you made using these skills during campaign downtime. Multiple Craft and Profession skills bonuses stack.

Step 7: Select A Feat

Select a feat normally. Most feats in the *PHB* and *ECS* are unlimited. To take feats from other sources at first level, they must appear on an expansion list or on a starting campaign card.

Item Creation feats are adjudicated differently in D&D CAMPAIGNS. They dealt with below. Other feats may be further clarified in Rules Changes and Clarifications section of this document.

Item Creation Feats: Due to the play environment, item creation feats work differently than their description in the *PHB* (or other sources that contain item creation feats). Each item creation feat allows you to purchase the corresponding type of item that you have the ability to craft for a reduced cost. The reduction is based on the type of item.

Consumable items, those magic items that are consumed in use or multiple uses (typically potions, scrolls, staffs, wands, and a select number of wondrous items) can be purchased for three times its published cost, rather than the typical five times cost, and no XP cost.

Items that aren't consumed with use can be purchased for two-thirds its published cost (round to the nearest gold piece, use the standard rounding rule for fractions) and no XP cost.

You may only purchase an item for reduced cost with item creation feats if your character possesses the appropriate prerequisites for crafting the item (see *DMG* 215) NOT including caster level, unless a minimum caster level is listed as a prerequisite such as for an *amulet of mighty fists* or a *cloak of resistance*. For those items that do require a caster level, the caster level of an artificer is equal to or less the artificer's ranks in Use Magic Device minus three or the artificer's class level plus two, whichever is less. Artificers are assumed to automatically succeed in any Use Magic Device check necessary to craft an item that the artificer possesses the caster level to create.

Characters with the Scribe Scroll feat can purchase 0-level or 1st-level caster scrolls at 1st level. These, and magic items gained by way of a consumable item package 1st-level expansion slot,

are the only magic items a character can purchase at 1st level. (See “Select Equipment” below.)

Normally you may not purchase scrolls, potions, or wands that are not specifically listed in a legal source; even if that item would normally be creatable. This means you may not purchase a *scroll of ray of enfeeblement* cast as a 2nd-level wizard or a *potion of shield*. There is one exception to this rule. If your PC is capable of creating the item, you may make items that are legal for creation but are not specifically listed in a legal campaign source. You may also create items with nonstandard caster levels.

Note that you may not create a magic item that requires a restricted spell.

Craft Staff: When using this feat to purchase a staff at a discounted rate, you may choose to purchase a fully charged staff or a staff with 10 charges.

Craft Wand: When using this feat to purchase a wand at a discounted rate, you may choose to purchase a fully charged wand or a wand with 10 charges.

Wondrous Items: Expensible wondrous items are treated as consumable items when determining campaign cost. Items with randomly determined charges or components, such as a *robe of useful items*, must have their components or charges randomly determined before each session and witnessed by the DM.

Extraordinary Artisan (ECS 53): Taking this feat allows characters to craft consumable items for x2 published cost, or for half the published cost instead of 2/3 published cost. Game effects that reduce the cost of crafting an item (like the *caster's shield*) do not stack with this feat.

Item Creation and the Magic Item

Compendium: The XEN'DRIK EXPEDITIONS does not use any of the optional item creation or upgrading rules found in chapter six of the *Magic Item Compendium*. This means that you may not add additional effects to existing items, craft nonstandard items that occupy a different body slot nor must you purchase or unlock a lower synergy enhancement in order to purchase or unlock a higher version of the same synergy tree. Note that if you wish to purchase an enhancement that requires a synergy you must still determine the price according to the *Magic Item Compendium* normally, but you do not need to unlock the lower enhancement.

For example, Xeln wants to buy a *+1 desiccating burst rapier*. This weapon has a +3 enhancement: one for the *+1*, one for *desiccating*, and one for *desiccating burst*. As such this weapon costs 18,320 gp, but Xeln would only need to unlock *desiccating burst* in order to purchase it.

Published Cost and Campaign Cost

XEN'DRIK EXPEDITIONS uses equipment costs from, or derived from, published D&D sources. Because equipment is reset between adventure rounds, consumable items cost more than the costs published in D&D books. Typically they cost five times the cost published, and we call that the campaign cost. Sometimes individual characters will have lower campaign costs for consumable items as some feats and expansion choice can lower the multiplier to x3 or even x2 of the published costs.

For example, a *potion of cure light wounds* (CL 1st) has a published item cost of 50 gp, but typically has a campaign cost of 250 gp. Based on feat and expansion item selection, the campaign cost for this potion might drop as low as 150 gp or even 100 gp, but it is always more than cost published in its source. You use the campaign cost when determining whether an item is below the gold piece limit for your level.

Step 8: Select Equipment

Much like ability scores and hit points, you don't randomly determine your starting gold. Characters get starting gold based on starting class, as shown on Table CS—2: Base Starting Gold by Class.

Add this value to your Equipment Value (EV), and you have your character's wealth. Your Equipment Value (EV) includes the gold earned during play and any gold awarded from other sources such as story objects or the bonus for Blackwheel PCs.

The full rules on purchasing equipment after first level are found in the “Advancing Your Character” section.

At first level you may purchase anything you can afford from Chapter 7 of the *Player's Handbook* (with the exception of hirelings, which are restricted), Chapter 6 of the *Eberron Campaign Setting*, and 1st-level characters may also purchase adamantine, darkwood, cold iron, and alchemical silver items (see DMG 283-284). These special materials are considered unlimited.

Table CS—2: Base Starting Gold by Class

Class	Starting Gold
Archivist*	200 gp
Ardent*	200 gp
Artificer	200 gp
Barbarian	160 gp
Bard	160 gp
Beguller*	240 gp
Cleric	200 gp
Divine Mind*	240 gp
Dragonfire Adept*	80 gp
Dragon Shaman*	160 gp
Dread Necromancer*	200 gp
Druid	80 gp
Duskblade*	240 gp
Factotum*	240 gp
Favored Soul*	200 gp
Fighter	240 gp
Hexblade*	240 gp
Incarnate*	200 gp
Knight*	240 gp
Lurk*	200 gp
Marshal*	200 gp
Monk	20 gp
Paladin	240 gp
Psion*	120 gp
Psychic Warrior*	200 gp
Ranger	240 gp
Rogue	200 gp
Scout*	200 gp
Soulborn*	240 gp
Spellthief*	160 gp
Sorcerer	120 gp
Soulknife*	200 gp
Swashbuckler*	200 gp
Totemist*	80 gp
Warlock*	160 gp
Warmage*	120 gp
Wilder*	160 gp
Wizard	120 gp

*Class must be unlocked by a campaign allowance, such as Faction access, your expansion list, or a campaign card.

You may also purchase any special components you need to cast spells known or in those your spellbook. If you have taken a consumable item pack expansion list item or the Scribe Scroll feat, you may also purchase appropriate magic items at campaign costs (see the appropriate sections above).

Because of the episodic nature of DUNGEONS & DRAGONS CAMPAIGNS play, many animals also have higher prices. They are usually five times (x5) more expensive than their standard published cost.

Table CS—3: Cost Changes for Consumable Items and Animals

Item Cost	
Ammunition	
Normal	
-Arrows (20)	5 gp
-Bolts (10)	5 gp
-Shuriken (5)	5 gp
Masterwork	
-Arrows and Bolts (1)	35 gp
-Shuriken (1)	35 gp
Alchemical Silver	
-Arrow (1)	10 gp
-Bolt (1)	11 gp
-Shuriken (1)	11 gp
Cold Iron	
-Arrows and Bolts (20)	10 gp
-Shuriken (20)	10 gp
Special Substances and Items (all single items)	
Acid (flask)	50 gp
Alchemist's fire	100 gp
Antitoxin (vial)	250 gp
Holy water (flask)	125 gp
Smokestick	100 gp
Sunrod	10 gp
Tanglefoot bag	250 gp
Thunderstone	150 gp
Tindertwig	5 gp
Acidic fire (flask)	150 gp

Alchemist's frost (flask)	100 gp
Alchemist's spark (flask)	100 gp
Noxious smokestick	400 gp
Mounts and Related Gear	
Dog, guard	125 gp
Donkey or Mule	40 gp
Magic Items	
0-level scroll (1 st -level caster)	37 gp 5 sp
1 st -level scroll (1 st -level caster)	75 gp
1 For characters with the Scribe Scroll feat.	

A character may have a single mount at the published cost. All other animals and additional mounts, excluding animal companions, familiars, and special mounts or other creatures gained from a class feature, are five times the published cost. Magebred dinosaurs and magebred Valenar riding horses are restricted, as both the Valenar and Talenta halflings tend to frown on the practice that creates them. Dinosaur mounts are restricted, unless you are a Talenta halfling. Similarly, Valenar riding horses are restricted, unless you are a Valenar elf. These characters can purchase a mount of the corresponding type at normal listed price.

Step 9: Details, Details, Details

No character in a DUNGEONS & DRAGONS CAMPAIGNS can be of evil alignment. Characters that become evil in the course of play are retired (treated as a character death). Characters from the Cabal of Shadows are an exception to this rule.

Also, no PC in XEN'DRIK EXPEDITIONS can be related to a Published EBERRON NPC or novel character; such relation is restricted to NPCs only. The Noble Title option at 1st level is NOT an exception to this rule; it gives you a title and/or "noble birth" but does not grant any special relationship to established NPCs beyond that of a last name or house affiliation.

Cash on Hand: Each character has a small amount of petty cash that they accumulate between adventures. This money is called Cash on Hand and refreshes each adventure. This money can be added directly to character's Equipment Value (EV) and may be spent during retooling. Any money your PC spends on bribes, inns, or purchasing services refreshes up to the amount of your PC's Cash on Hand. Money spent over that amount is deducted as a gp loss. Money spent purchasing items or equipment always refreshes.

Any money from your Equipment Value (EV) not used to purchase equipment can also be added to your Cash on Hand. Gold from your Equipment Value (EV) added to your Cash on Hand refreshes up to the amount of your new Cash on Hand total.

Your Cash on Hand is calculated as follows:

- Your level x 2 gp
 - Your Charisma modifier in gp
 - Your total ranks in Craft, Profession and Perform skills x 10 gp
 - The number of Item Creation feats you have x 10 gp
 - + Gold from your EV not spent equipping your PC
- Cash on Hand**

For example, Lisherath is a 2nd-level wizard. His Cash on Hand is equal to 4 gp for level plus 1 gp for his 13 Charisma plus 20 gp for his two ranks of Craft (alchemy) plus 10 gp for his Scribe Scroll feat plus 12 gp left unspent from his EV. His Cash on Hand is 47 gp. While adventuring, Lisherath can spend up to 47 gp that refreshes. Should he spend 55 gp bribing guards during the adventure, the DM records a gp loss of 8 gp. The 8 gp in excess of his cash on hand is permanently spent from his EV.

Region of Origin: As noted previously, characters can be from any region on the continents of Khorvaire, Xen'drik, or Aerenal. The following regions as a place of origin for player characters are restricted: Adar, Argonnessen, aquatic, Frostfell, Riedra, or Seren (although Crimson Codex members may be from the Seren region).

Age: XEN'DRIK EXPEDITIONS characters can be of any age, but the campaign *does not* use the age ability adjustments on PHB 109.

Step 10: Report Your Character Online

The online registration system went live prior to GenCon Indy 2006. Stay tuned to news on the RPGA website (www.rpga.com).

Online registration is not always foolproof, so in addition to reporting online, keep track of your character via your Adventure Journal. During a convention or game day, you may keep your Event Treasure between adventure sessions by noting it in the Adventure Journal as well. Event Treasure is noted specifically as such in the adventures. Once your PC is reported after an event, the Event Treasure is added to your equipment value (EV), and you can no longer keep Event Treasure.

Done!

Go play your first game, and when your character gains a level or more wealth in its equipment value (EV), or both, follow the directions in the section titled "Advancing Characters." It offers instructions on how to advance your character from the starting level of the campaign.

Advancing Characters

You advance your XEN'DRIK EXPEDITION character using the standard D&D rules with the following exceptions.

Advancing Fastplay PCs

It is perfectly legal to advance a fastplay character as if it were a created PC. Once you do so, that PC loses its miniature unlock ability, unless you choose to add the miniature unlock ability to your card stack as though it were a campaign card. This means having access to the fastplay miniature unlock ability requires you to forfeit one action point. Once you advance a fastplay PC, you make it your own and you never get any benefit or hindrance from any changes that may occur to the original fastplay with each level bump.

Hit Points

When you gain levels, don't roll your character's hit points. Instead, your character gets a set number of hit points determined by its Hit Die. Table CS-5: Hit Points details how many base hit points a character gains each level, before being modified by feats or Constitution modifier.

Prestige Classes: With each level of a prestige class, you receive one half of the maximum plus one, plus any other bonuses such as your Constitution modifier. Kat's rogue with a 12 Constitution (+1 modifier) takes her first level of shadowdancer. The shadowdancer prestige class d8 hit dice, so she gains 6 hp.

Table CS-5: Hit Points

Hit Die	Classes	hp
d4	Psion, sorcerer and wizard	2 hp
d6	Archivist, ardent, artificer, bard, beguiler, dread necromancer, incarnate, lurk, rogue, spellthief, warmage, and wilder	4 hp
d8	Cleric, dragonfire adept, druid, dusk blade, factotum, favored soul, marshal, monk, psychic warrior, ranger, scout, and totemist	5 hp
d10	Divine mind, dragon shaman, fighter, hexblade, paladin, soulborn, soulknife, and swashbuckler	6 hp
d12	Barbarian, knight	8 hp

Multiclassing and Prestige Classes

When you multiclass or take a prestige class, you must advance at least three levels in that class before you can take a levels in

another base class or prestige class you don't already have levels in. The levels need not be consecutive. [Prestige classes from the DMG not listed on the Restricted list \(evil classes and thaumaturgist\)](#) are Unlimited Rules Items and may be taken with use of an expansion slot.

This is not true for your favored class (as presented in your character's race's description) and one other base class (player's choice, you decide at 1st level and put it on your Adventure Journal). This second class is your secondary favored class and behaves in all ways as your racial favored class. This choice cannot be retooled. Humans and half-elves can pick a racial favored class and two secondary favored classes. Favored classes (both racial and secondary) can only be taken from the set of base classes available to your character.

For instance, a human Crimson Codex character could pick dragon shaman as a racial favored class, and totemist and incarnate as secondary favored classes, but a human character in the Covenant of Light could not, because those classes, while unlocked for a member of the Crimson Codex, are limited for Covenant of Light PCs. A class available because of an expansion or creation card qualifies for this choice, but ONLY if the card is available at 1st level.

Here is an example of how this works. Xeln is a 6th-level changeling character. He's a wizard 2/rogue 2/artificer 2. A changeling's racial favored class is rogue, and Xeln has chosen wizard as his secondary favored class.

At some point in his adventuring career Xeln wants to take levels in master inquisitive, a prestige class from the *Eberron Campaign Setting*. Even if he has met the requirements, Xeln can't take it when he reaches 7th level because he must have three levels of artificer before he can take another class. At 7th level Xeln would have to take another level in artificer in order to set up his 8th-level choice as master inquisitive.

If Xeln does take a level of artificer at 7th, and then master inquisitive at 8th, he would have to take three levels in that prestige class before he could take levels in a class other than rogue, wizard, artificer, or master inquisitive.

If Xeln were a half-elf instead of a changeling, he would be able to take a level of master inquisitive at 7th-level, but only if he took a mix of wizard, rogue, and artificer as favored classes.

Special Requirements for Prestige Classes: In the case of event-based prerequisites for qualifying for a prestige class, a PC requires a story object stating that the event has been achieved. Other sources of campaign documentation, such as your Adventure Journal, may also qualify as stated by the document in question. This allows you to meet special requirements for prestige classes during DM's Mark adventures, such as a peaceful meeting with an outsider or encountering a pseudonatural creature. For such things, the DM should make a notation on your Adventure Journal. Prestige classes unlocked by a Faction do not require this documentation and may be freely chosen.

Events and Sessions

There has been some talk about events and sessions in these rules. The RPGA defines events and sessions thusly:

Events: A convention, game day, or home play occurrence sanctioned by the RPGA.

Session: An occurrence of RPGA game play by a GM and four to six players at an event. An adventure is typically designed to run within a 5-hour session at an event.

If you have more questions about the differences between events and sessions, see the RPGA General Rules. You can find that document at our website.

Gaining Levels

At the end of each adventure, your DM answers a set of questions about your group's performance. Those answers are reported to the RPGA, and tallied to determine your level and equipment value (EV). After the event is reported, those bits of information are added to your online Character Record.

You can access your Character Record in the Members-Only Section of the RPGA website. When the character record informs you that you have gained a level, advance your character on your paper records. This includes updating your

character sheet, indicating select level-dependent choices (class level, ability adjustment, feat selection, skill ranks, base spells known) on your Adventure Journal, and deciding on your new equipment list. Your next Dungeon Master will confirm your choice by signing your Adventure Journal.

You cannot gain a level during an event. You do not level until the whole event has ended. As the campaign uses a flat xp and gp deduction based upon your current level for character death, you suffer the lesser penalty based upon the level of your PC played and not the level the total xp recorded on your Adventure Journal suggests you should be.

To play your character above the current campaign starting level, you must bring a current copy of your online Character Record and your Adventure Journal.

Make sure both are as up-to-date as possible. If you are missing both, you must create a new character at campaign starting level or play a fastplay character.

Each Character Record comes with an expiration date (typically a week after the download of the character record). Bringing an expired character record to an event is the same as not bringing one at all. Your Adventure Journal never expires, but the entries for each session must be completed with signatures from your DMs.

Character Death

Should the unfortunate happen and your PC dies, your DM will apply an experience penalty equal to 500 xp multiplied by your effective character level. In addition, while your Faction makes certain that a *raise dead* spell is available, you must pay 1,100 gp to defray your faction's cost of this spell. This cost can be split between party members at the table if desired. Unless within the adventuring party's ability, or specifically listed in a module, *resurrection* and *true resurrection* spells are not available. Player characters may not use *reincarnate* spells upon other PCs.

[Should your PC die during an adventure and a raise dead become available to them, they may be raised immediately. You pay the gold cost immediately and for the duration of that adventure, and other adventures played at the same event, you apply one negative level. Whether you do or do not drop in level will be determined by the online character tracker, so the negative level applies only for the duration of that event.](#)

If your PC should meet with permanent death, you may choose to allow surviving party members to sell your equipment for half value to defray the costs of bringing other party members back from the dead.

Equipping Characters

You can re-equip your character between events. You can retool your equipment list, or you can keep what you had before. This is the only part of your PC that can be changed or "retooled" between events. Once you've entered a session at an event, you cannot change your equipment list for the rest of that event, and some events may ask you to register your magic and stack sheet before you play in your first session.

The set of items your character can be equipped with is determined by the designation of the item, and how that designation interacts with your character and its build choices. There are five types of designations: Unlimited, Limited, Locked, Restricted, and Unlocked.

Below is a description of each designation, a description of how it affects your character's choices, and any additional special rules that designation has.

Unlimited Items: Items found in the *Player's Handbook*, *Eberron Campaign Setting* (Chapter 6), and a small set of items found in the *Dungeon Master's Guide* (adamantine, mithral, darkwood, cold iron, and alchemical silver items) are unlimited items. This means you can purchase these items when you have enough equipment value (EV) to do so with no further restrictions. For example, you can purchase normal or masterwork full plate armor for your 1st-, 2nd-, or 3rd-level character if you can afford the 1,500 gp or 1,650 gp cost. You don't have to wait until 4th level, despite the level cap on expenditures shown on Table CS-6.

The drow longknife (*Secrets of Xen'drik*) is considered an unlimited item for drow and half-drow PCs made with the "Child of Vulkoor" creation card. In all other cases, it is limited.

While darkleaf armor is described in Chapter 6 of the *Eberron Campaign Setting*, the authors failed to include the cost. The correct additional costs are +750 gp for light armors, +2,250 for medium armors, and +3,000 gp for heavy armors.

Limited Items: Most magic items and magical properties for armor and weapons specifically named in the *Dungeon Master's Guide* (Chapter 7) and *Eberron Campaign Setting* (Chapter 10) are limited items. This means that you can purchase them if their campaign cost is below your level gold piece limit (see Table CS—6 below).

For example, you couldn't purchase a *gray bag of tricks* (900 gp) for a 2nd-level character (450-gp limit) even if your EV is over 900 gp. You'd have to wait until reaching 3rd level to equip your character with that item when your gp limit rises to 1,350 gp.

Table CS—6: Level Gold Piece Limit

Level GP Limit

1 st	no limited items
2 nd	450 gp
3 rd	1,350 gp
4 th	2,700 gp
5 th	4,500 gp
6 th	6,500 gp
7 th	9,500 gp
8 th	13,500 gp
9 th	18,000 gp
10 th	24,500 gp
11 th	33,000 gp
12 th	44,000 gp
13 th	56,000 gp
14 th	75,000 gp
15 th +	100,000 gp

Because of the nature of warforged characters, there is a small list of special limited items not found in the *DMG* or *ECS* related to the *repair damage* suite of spells. They and their campaign costs are listed below:

Item	Cost
<i>Potion of repair light damage</i> (CL 1 st)	250 gp
<i>Potion of repair moderate damage</i> (CL 3 rd)	1,500 gp
<i>Potion of repair serious damage</i> (CL 5 th)	3,750 gp
Arcane scroll of <i>repair light damage</i> (CL 1 st)	125 gp
Arcane scroll of <i>repair moderate damage</i> (CL 3 rd)	750 gp
Arcane scroll of <i>repair serious damage</i> (CL 5 th)	1,875 gp
Arcane scroll of <i>repair critical damage</i> (CL 7 th)	3,500 gp
<i>Wand of repair light damage</i> (CL 1 st ; 10 chrg)	750 gp
<i>Wand of repair light damage</i> (CL 1 st ; 50 chrg)	3,750 gp
<i>Wand of repair moderate damage</i> (CL 3 rd ; 10 chrg)	4,500 gp
<i>Wand of repair moderate damage</i> (CL 3 rd ; 50 chrg)	22,500 gp
<i>Wand of repair serious damage</i> (CL 5 th ; 10 chrg)	11,250 gp
<i>Wand of repair serious damage</i> (CL 5 th ; 50 chrg)	56,250 gp
<i>Wand of repair critical damage</i> (CL 7 th ; 10 chrg)	21,000 gp

With the exception of the items listed above, you may not purchase scrolls, potions, or wands that are not specifically listed in a legal source; even if that item would normally be creatable. This means you may not purchase a *scroll of ray of enfeeblement* cast as a 2nd-level wizard or a *potion of shield*. There is one exception to this rule. If your PC is capable of creating the item, you may make items that are legal for creation but are not specifically listed in a legal campaign source. You may also create items with nonstandard caster levels.

Characters that have the entire *Expanded Psionics Handbook* unlocked through a Campaign Card may purchase *psionic crawling tattoos* of any legal power from the *Expanded Psionics Handbook* for the appropriate price. Other characters, who have not unlocked the entire *EPH* through the use of campaign card or those have desire a *psionic crawling tattoo* using a power from a different source, must unlock a unique *psionic crawling tattoo* for each power at the cost of one Expansion Slot each.

Minor schemas from *Magic of Eberron* are unlocked per spell or infusion, at the cost of one Expansion Slot each. Legal *minor schema* may possess any spell or infusion from the

Player's Handbook, *Eberron Campaign Sourcebook*, or any spell or infusion on your character's spell list that they have also unlocked. *Minor schema of other spells* or *infusions* are not available to PCs without campaign documentation.

If you are able to craft a magic item, the campaign cost is still compared to the gold piece limit for your level to determine if you may craft the item. For example, the gold piece limit for Dante's 3rd-level wizard is 1350 gp. That means that while Dante may meet the requirements to craft a *potion of cat's grace* for 900 gp, the campaign cost of 1500 gp exceeds his wizard's gold piece limit, so he may not craft it.

Locked Items: Rules items found in the campaign's expanded sources, and that don't appear on the restricted lists in Appendix 1, are locked items. You cannot equip your character with these items until they are unlocked.

Locked items can be unlocked by placing them on your expansion list or if there's a Campaign Card in your stack that unlocks the item.

For instance, if you wanted to purchase one of the *instruments of the bards—Fochluchan bandore* (from *Complete Arcane*), that item would have to be unlocked either by appearing on your expansion list or granted by a Campaign Card. Furthermore, you would have to be 4th level to purchase it because of its cost (see Unlocked items, below).

Restricted Items: At the end of this document are lists of various rules items that may only be unlocked by Campaign Cards, Story Objects, or another special forms of campaign documentation issued by the campaign staff. Unless an item from *Arms and Equipment Guide* is listed in a legal secondary source, it is considered a restricted item.

Unlocked Items: Unlocked items follow the access rules for limited items—basically the item's campaign cost has to be lower than your character's gold piece limit.

Equipping Characters: Odds and Ends

Consumable Items: As stated earlier, consumable items (potions, scrolls, wands, staffs, and any other item that is spent with use, including alchemical items, wondrous items, or ammunition) typically cost five times their published cost. This is because between sessions (including multiple sessions in multi-round events) in the same event your equipment list resets. Since the item is only temporary spent with each session of play, the cost is higher.

For instance, if you purchased a *potion of cure light wounds* (for 250 gp) and used it in your first session, at the beginning of the second session you have a new *cure light wounds* *potion* to quaff.

This makes some items—like wands and staffs—seem impossibly expensive. When you buy a wand, staff, or any other consumable magic items with more than 5 charges or uses, you may choose to pay the standard published cost and have an item with 1/5th the charges (rounded down) of the described item. Crafted items must always be made with the maximum number of charges (note the exception for staves and wands listed in the Feats section in Character Creation).

For instance, you can purchase a *wand of cure light wounds* (CL 1; 10 charges) for 750 gp, a *staff of healing* (10 charges) for 27,750 gp, or even a *brooch of shielding* (absorbs 20 points of damage from magic missiles) for 1,500 gp.

Stat Gain Items (Any Source): Books, manuals, or tomes (or any other item that is used up to give an inherent bonus to a stat), that give a stat gain are not considered consumable items and cost only the listed price. However, their benefit does not continue past the end of an adventure and so they must be repurchased from a character's EV and used for each adventure. In the case of an event where you are playing multiple adventures, you may use the item for each adventure, though your EV is still lower by the item's cost as normal.

Poisons (Any Source): Poisons from any source are Locked. As a consumable item, the campaign cost for any poison is x5 the listed price. The use of any poison that does Constitution or hit point damage is considered an evil act.

Daelkyr Half-Blood Symbionts: Symbionts listed in the racial description of daelkyr half-bloods are unlimited for that race. In addition to free symbionts gained through leveling or the Impure Prince prestige class ability *lure symbiont*, daelkyr half-blood PCs may purchase additional symbionts as magical items from the table on page 154 of *Magic of Eberron*. Additional symbionts are considered limited items and must be equal to, or under, the gold piece limit for that character.

A *living breastplate* may not be purchased in this manner.

Expensive Spell Components: Spell components that are expended in the casting of a spell (i.e. they are components and not foci) are considered consumable items and cost five times normal cost. The exceptions to this rule are those components that can be treated as currency, such as coins, valuable stones such as jade, gems and powdered gems (such as diamond dust). These components can be purchased for book value at normal cost and are not subject to the times five multiple for other consumables. These items must be purchased ahead of time using your EV and are not simply subtracted from a character's Cash on Hand during play.

Familiars: If a character takes a familiar, 100 gp must be paid from EV. If the familiar dies in the adventure, the character takes the XP loss, which is recorded on the session tracking form, but like equipment, the familiar resets the very next adventure. A character need not wait a year and a day to call a new familiar.

Homunculus: Artificers of 4th level and higher can create some of the creatures detailed in the *Monster Manual* and the *Eberron Campaign Setting*. The cost of the creature must be paid for with the character's EV. The cost of each type is listed below.

Standard Homunculus (from the *Monster Manual*): 500 gp
Expeditious Messenger: 500 gp
Furtive Filcher: 500 gp
Iron Defender: 1,375 gp
Arbalester (from *Magic of Eberron*): 2,500 gp
Packmate (from *Magic of Eberron*): 500 gp
Persistent harrier (from *Magic of Eberron*): 500 gp

The arbalester, packmate and persistent harrier are locked items. The dedicated wright homunculus is a restricted item. If the character creating the homunculus does not have the necessary Craft skills to create the body (that is, could not succeed the check while taking 10), add 100 gp to the cost of the homunculus.

Additional Hit Dice are added following the normal rules, at a cost of 2,000 gp per HD up to the maximum for the particular kind of homunculus.

As a homunculus is considered equipment, it can be retooled between events. Feats that reduce the cost of creating items, such as Extraordinary Artisan, do apply to the cost required to craft a homunculus and to its upgrade costs.

Improved and Guardian Familiars: You may take the Improved Familiar feat from the *Dungeon Master's Guide* (it is a limited feat) to gain the following improved familiars: shocker lizard, stirge, formian worker, pseudodragon, a celestial animal from the familiar list (if character is of good alignment), or a fiendish animal from the familiar list (if character is of evil alignment). Imps and quasits are available only to PCs in the Cabal of Shadows faction.

Characters with familiars can also gain access to the guardian familiars from *Complete Warrior*. The corresponding guardian familiar must appear on the character expansion list (as it is a locked rules item), and the gp cost for creating the guardian familiar is paid for from the EV.

Magic Item Sets: Magic Item sets are restricted in XEN'DRIK EXPEDITIONS. You may still buy individual pieces of a set, but your character gains no benefit for possessing multiple pieces of a set.

Quori Embedded Shards: In order for kalashtar PC to purchase a *quori embedded shard* for normal price they must have the Craft Universal Item feat and 10 ranks in Heal. If the PC does not have the Craft Universal Item feat they may not purchase a *quori embedded shard*, however each faction has several capable surgeons that can assist with the implantation. If the PC does not have enough ranks in Heal, they can hire one of these talented surgeons for 1000 gp; the cost of which is added to the amount deducted from your character's EV for that adventure. The effects of the implantation do not last past one event and must be paid each time you retool your EV for a new event.

Strands of Prayer Beads: A *strand of prayer beads* (lesser, normal, or greater) must be purchased or created with all the beads normal for that type. You may not pick and choose which beads come on a strand.

Wizards and Spellbooks: Wizards start with a standard spellbook containing all 0-level *PHB* spells and 3 plus Intelligence modifier 1st-level spells. As stated in the *Player's Handbook*, at each new wizard level a wizard can add two spells of his or her choice for free. In addition, they may also have as many levels of spells as ranks they have in Spellcraft. These spells may not be retooled.

For example, a 1st-level wizard with 4 ranks in Spellcraft can have four extra 1st-level spells in his spellbook. A 3rd-level character with 6 ranks can have six extra 1st-level spells, four extra 1st-level spells and an extra 2nd-level spell, two extra 1st-level spells and two extra 2nd-level spells, and so on.

If a wizard wants to add more spells to his spellbook above and beyond this, those spells must be paid for at the standard 100 gp for each page from their EV. Additional spells purchased with the PC's EV are considered equipment and may be retooled.

Other Classes that Use Spellbooks: A handful of classes besides wizards use spellbooks to prepare their spells. These classes require further clarification.

Archivist (HH): The archivist uses exactly the same rules as a wizard, except that their starting spells, as well as bonus spells for a high Intelligence, ranks in Spellcraft, or leveling, must come from the cleric spell list. Like a wizard, an archivist can add more spells to a prayerbook by spending gp from their EV, and by this means, may add non-clerical divine spells to their book.

Chameleon (RD): The chameleon has a much more limited arcane spell selection in their spellbook than a wizard. Chameleons start with a standard spellbook containing all 0-level *PHB* spells plus their Intelligence modifier in 1st-level spells. In addition, they may also have as many levels of spells as ranks they have in Spellcraft. If the chameleon already has a spellbook from levels in the Wizard class, they do not gain these bonus arcane spells in their spellbook for taking the chameleon class. Like a wizard, spells gained from ranks in Spellcraft may not be retooled. Any additional spells must be purchased out of their EV and can be retooled.

Shopping in Stormreach

There are times when you might choose not to spend your entire equipment value (EV) to equip your PC. In the cases where you have left over gold, your PC might try to purchase items in Stormreach during an adventure. You should not plan on this always being possible. Some adventures might start in the city, or others might not allow the time for a shopping trip. If the DM allows you the opportunity, you may purchase any unlimited or limited mundane or magic items that cost less than 5,000 gp from the *DMG* or *ECS*, provided they cost less than the gold piece level limit for your PC's level. Some adventures may allow you additional purchasing options.

In addition, spellcasting services can be found in Stormreach. Non-combat spells (DM's discretion) of 5th-level and lower from the *player's Handbook* can be purchased in Stormreach. The cost of these spells is determined using the standard costs in Table 7-8 of the *Player's Handbook*. If the spell requires a component or special focus with a cost the cost of that component or focus is added to the cost of the spell. If the spell requires the expenditure of xp, a cost of 5 gp per point of xp needed if added to the cost. Cash on hand can be used to

pay for the cost of spells, but any cost exceeding cash on hand is deducted from the character's EV.

Expansion List

Every character has an expansion list. Your expansion list allows you to pick and choose non-restricted locked rules items from the campaign's expanded sources and make them available for your character to take or buy.

Every time you gain a level you gain another expansion slot. You can use these slots to unlock non-restricted classes, domains, prestige classes, magic items, mundane items, feats, spells, or other powers and abilities by adding it to your expansion list. You may not retool these choices. Each of these options requires a different number of expansion slots. These costs are summarized in Table CS-7: Expansion Slot Costs. In order to place something on your expansion list, you must have at least one open expansion slot. If the cost of a non-restricted expansion choice is larger than the number of slots you currently have, you may still place the class, feat, item, or spell on your expansion list. It still costs the same number of slots as normal and takes up the required number of slots, so you may not add another rules item to your expansion list until you have paid the requisite number of slots from Table CS-7.

If you spend expansion slots to unlock a domain, you may unlock any domain listed as legal for your deity from *Faiths of Eberron* or the *Book of Vile Darkness* that is listed as a legal choice for your deity in *Faiths of Eberron*. If you worship the Dragon Above, instead of choosing a domain from the *Spell Compendium*, you may spend expansion slots to unlock a domain found in any source allowed for the campaign (complete list on page 2). Note this does not include the *Book of Vile Darkness*.

You don't have to be able to take or buy an item when you put it on your expansion list. You can put it on the list to have it for later levels of advancement. This means Xeln may choose a prestige class at 1st-level before he qualifies for it, or a 7th-level spell when Xeln is only a 4th-level wizard but expects to someday be capable of wielding great power.

For instance, Xeln has just reached 4th level. He already has three items on his expansion list—the *baleful transposition* spell from the *Miniatures Handbook*, the *force hammer* spell from *Sharn: City of Towers* and the *vest of resistance* from *Complete Arcane*.

Now he gets to pick another, and he wants to eventually take levels in the elemental savant from *Complete Arcane*, so he chooses this as his 4th-level expansion item, even though he will not be able to take levels in it for some time. A prestige class requires three expansion slots, so by placing it on his expansion list, he fills his slots for 4th-, 5th-, and 6th-level. He may not add anything else to his expansion list until 7th-level.

Taking non-magical weapons or armors as an expansion item grants access to unlimited feats based on the item (i.e. any unlimited feat that requires access to that item as a prerequisite; other prerequisites must still be legally met), the ability to purchase the item, and the ability to apply legal and unlocked enchantments to the item. This means if your changeling rogue decides to unlock the drow long knife from *Secrets of Xen'drik*, among other options your rogue has access to Exotic Weapon Proficiency feat (drow long knife), Weapon Focus feat (drow long knife) and *+1 keen drow long knives*.

If your PC is capable of item creation, you may make items that are legal for creation but are not specifically listed in a legal campaign source. You may also create items with nonstandard caster levels.

Items with similar names, such as a 1st-level *pearl of power* and a 2nd-level *pearl of power* or a *Quaal's feather token (tree)* and a *Quaal's feather token (fan)* are considered separate items and each must be unlocked separately. Items that have multiple pluses, such as a *vest of resistance*, do not have to be separately unlocked. Unlocking a *vest of resistance* unlocks *+1* through *+5* versions. As further example, *unlocking a lesser crystal of energy assault does not unlock a greater crystal of energy assault but would let you choose both the acid and fire varieties of the lesser crystal of energy assault*.

Similarly, unlocking any prestige class or base class grants unlimited access to any bonus or automatic feats granted by that class and any spells specifically named on that class's spell list when gained by that class. For example, you might unlock the base class wargame from the *Miniature's Handbook*. That

class awards the feat Sudden Empower as a bonus feat at 7th-level, and therefore your PC has unlimited access to Sudden Empower when you gain your 7th-level of wargame because it is from the same source. If your PC is a fighter however, you do not gain unlimited access to all "fighter" feats found in other sources such as *Complete Warrior*. If you unlock the psion power class, you gain access to all the powers on the psions power list from the *Expanded Psionics Handbook*, the source the class is from. It does not unlock any psionic feats (as none are specifically listed, despite gaining bonus feats), psionic items, or psionic powers found in other sources such as the *Complete Psionic*. These items would have to be placed in the PC's expansion list.

While not technically a secondary source, the feats in *Monster Manual* (Chapter 6) are considered secondary source material, and locked items. You can place these feats on your expansion list. There is one exception to this rule; a raptorian PC that gains a bonus feat from a raptorian-only prestige class may freely choose feats from the *Monster Manual* if that feat is specifically listed as one of the bonus feat options. No expansion slot needs to be spent to unlock said feat.

Rules items found in the *Player's Handbook*, *Eberron Campaign Setting*, *Expanded Psionics Handbook Appendix* (spells only), and in the *Dungeon Master's Guide* (adamantine, alchemical silver, cold iron, mithral, and darkwood armor and weapons only) are always unlimited items.

The optional rules for masterwork instruments and their effects on Bardic Music from *Complete Adventurer* can be unlocked for one expansion slot. Doing so unlocks those rules for all instruments.

Creation and expansion Campaign Cards can also unlock a class, feat, item or spell. Unlike your expansion list, Campaign Cards can actually unlock a restricted item (though this is rare), making it a limited item. Full rules on campaign cards can be found below.

Expansion slots, which begin at 1st level and are gained at a rate of one per level throughout a character's advancement, are tracked on a PC's Progression sheet.

It is important to note that expansion slots and the Campaign Card stack are separate entities; each PC gets access to both and keeps track of them separately.

Table CS—7 Expansion Slot Costs

Locked Item	Cost
Alternate Class Ability*	2
Bardic Instruments**	1
Base Class	3
Clerical Domain/Ardent Domain	2
Consumable Item Package*	2
Feat or Skill Trick	2
Magic Item/Magic Item Special Ability	1
Noble Title*	1
Nonmagic Item	1
Prestige Class	3
Racial Substitution Levels*	2
Aura/Infusion/Invocation/Power/Soulmeld/Spell	1

*These options may only be chosen at 1st-level.

** *Complete Adventurer*

Action Points and Campaign Cards

Action points are a mechanic introduced in the *Eberron Campaign Setting* that allows players to modify d20 rolls and accomplish heroic deeds. The basic rules can be found in Chapter 3 of the *Eberron Campaign Setting*.

Campaign Cards are special full-color supplement cards created and distributed by the RPGA through its D&D REWARDS program. Campaign Cards allow your character to expand its action point total, expand what your action points can do, or gain access to locked and even restricted rules items.

In a typical EBERRON home campaign, action points are refreshed with each level. Because of the episodic play environment of DUNGEON & DRAGONS CAMPAIGNS, action points refresh with each adventure. Due to this change, your character starts its first adventure with less action points than it would typically have in home EBERRON game, but your character will end up having more action points at its disposal

each level. See Table CS—8 for the number of action points a character starts each adventure with by level.

You'll notice two tallies of action points: the starting action points and the action point maximum. This is because action points and Campaign Cards in XEN'DRIK EXPEDITIONS have an interlocking relationship.

Basically, Campaign Cards are physical representations of action points. You can have as many Campaign Cards as your action point maximum; and if you do, the number of action points your character has increases up to that maximum.

If you don't have a Campaign Card stack, or you have a stack of cards equal to or less than the starting action points for your character, your character gets the starting action points for his level as shown on the following table.

For instance, Dante is playing Xeln. In his last D&D REWARDS mailing, Dante received six Campaign Cards. If he didn't have any Campaign Cards, he would start his first XEN'DRIK EXPEDITIONS adventure with 3 action points, and those action points could only do the normal things action points can do. Since he has more than three Campaign Cards he can build a Campaign Card stack and gain an additional action points for his 1st-level games, not to mention gaining expanded uses for those action points.

Let's say that Dante only received two Campaign Cards. He would still start his first game with 3 action points, and Campaign Cards could represent two of those points, and Dante can benefit from those cards normally.

Level	Starting Action Point	Action Points Maximum
1 st	3	4
2 nd -3 rd	4	5
4 th -5 th	4	6
6 th -7 th	5	7
8 th -9 th	5	8
10 th -11 th	6	9
12 th -13 th	6	10
14 th -15 th	7	11
16 th -17 th	7	12
18 th	8	13

Types of Campaign Cards

There are four types of Campaign Cards: creation cards, expansion cards, item cards, and general cards. Each type of card has a different function.

Creation Cards: Creation cards grant characters special options at character creations. They may grant play of special races, base classes, and sometimes feats. You may only use one creation card in your stack, and this card must be chosen at character creation and can't be retooled. Creation cards are action points, but are permanently spent. At the beginning of your session, show it to your DM, and place it in your discard pile. You may use the same card for your other XEN'DRIK EXPEDITIONS PCs if you wish. Creation cards may not be retooled and once your character is created, you may not later add a creation card.

Creation cards often cost multiple stack slots, meaning you have to spend multiple action points to take that creation card. If a creation card does not list a stack slot cost (which is the case for all MARK OF HEROES cards and the "Child of Vulkoor" promotional card), it costs three stack slots. This means you must permanently spend three action points to take those creation cards.

Expansion Cards: Expansion cards grant characters a wealth of special options, unlocking feats, spells, equipment, and prestige classes. Unlike creation cards, you can use multiple expansion cards in your stack.

Expansion cards are action points but can't be spent like normal action points. Like a creation card, taking an expansion card permanently spends an action point. At the beginning of your session, show it to your DM, and place the expansion card in your discard pile. Unlike creation cards, expansion cards cost one stack slot unless otherwise noted.

Item Cards: Items cards represent a piece of equipment your character has found. The equipment represented by the card has no effect on your EV. Item cards can also be spent as

normal action points and can do everything a normal action point can do, above and beyond its stated benefit.

General Cards: General cards expand what you can do with action points. Each grants a benefit that can be gained by spending that card and any other action points and other stated cost. General cards can also be spent as normal action points and can do everything a normal action point can do above and beyond its stated benefit.

Action Value

Starting with XEN'DRIK EXPEDITIONS Set 1, Campaign Cards feature a new mechanic called the "action value." The bottom right hand corner of these cards features a gold coin that contains a number (1-6) or an asterisk. Instead of spending a Campaign Card to get its stated benefit, you can spend it to modify a die roll in the standard way you use an action point (see ECS 45). When you do this, instead of rolling the dice, you can just use the action value as your roll.

For instance, Dante really needs to make sure that Xeln hits a pesky dusklung with a sneak attack to save the day. He's rolled a 12, and he knows that is three short from hitting the dusklung's AC. Looking at his stack, Dante still has not spent his Amateur Inquisitive card, and it has an action value of 3. He can spend that card as his action point and make sure he hits, rather than leaving it up to fate.

If you roll d8s for your action points instead of d6s, for example, because you have the feat Action Boost or you are a cataclysm mage who has fulfilled their personal prophecy, you add one to the action value found inside the gold coin printed on the bottom right hand corner of the campaign card you are spending.

Because of the action value mechanic, you can have creation cards and expansion cards in your stack but not gain their usual benefit. These can be used as placeholders for action point maximums, used as normal action points, and you can take advantage of their action value when you spend the action point the card is tied to. Cards that don't feature an action value simply don't have one, meaning you have to roll the die for that action point. You can roll a die for an action point represented by a Campaign Card with an action value if you wish to.

Spending Action Points and Campaign Cards

If you have a Campaign Card stack, when you spend an action point you must decide which card you wish to spend. If you have a stack but also have action points not represented by cards, you must decide whether to spend a card or one of your action points not represented by the card.

When you spend an action point represented by a Campaign Card, that card goes into your discard pile. When a general Campaign Card goes into the discard pile, you may no longer benefit from the special benefits that card grants, including its action value.

Because Campaign Cards are action points, it follows the normal rules for spending action points detailed in Chapter 3 of the *Eberron Campaign Setting*, such as using action points once in a round, the timing of when you can spend action points, and that you can't use them to modify an skill check or ability check when you are taking 10 or taking 20.

Legacy of the Green Regent Cards

Reward cards from LEGACY OF THE GREEN REGENT are not usable in XEN'DRIK EXPEDITIONS.

Living Greyhawk Cards

You can use some of your LIVING GREYHAWK Cards in XEN'DRIK EXPEDITIONS. If you have a LIVING GREYHAWK card, it will not have an action value, and if used as an action point, you must roll the die.

The following LIVING GREYHAWK cards are legal for XEN'DRIK EXPEDITIONS: Adrenaline Rush, Charm of the Fortunate, Fatal Strike, Feat of Strength, Jet Alleycat, Let's Try That Again, Not This Time, and Rapid Preparation.

Mark of Heroes Cards

You can use your MARK OF HEROES Cards in XEN'DRIK EXPEDITIONS. Just remember that those creation cards cost three stack slots. If you have a MARK OF HEROES card, it will not have an action value, and if used as an action point, you must roll the die.

Xen'drik Expeditions Cards

You can use all of your XEN'DRIK EXPEDITIONS cards as written, as soon as you receive them, with any additional clarification or errata listed here or in Dispel Confusion articles on the XEN'DRIK EXPEDITIONS website.

Presence of Command (XE set 2, card 4): The use of this card is an immediate action.

Heroic Spirit Feat

The Heroic Spirit feat works slightly different in XEN'DRIK EXPEDITIONS. This feat increases your starting action points by two and your maximum action points by three. For example if a 1st-level character took this feat, it would start each session with 5 action points and can have a maximum of 7 action points if there are 7 Campaign Cards in the stack.

Temporary Action Points

A Campaign Card cannot represent temporary action points, like those gained from the Raging Luck feat. They work like an ordinary action point. Only action points you that start the session with can be represented by a Campaign Card.

Loaning Campaign Cards

If you have an excess of Campaign Cards, you can loan them to players at your session who don't have Campaign Cards. You can only loan general cards in this manner. You may loan as many general cards to a player as that character's action point maximum allows.

Notations on Campaign Cards

Sometimes Campaign Cards have two-letter superscript notations next to or after unlocked rules items. These notations correspond to the rules source where the item can be found. The following is not a list of Optional Sources. Some of these sources might be found on a Campaign Card or Story Object but be otherwise unavailable for use with a character's expansion slots. The following is the key to those notations:

BoED: DUNGEONS & DRAGONS *Book of Exalted Deeds*
BoVD: DUNGEONS & DRAGONS *Book of Vile Darkness*
CA: DUNGEONS & DRAGONS *Complete Arcane*
CC: DUNGEONS & DRAGONS *Complete Champion*
CD: DUNGEONS & DRAGONS *Complete Divine*
CM: DUNGEONS & DRAGONS *Complete Mage*
CP: DUNGEONS & DRAGONS *Complete Psionic*
CS: DUNGEONS & DRAGONS *Complete Scaundrel*
CSc: DUNGEONS & DRAGONS *Citiescape*
CV: DUNGEONS & DRAGONS *Complete Adventurer*
CW: DUNGEONS & DRAGONS *Complete Warrior*
D2: DUNGEONS & DRAGONS *Dungeon Master's Guide II*
DA: EBERRON *Dragonmarked*
DM: DUNGEONS & DRAGONS *Dragon Magic*
DR: DUNGEONS & DRAGONS *Draconomicon*
DSc: DUNGEONS & DRAGONS *Dungeonscape*
EH: EBERRON *Explorer's Handbook*
FB: DUNGEONS & DRAGONS *Frostburn*
FC1: DUNGEONS & DRAGONS *Fiendish Codex I: Hordes of the Abyss*
FC2: DUNGEONS & DRAGONS *Fiendish Codex II: Tyrants of the Nine Hells*
FE: EBERRON *Faiths of Eberron*
FN: EBERRON *Five Nations*
FW: EBERRON *The Forge of War*
HB: DUNGEONS & DRAGONS *Heroes of Battle*
HH: DUNGEONS & DRAGONS *Heroes of Horror*
LI: DUNGEONS & DRAGONS *Libris Mortis*
LM: DUNGEONS & DRAGONS *Lords of Madness*
MC: DUNGEONS & DRAGONS *Magic Item Compendium*
ME: EBERRON *Magic of Eberron*
MH: DUNGEONS & DRAGONS *Miniatures Handbook*
MoI: DUNGEONS & DRAGONS *Magic of Incarnum*
PG: EBERRON *Player's Guide to Eberron*
PH2: DUNGEONS & DRAGONS *Players Handbook II*
RD: DUNGEONS & DRAGONS *Races of Destiny*
RD: DUNGEONS & DRAGONS *Races of the Dragon*
RE: DUNGEONS & DRAGONS *Races of Eberron*
RS: DUNGEONS & DRAGONS *Races of Stone*
RW: DUNGEONS & DRAGONS *Races of the Wild*

SA: EBERRON *Secrets of Sarlona*
SH: EBERRON *Sharn: City of Towers*
SPC: DUNGEONS & DRAGONS *Spell Compendium*
SS: DUNGEONS & DRAGONS *Sandstorm*
SW: DUNGEONS & DRAGONS *Stormwrack*
SX: EBERRON *Secrets of Xen'drik*
TM: DUNGEONS & DRAGONS *Tome of Magic*
ToB: DUNGEONS & DRAGONS *Tome of Battle: Book of Nine Swords*
WL: DUNGEONS & DRAGONS *Weapons of Legacy*
XP: DUNGEONS & DRAGONS *Expanded Psionics Handbook*

Additional Campaign Rules

Ability and Level Drain

Should your PC suffer the unfortunate experience of losing a level due to a magic spell, an undead's foul touch or some similar source, the loss is handled much the same way as character death. You play with the negative level for the duration of that adventure, and other adventures played at the same event. Your DM will apply an experience penalty equal to 500 xp multiplied by your effective character level when filling out your xp loss for the adventure.

In addition, while your Faction makes certain that a *restoration* spell is available in these cases (if appropriate for your ability or level drain situation), you must pay the appropriate cost of the spell as determined in the *Player's Handbook* for the level of the caster needed (minimum 9th). The cash on hand can be used to decrease the cost of the spell. This cost can be split between party members at the table if desired. Unless within the adventuring party's ability, or specifically listed in a module, *greater restoration* spells are not available.

Adjudicating Psionics

Psionics in XEN'DRIK EXPEDITIONS uses the "psionics-magic transparency" default described in Chapter 4 of the *Expanded Psionics Handbook*. This means spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics and vice versa.

Skills: The psionics-magic transparency rule means that some skills can be used interchangeably. Psicraft is the equivalent of Spellcraft, and Knowledge (arcana) and Knowledge (psionics) reveal the same knowledge. Ranks in one skill are not considered the same as the other for the purpose of meeting prestige class requirements.

Character Tracking Problems

If the Character Tracking database for the XEN'DRIK EXPEDITIONS Campaign is inaccurately reflecting your completed scenarios, you are authorized to record the following xp and gp amounts in your Adventure Journals. These values are considered legal and may be applied immediately to the appropriate character(s) in question.

For Faction Adventure #1, place this information on the last line of Event Treasure Gained. For every adventure thereafter, create four entries on the second (bottom) line of the Notes section: XP Gain, GP Gain, Total XP, Total GP.

Players may only assign xp and gp values for the modules noted below and only if said scenarios have been played and survived by the attributed character(s). The player may not add these values in addition to any erroneous values the database may give. The campaign Factionmasters may append this list at any time; it is the Players' responsibility to remain up to date with its published totals.

This document is only provided as a service to players of the Xen'drik Expeditions campaign and does not supersede items listed in the Character Tracker once it is considered finalized. The database is still considered the first line of character documentation; this process addition is intended ONLY as a way of advancing characters during play for the immediate future.

We are using the honor system for modules you have played but no longer have access to the judge in question. In these cases, sign your own name and add the phrase "Prior Played." DMs are required to sign off on adventures when available.

Adventure Designation	XP award	GP award
Faction Adventure #1	500 XP	250 GP
Faction Adventure #2	700 XP	800 GP
Well of Woe, Round 1	500 XP	500 GP
Well of Woe, Round 2	500 XP	500 GP
Well of Woe, Round 3	600 XP	800 GP
DM's Mark Faction #1	400 XP	250 GP
DM's Mark Faction #2	650 XP	800 GP

ECL and Level Adjustments

Please note that for the purpose of the XEN'DRIK EXPEDITIONS campaign, racial "templates," such as aasimar, drow, gnolls, half-giants, tieflings, do not affect campaign rules based upon level. Expansion slots, action points, level gold piece limit, and other campaign features are based upon the character's class level before the level adjustment is added—only the XP needed for advancement is affected by the character's level adjustment.

Judging Xen'drik Expeditions

The goal of every session of XEN'DRIK EXPEDITIONS is to provide a fun play experience for the players. The DM should ensure this without overwhelming, boring, or offending the players. The judge is there to make sure everyone has the best time they can. Because of this, the DM should feel empowered to make minor adjustments to a story or stat blocks in order to increase the players' fun.

The DM has discretion when it comes to fitting the challenges of the adventure to their group. If the players find the challenges too easy or too difficult, feel free to increase or decrease the level of challenge appropriately. The goal is to challenge the PCs and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are often ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

Lycanthropy

During your many adventures in XEN'DRIK EXPEDITIONS, it is possible that your PC may contract the curse of lycanthropy. None of the Factions are willing to draw the attention of having a were-creature in their ranks, and thus no PC is allowed to play a lycanthrope. Therefore, should your PC contract lycanthropy and still possess the disease at the end of a session, your Faction will make a spellcaster available to you. You must pay for this caster's services (normal *Player's Handbook* prices). The spells cast and any saving throws that must be made following the core rules for lycanthropy. Any gold piece debt should be deducted for your EV and recorded by the DM.

Online Play

Given the widespread use of the Internet, it is only natural that XEN'DRIK EXPEDITIONS should offer some allowances for online play. Only those events designated as DM's Mark or Faction adventures may be played online. Under no circumstances may Delve, Expedition, or Special events of any kind be played via the Internet. Adventures played online are still ordered and reported to the database, the same as any other XEN'DRIK EXPEDITIONS adventures. The Expedition DM's Mark available during the blackout period is considered a DM's Mark and thus may be played online.

The players must also supply the DM with copies of their most recent Adventure Journal entries, whether electronically or through the mail, which the DM must sign and update with the new values from online play. The DM must then return the signed Adventure Journal, whether emailed, mailed or hand delivered in some fashion. The use of an email address is the equivalent of a signature for the DM. Both the DM and players are encouraged to make photocopies of all paperwork for their records before sending anything through the mail.

The use of teleconference, Voice Over IP, or telephone communication for play is considered "online play" for the XEN'DRIK EXPEDITIONS campaign.

PC versus PC Combat

The bonds of loyalty, or certainty of reprisals from above, keep PCs in the same Faction from direct confrontation, as the Factions do not wish valuable assets such as the PCs to throw away their lives and expose themselves and their Faction to other Factions by attacking PCs of opposing factions.

In XEN'DRIK EXPEDITIONS, no PC may attack another PC while under their own control. If your PC is magically controlled, they are considered an NPC, and their controller is responsible for the PCs actions. Any PC that voluntarily attacks another PC is immediately retired from play and is marked as permanently dead by the DM. No Faction is an exception to this rule; it covers all XEN'DRIK EXPEDITIONS PCs equally.

When targeting area of effect abilities such as a *fireball* or *profane lifeleech*, you may not hit another PC without their express permission. Doing so is considered attacking them.

Attacking an animal companion, cohort, familiar, follower, or an item owned by a PC is considered the same as attacking another PC.

Cabal of Shadows PCs: Due to their sneaky, underhanded, and all around evil natures, it is likely that Cabal of Shadows PCs may flirt with the line of what is allowed that other PCs would never consider. While a Cabal of Shadows PC might leave a troublesome "ally" to bleed to death or set up a companion to take the fall for a crime they committed, they can never directly attack a fellow party member. The Council of the Obscured does not accept members of the Cabal wasting resources by senselessly killing each other; especially when there are so many Covenant of Light paladins around.

Prestige Class Specific Rulings

Some prestige classes require specific rulings or adjustments in XEN'DRIK EXPEDITIONS due to the nature of a shared campaign. Unless noted here, special requirements for a prestige class must be garnered by campaign documentation or noted on your Adventure Journal.

Abjurant Champion (CM) and Argent Savant (CA): These classes share many similar abilities. Abilities from these classes do not stack if they have the same effect. For example, *abjurant armor* and *force armor* both increase the AC both of armor and shield bonuses, so in XEN'DRIK EXPEDITIONS they do not stack. *Extended abjuration* and *enduring force* both apply the Extend Spell feat to spells like *mage armor* or *shield* and thus do not stack.

Alchemist Savant (ME): Created consumables cost five times book price. The efficient alchemy ability gained at 1st-level has no effect in XEN'DRIK EXPEDITIONS.

Avenging Executioner (CS): Anyone PC can be assumed to have been tragically wronged in their past to qualify for this prestige class.

Cataclysm Mage (EH): To enter this prestige class, the PC must either have a story object documenting the vision, or have the vision noted on their Adventure Journal. This requirement may be met during a DM's Mark. Your current personal prophecy should always be clearly noted on your Adventure Journal. Your cataclysm mage may always progress, even if you fail to meet your personal prophecy. If you do fulfill your personal prophecy, you DM should note it, as well as the number of d8 action points you have remaining. The dragonmarks granted by the 10th-level ability, *dragonmark secret*, are limited to those dragonmarks found in the *Eberron Campaign Sourcebook*.

Citadel Elite (SH): The citadel elite's 1st-level ability to gain additional action points increases the PC's action point maximum by one.

Chameleon (RD): Changelings are considered of human and doppelganger ancestry and qualify for this prestige class.

Cyre Scout (DA): All members of House Cannith attempting qualify for this prestige class are assumed to be members in good standing of House Cannith South.

Dark Lantern (FN): Discounted consumables cost five times book price.

Death Delver (HH): Bonus lives are tracked on your Adventure Journal.

Deneith Warden (DA): All members of House Deneith are granted permission to take this prestige class by the Sentinel Marshals.

The DM determines if and when your 3rd-level ability devoted lawkeeper functions.

Dragonmarked Heir (ECS): The dragonmarked heir's 2nd-level ability to gain additional action points instead increases the PC's action point maximum by one.

Dragon Prophet (ME): Some of the constellation powers granted by this prestige class require further clarification. *Aasterinian*: The feat *Legendary Artisan* is restricted and may not be chosen. The other feats work differently than written in XEN'DRIK EXPEDITIONS and dragon prophets must follow any changes to those feats listed in this documents. *Astilabor*: This power gives the player a bonus of 5,000 gp to their EV.

Dragon Totem Lorekeeper (ME): The Siberys dragonshards expended for Dragon Totem Rituals are considered expendable items and thus cost five times normal cost. For example, in order to enact the *Ritual of Resistance*, the PC must expend 2,000 gp worth of Siberys dragonshards.

Ebonmar Infiltrator (CS): Members of this prestige are trained by their Faction. They are not part of House Ebonmar.

Extreme Explorer (ECS): The extreme explorer's 1st-level ability to gain additional action points instead increases the PC's action point maximum by one.

Fist of the Forest (CC): Bestial defenders of the forest are common on Eberron, though the Guardians of the Green do not exist. There is no special requirement needed to take this prestige class.

Forest Reeve (CC): The Guardians of the Green do not exist in XEN'DRIK EXPEDITIONS. There is no special requirement needed to take this prestige class.

Hazaratain (SA): Characters seeking to take the hazaratain prestige class can be assumed to have traveled to a Hazaratain monastery and have undertaken the pilgrimage to Ahdryatmin in between adventures.

Heir of Siberys (ECS): The heir of Siberys' 1st-level ability to gain additional action points instead increases the PC's action point maximum by one.

Holt Warden (CC): The Guardians of the Green do not exist in XEN'DRIK EXPEDITIONS. There is no special requirement needed to take this prestige class.

Impure Prince (ME): The symbionts listed under the *lure symbiont* are considered Unlimited rules items for the purpose of that class ability, regardless of whether the PC is a daekyr half-blood or not. An Impure Prince with *lure symbiont* may gain a symbiont from the list under the class ability without putting it on their Expansion List.

Kensai (CW): When spending experience to imbue your signature weapon, notify your DM so that it can be recorded on the table tracking sheet as an xp loss. If your PC does not stay ahead of the level bump and is raised to the new minimum level and gold; you must re-spend sufficient experience to re-enchant your signature weapon during your next adventure.

Master Inquisitive (ECS): The contact ability granted by this class requires further clarification. Each time your master inquisitive acquires a contact, you should choose a name for that NPC, choose their class (adept, aristocrat, commoner, expert, magewright or warrior), and their profession. Your NPC contact may not be named in any module or Eberron product, but must rather be a creation of your own. The also may not be the leader of any group of organization. This means you could not claim one of the Stormlords or the captain of the guard, but could be one of the guards.

You may call upon each contact no more than once per adventure. You must pay their fee from your Cash on Hand. Aristocrats require 5 gp/level. No NPC ever requests a favor instead unless dictated in the adventure.

Your contacts can be used in one of two ways. First, some modules contain Adventure Secrets. You can request that one of your contacts attempt to find information about one Adventure Secret. Your contact them makes a DC 15 level check. If they succeed and the module contains an Adventure Secret, the DM will reveal the information to you. The DM may assign a +2 circumstance bonus to this roll if the NPC's background is appropriate to the secret. You may spend an action point on this level check.

The second way you may use you contacts depends on their class. You may request aid from one of your contacts and they will respond with one of the options provided from the following lists. Any items gifted to the master inquisitive by a contact are retained for that adventure only. All gold piece values are book/list prices. For example, the *PHB* price for a vial of acid is 20 gp though the campaign cost is 100 gp. So a 3rd-level adept could load a master inquisitive one vial because its book price is equal to or less than the maximum of 20 gp,

listed below. Contacts of 6th-level can provide the services listed, as well as any a 3rd-level contact of the same class would be capable of.

3rd-Level Contact

Adept: Cast a 1st-level or lower spell from the adept list for free, make a Knowledge Skill (+4) roll in an effort to answer one question, or a gift of one alchemical item worth 20 gp or less

Aristocrat: Arrange for the PC or PC's ally to get out of prison when charged with a minor crime (e.g. assault of a commoner, loitering, theft of less than 25 gp, or vandalism), write a letter of introduction for the PC, or a gift of a nonmagical, nonalchemical item from the *PHB* or *ECS* of 50 gp or less.

Commoner: Offer the PC a place to hide or rest, the loan of any animal found in the *PHB* worth 50 gp or less, gift of a nonmagical, nonalchemical item from the *PHB* or *ECS* of 20 gp or less.

Expert: Make a Skill (+8) roll on behalf of the PC, repair one nonmagical item, or a gift nonmagical, nonalchemical item from the *PHB* or *ECS* of 50 gp or less.

Magewright: Cast a 1st-level or lower spell off the magewright list for free, make a Knowledge Skill (+4) roll in an effort to answer one question, or a repair one nonmagical item.

Warrior: Introduce the PC to another martial oriented NPC such as a street thug or night watchman, or offer false testimony to a legal official on behalf of the PC, or a gift nonmagical armor or weapon from the *PHB* or *ECS* with a cost of 50 gp or less.

6th-Level Contact

Adept: Cast a 2nd-level or lower spell off the adept list for free, make a Knowledge Skill (+7) roll in an effort to answer one question, or a gift of one potion or scroll worth 150 gp or less

Aristocrat: Arrange for the PC or PC's ally to get out of prison when charged with a major but not capital crime (e.g. arson, assault of an aristocrat, theft of less than 50 gp, but not murder or treason) or provide transportation (a ship or team of horses), or a gift of an item of 500 gp or less.

Commoner: The loan of any animal found in the *PHB* or *ECS* worth 150 gp or less, or safely hide any person or item for one day (the DM may rule this contact is not foolproof in the face of an overwhelming enemy), or the gift of a nonmagical item from the *PHB* or *ECS* of 150 gp or less.

Expert: Make a Skill (+11) roll on behalf of the PC, arrange for the PC to receive a curing or restorative spell of 4th-level or less for free, or the gift nonalchemical item from the of 350 gp or less.

Magewright: Cast a 2nd-level or lower spell off the magewright list for free, or make a Knowledge Skill (+7) roll in an effort to answer one question, or a repair one magical item.

Warrior: Safely guard any person or item for one day (the DM may rule this contact is not foolproof in the face of an overwhelming enemy), or provide 20 +1 arrows, bolts or sling stones made of cold iron or silver, or the gift of an armor or weapon (including masterwork versions and special materials) from the with a cost of 500 gp or less.

Master of Masks (CS): Feats do not decrease the cost of crafting masks.

Medani Prophet (DA): All members of House Medani are assumed to receive training by the Voice of Aureon if they wish to take this prestige class.

Medani prophets of 5th-level or higher have the Prophetic Visions supernatural ability, and the player of a Medani prophet should notify the DM of this ability. The DM, at his or her discretion, may use this ability to reveal an adventure secret to you at a time of their choosing. If the vision strikes you while you are awake, you suffer the normal effects.

Mythic Exemplar (CC): The Six from Shadow and the Disciples of Legend do not exist in XEN'DRIK EXPEDITIONS. Instead, each faction has their own archetypical heroes that you emulate. There is no special requirement to take this prestige class.

Organizations (Any Source): PCs cannot gain benefits from organizations that have affiliation points (such as the Scales of Balance from the *Complete Champion*) or give benefits for meeting certain criteria (such as the Edgewalkers from *Secrets of Sarlona*). This rule does not prevent you from

being a member for role-playing purposes, but you may gain no game mechanic benefit simply because of your membership. The exceptions to this rule are of course the four factions of the XEN'DRIK EXPEDITIONS campaign and the Dragonmarked Houses.

Paragnostic Apostle (CC): While the Crimson Codex may be the faction most often associated with the gathering of knowledge, all of the factions thirst for more information on the Draconic Prophecy. There is no Paragnostic Assembly in XEN'DRIK EXPEDITIONS and the special requirement for this prestige class is waived.

Paragnostic Initiate (CC): While the Crimson Codex may be the faction most often associated with the gathering of knowledge, all of the factions thirst for more information on the Draconic Prophecy. There is no Paragnostic Assembly in XEN'DRIK EXPEDITIONS and the special requirement for this prestige class is waived.

Radiant Servant of the Silver Flame (CD): Charitable and modest, members of the Order of Radiant Servants are among some of the most respected and beloved followers of the Silver Flame. Healers of those in the greatest need, exorcists who protect common people against the evils of possession, and protector of the poor and innocent, radiant servants typically lack the uncompromising zeal of many in their faith, and very few of them are Pure Flame. This prestige class requires some special adjustments to convert radiant servant of Pelor to radiant servant of the Silver Flame in XEN'DRIK EXPEDITIONS.

Change "Spell" requirement to "Able to cast 1st-level spells and access to the Exorcism domain."

Change "Special" requirement to "Must have Silver Flame as patron deity."

At 1st level, replace the extra greater turning ability with greater exorcism.

Greater Exorcism (Su): A radiant servant of the silver flame adds its prestige class levels to its cleric levels to determine the result of an exorcism (see *Eberron Campaign Setting* page 106). They may also choose to spend two action points to exorcise as a move action rather than a standard action.

For the empower healing, maximize healing, and supreme healing abilities, instead of affecting domain spells from the Healing domain, it allows the radiant servant to *prepare* (thus they cannot choose these spells spontaneously) as many as half its class level divine conjuration (healing) spells each day with the effects. For example, a 10th-level radiant servant of the silver flame can prepare 5 divine conjuration (healing) spells of any level that are affected as though by both the Empower Spell and Maximize Spell feats. Those spells do not use up a higher-level slot.

Sanctified One (CC): The churches that ally with each of the factions are capable of performing the required sanctification ritual between adventures.

Shadowstriker (CC): The 1st-level ability *badge of office*, bestows a holy symbol a deity appropriate to your faction.

Squire of Legend (CC): The Six from Shadow and the Disciples of Legend do not exist in XEN'DRIK EXPEDITIONS. Instead, each faction has their own archetypical heroes that you emulate. There is no special requirement to take this prestige class.

Thief of Life (FE): If you successfully use the 10th-level ability of this class, *steal immortality*, your DM must note it in your Adventure Journal. You do not age, eat, or sleep for one year, real time.

Unbound Scroll (DA): Members of House Sivis seeking to take this prestige class are assumed to have completed a task for the Viceroy of the Ninth College.

The master scribe ability works differently in XEN'DRIK EXPEDITIONS. Scrolls made with this ability are purchase for x2 published cost. In XEN'DRIK EXPEDITIONS, this ability does not stack with the Extraordinary Artisan Feat.

Urban Savant (CS): Members of this prestige are trained by their Faction. They are not part of the League of Eyes. Your PC must be a native of Stormreach.

Vadalis Beastkeeper (DA): The magebred summoning ability gained at 2nd-level has the potential to greatly slow play. You must have determined the statistics to all you creatures you can summon prior to play in order to summon them at the table.

Walker in the Waste (SS): This prestige class has three abilities that require further clarification.

In order to use the 6th-level ability to create a sand golem, your PC does not require the Craft Golem feat, but must still meet all other requirements. In addition the xp cost must be deducted from the first event where you begin play with a sand golem. The cost of your golem is deducted from your EV, but should it ever be destroyed, it should be recorded as a permanent gold lost and permanently deducted from your EV. Your PC may never have more than one sand golem at a time and must pay for additional golems if your first is destroyed.

In order to use the 8th-level ability to create a salt mummy, you must purchase either be able to cast *animate dead* and deduct the cost of the cost of the material component from your PC's EV or you must purchase a *scroll of animate dead*. If you cannot normally cast *animate dead* scroll, the knowledge of the rituals learned through this prestige class allow you to do so for this purpose only. Your PC may never have more than one salt mummy at a time, and if your salt mummy is ever destroy the cost of the material component or the scroll used to make it is permanent deducted from your PCs EV and should be recorded as a gold loss.

The 10th-level ability to become a dry lich is Restricted. Should your PC choose to take all ten levels of this prestige class, you gain an additional use of your *pillar of salt* ability each day.

Weretouched Master (ECS): The alternate form ability uses the errata to the spell *polymorph*.

Wild Soul (CM): The player of a wild soul must bring the book containing any creatures summoned with the *summon seeleie ally* ability. For example, if you do not bring the *Fiend Folio* with you, you may not summon a senmurv.

Deity Changes: Some divine prestige classes designed for other worlds are allowed in XEN'DRIK EXPEDITIONS, but substitute another deity for their worship. Apply the following changes:

Table CS—9 Prestige Class Conversions

Prestige Class	Old Deity	New Deity
Champion of Corellon Larethian	Corellon Larethian	Dalan Rae (RE)
Divine Prankster	Garl	Olladra
Eye of Gruumsh	Glittergold	Dragon Below
Ordained Champion	Gruumsh	Dragon Below
Radiant Servant of Pelor	Heironeous or Hextor	Dol Arrah or The Mockery
Sanctified One of Ehlonna	Pelor	Silver Flame
Sanctified One of Kord	Ehlonna	Balinor
Sanctified One of Olidammara	Kord	Dol Dorn
Sanctified One of Wee Jas	Olidammara	The Traveler
Singer of Concordance	Wee Jas	The Undying Court
Shadow Spy	Io	Dragon Above
Shining Blade of Heironeous	Pelor	Silver Flame
Stormlord	Heironeous	Dol Arrah
Temple Raider	Talos	The Devourer
	Olidamara	The Traveler

Retooling Your PC

One of the unique features of the XEN'DRIK EXPEDITIONS campaign is the ability to retool some parts of your character in order to take advantage of new sources and adjust to the constantly changing demands upon your PC as you advance in level. There are three categories to consider: those aspects of your PC you can never retool, those that you can retool with each level bump, and those that you can retool between every event you attend.

What you can never retool: Those parts of your PC that are in this first category cannot be retooled. They form the core of your PC and cannot be changed. Things in category one include additional preferred class, class features (such as a ranger's favored enemy), your first expansion slot choice, Faction, Knowledge skills as class skills (Crimson Codex only), membership in a Dragonmarked House (Blackwheel Company only), name, race, starting campaign card, starting class and statistics.

What you can retool at each level bump: Everything not in category one or three falls into this category. These characteristics may be retooled with each level bump, whether your PC gains experience or not. Things in this category include: all classes beyond your first, bonus stat points gained every fourth level, expansion slots after your first choice, feat

choices and skill ranks (including those chosen at 1st-level), and spells, powers or similar abilities.

What you can retool between events: The third category includes things that may be retooled between events (but not sessions). Things in this category include all campaign cards beyond your first, equipment bought with your EV, and spells purchased from your EV for your spellbook.

Rules Changes: If the campaign staff ever issues a ruling restricting a rules item possessed by your PC, or altering the way a rules item that your PC has selected functions in the campaign environment, you may retool that rules item even if it is not level bump time.

Rules Changes & Clarifications

Due to the unique nature of XEN'DRIK EXPEDITIONS, some rules items require special rulings or clarifications.

Able Learner (RD): Changelings are considered of human and doppelganger ancestry and qualify for this feat.

Action Boost (ECS): This feat adds +1 to the printed action value printed on campaign cards spent as action points.

Arcane Disciple (CD): When choosing this feat and worshipping the Dragon Above, you must choose a domain from the following list: Air, Good, Protection, and Sun. You may not choose a domain from the *Spell Compendium*.

Arcane Thesis (PHBII): This feat can only lower the cost of one metamagic feat per spell.

Beast Shape (ECS): This ability uses errata for the wild shape ability.

Cannith Forgecraft (DA): This feat can be used once per adventure.

Changeling Egoist Racial Substitution Level (RE): Replace *metamorphosis* with *psychic vampire* under the bonus powers learned with the Extra Powers Known class feature gained at 5th-level. The same limitations to manifest level apply to *psychic vampire* as explained for *metamorphosis* under that class ability.

Cocoon of Refuse (CS): Stormreach is a city of sufficient size to allow the use of this invocation.

City Magic (CS): Stormreach is a city of sufficient size to allow the use of this feat.

Commerce Domain (ECS): A character with the Commerce Domain special ability gains a bonus of 100 gp per cleric level to his or her base Equipment Value or EV.

Craft Staff (PHB): When using this feat to purchase a staff at a discounted rate, you may choose to purchase a fully charged staff or a staff with 10 charges.

Craft Wand (PHB): When using this feat to purchase a wand at a discounted rate, you may choose to purchase a fully charged wand or a wand with 10 charges.

Craft Wondrous Item (PHB): Expendable wondrous items are treated for as consumable items when determining campaign cost. Items with randomly determined charges or components, such as a *robe of useful items*, must have their components or charges randomly determined before each session and witnessed by the DM.

Deity Specific Spells (Any Source): Some divine spells designed for other worlds are allowed in XEN'DRIK EXPEDITIONS, but substitute another deity for their worship. In those cases where more than option is available, you may choose which conversion option you are using when casting the spell. Apply the following changes:

Table CS—10 Deity Spell Conversions

Old Deity	New Deity
Bahamut	The Dragon Above
Boccob	Aureon
Corellon Larethian	Dalan Rae (RE)
Ehlonna	Balinor
Erythnul	The Fury
Fharlanghn	Kol Korran
Garl Glittergold	Olladra
Gruumsh	Dragon Below
Heironeous	Dol Arrah
Hextor	The Mockery
Io	Dragon Above
Kord	Dol Dorn
Kurtulmak	The Dragon Below
Loth	Vulkoor

Moradin	Onatar
Nerull	The Keeper
Obad-Hai	Balinor
Olladamma	Olladra and The Traveler
Pelor	Silver Flame and The Sovereign Host
St. Cuthbert	Silver Flame
Talos	The Devourer
Tiamat	The Dark Six
Vecna	The Blood of Vol
Wee Jas	The Undying Court
Yondalla	Boldrei

Dragon Shaman (PHBII): Due to the unique nature of dragons in the Eberron, dragon shamans may choose any color of dragon without any alignment restriction.

Education (ECS): Crimson Codex PCs with this feat gain access to the Crimson Glyphbook.

Elf Ranger Racial Substitution Levels (RW): The 1st-level ability Elf Favored Enemy lists "Servants of Loth" as a choice. This is replaced with "Servants of Vulkoor," which include drow, monstrous scorpions, scorrow, and warforged scorpions.

Extra Contacts (CS): XEN'DRIK EXPEDITIONS does not use the contacts optional rule as presented in *Cityscape*. However, PCs taking this feat gain one of two options. Those PCs with a class feature that grants contacts, such as the Master Inquisitive prestige class, may choose an additional four contacts from any level they currently are allowed to choose from. If your PC does not have a class feature that grants them contacts, they instead gain four 3rd-level contacts chosen from the list presented under Master Inquisitive above. Once chosen, the identities of these contacts cannot be retooled.

Extraordinary Artisan (ECS): Taking this feat allows characters to craft consumable items for x2 published cost, or for half the published cost instead of 3/4 published cost. Game effects that reduce the cost of crafting an item (like the *caster's shield*) do not stack with this feat.

Favored (CSc): This feat makes you a favored member of your Faction. The skill and benefit depend on your faction.

Faction	Skill	Benefit
Blackwheel Company	Intimidate	Brothers in arms watch each other's back. You receive a +1 shield bonus to your AC when fighting in a square threatened by another member of the Company.
Cabal of Shadows	Bluff	Stealing is second nature to the Cabal but you receive a better cut of the goods. You gain a bonus to your EV of 20 gp x character level.
Covenant of Light	Knowledge (religion)	You stand true to your ideals. You gain a +2 on Will saving throws to resist compulsion effects that would cause you to violate the Litany.
Crimson Codex	Knowledge (arcana)	The best friends are those who are well educated. You are granted access to a library of another Codex member that provides a +6 on any Knowledge skill checks focused on the <i>Caldyn Fragments</i> when using the Research feat.

Favored in House (ECS): The Favored in House feat is usable once per adventure (and players may use an action die on a Favored in House check). Failed Favored in House checks are not subject to a reroll from any source, at any time, during any adventure. A lower option may always be substituted for a higher roll. For example, if a player rolls a 19, he may instead choose one set of lower items as if he had rolled any number

from 10 to 18 in place of his original roll. Any "cure" potion or scroll may be substituted for a "repair" potion or scroll of equal or lesser value. Special materials in weapons, ammunition, armor, or other items are allowed only where directly specified. See *ECS* page 53 for the rules on how to make a Favored in House check.

Levels 10-13

Favored in House Check Results:

10-12 Masterwork armor of your choice, Potion of Darkvision, Scroll of Levitate
13-15 2 Potions of Cure Moderate Wounds, Scroll of Invisibility, and a masterwork weapon of your choice
16-18 Cloak of Resistance +1 and Potion of Fly
19-21 Adventure Secret and two Potions of Cure Serious Wounds OR Adventure Secret and +1 Cold Iron Longsword or Morningstar
22-23 Ring of Protection +2 OR Bracers of Armor +3
24+ Amulet of Health +4 or Periapt of Wisdom +4

Heroic Focus (ME): In addition to any benefits to concerning your psionic focus, this feat increases the PC's action point maximum by one.

Heroic Spirit (ECS): The Heroic Spirit feat works slightly different in XEN'DRIK EXPEDITIONS. This feat increases your starting action points by two and your maximum action points by three. For example if a 1st-level character took this feat, it would start each session with 5 action points and can have a maximum of 7 action points if there are 7 Campaign Cards in its stack.

Karmic Strike (CW) and Robilar's Gambit (PHBI): These feats cannot be used together.

Knowledge (local) (PHB): The XEN'DRIK EXPEDITIONS campaign defines the Knowledge (local) skill as defining an area the size of a continent. Thus legal areas for Knowledge (local) skill in XEN'DRIK EXPEDITIONS include: Argonnessen, Frostfell, Khorvaire, Sarlona, and Xen'drik. Should an adventure request a more specific local, use the Knowledge (local) that includes that location. For example, Knowledge (local: Stormreach) is included in Knowledge (local: Xen'drik).

Leadership (PHB): The Leadership feat is restricted in DUNGEONS & DRAGONS CAMPAIGNS. All feats tied to or using Leadership as a prerequisite are similarly restricted.

Primary Contact (CS): You gain a bonus skill rank in a class skill for your NPC contact.

Special Dispensation (CS): Nearly everything is legal in Stormreach, unless you are caught. Through contacts in the government, your Faction has gotten you permission to carry your armor, weapons, and magic items throughout the city. You may still be arrested or barred from certain gatherings for carrying these items, but your Faction's contacts will always get you released before you are punished should you try to bring them where they do not belong. You may not take this feat more than once.

Summon Marked Homunculus (DA): This spell cannot be used to summon a dedicated wright.

Warforged Artificer Racial Substitution (RE): Given the changes to the way artificers work in XEN'DRIK EXPEDITIONS, some of the abilities granted by these racial substitution levels have changed. In addition to the portion of the class ability that allows the artificer to repair damage to objects, in the XEN'DRIK EXPEDITIONS campaign the 4th-level ability *tools of war* allows the warforged artificer to double their gold piece bonus from their craft reserve as long as that gold is spent on a magic armor, shield, or weapon. The 5th-level *craft weapon familiar* ability works as per other crafting rules for magic weapons in the XEN'DRIK EXPEDITIONS campaign with an additional 1,000 gp cost to craft the familiar.

Spells with Experience Costs

Experience spent on spell casting should be recorded and given to the DM. Experience loss should be entered in the database just like gold piece loss.

Spells and Spell Storing Items

Unless indicated by a campaign issued documentation, magical spells and effects do not remain after a session is completed.

Typical cases of exceptions include certain boons or curses that are detailed by a story object.

Spell storing items always begin play empty, unless the PC is capable of filling them themselves. If this is the case, the player may choose a spell the PC is capable of casting to fill the item.

Spells that Summon Monsters

Spells that summon creatures are limited to those creatures specifically listed under the description of that spell. A PC may not summon other monsters, even if the monster's description says it may be summoned with a particular spell. Story Objects may allow PCs to summon unusual monsters.

For example, the description of a kaorti (a monster from the *Fiend Folio*) says it may be summoned with a *summon monster II* spell. Because *summon monster II*, a spell from the *Player's Handbook*, does not specifically list a kaorti, a PC in the XEN'DRIK EXPEDITIONS campaign may not summon a kaorti without campaign documentation specifically allowing them to do so.

Any spell that summons a monster, summons a typical version of that monster, unless campaign documentation allows you to summon a specific member of that monster type. If a spell summons a monster that can cast spells or carries equipment, the monster has uses the sample spell list and equipment listed in the source. For example, Kat's wizard casts *summon monster VIII* to summon a lillend. Lillends cast spells as a 6th-level bard, but are limited to those bard spells listed on their spell list in the *Monster Manual*. That means that the summoned lillend might cast *hold person*, but not *blur*; though both are 2nd-level bard spells.

Undead and Undeath

The use of undead in the world of Eberron is more common than many other D&D campaigns, but that is not to say it is wildly accepted. With the exception of the Cabal of Shadows, no faction in XEN'DRIK EXPEDITIONS allows its members to animate or regularly control undead. While a morally flexible cleric member of the Covenant of Light might rebuke a ghoul and order it to charge into battle against its undead allies, the Covenant would not allow the same cleric to bring the same ghoul home to be used as a doorman.

While the laws of Stormreach are more flexible than other regions, undead are generally not tolerated. A strange shuffling ally of a Cabal wizard might go unnoticed, but an undead mount rotting beneath his rider will draw attention and the Iron Watch will soon arrive to dispatch the undead monstrosity in order to maintain the Storm Lords' order.

The Cabal of Shadows does not blanch at the use of undead; however, they do not tolerate those that draw attention to the Cabal by create hordes of monsters. Those that abuse their powers will be left for the watch and the quickly find themselves sold into slavery in the Red Ring.

At this time, no PC in XEN'DRIK EXPEDITIONS may become undead or deathless. If your PC is forcibly turned into an undead or deathless creature, the PC is retired from play and should be recorded as permanently dead.

Story Object Clarifications

The following clarifications should be considered errata for these story objects.

EXCL17 – Gratitude of the Hidden Web: This story object grants the version of Arachnomancer prestige class found on page 28 of the *Forgotten Realms Underdark* sourcebook and *Drow of the Underdark*. The *spider form* ability uses the errata for *wildshape* found on page 7.

EXDP06 - Succeeded in Third Faction Mission: The benefit granted to Cabal of Shadows PCs may only be used once per adventure.

EXDP07 - Gratitude of the Chamber: This story needs extensive clarification.

First, the choices of dragon you foster have changed. Choose from this list instead of the list provided in the Story Object: Black (very young), Blue (wyrmling), Brass (very young), Bronze (wyrmling), Copper (wyrmling), Green (wyrmling), White (very young). If you have chosen a previously allowed dragon companion that is no longer available, you are given a onetime allowance to retool your choice.

Second, the dragon you foster is NOT a cohort. The story object allows you to take the Leadership feat in order to gain the benefits of the dragon companion. It does however offer no other benefits related to that feat. You gain no followers, you gain nothing related to the feat itself, it cannot be used to qualify for a prestige class (since all prestige classes requiring Leadership are Restricted), the dragon companion does not take up a spot at the table, and the dragon companion DOES NOT advance based on your non-existent Leadership score. If you take Leadership and use this Story Object, you get that base creature listed above. It remains at that age category for the rest of the campaign.

The dragon companion is built using the details in the *Monster Manual* with the following modifications for the XEN'DRIK EXPEDITIONS campaign. When building your dragon companion, you may spend skills only on those skills listed as class skills for true dragons and those specific to the color of your dragon. You may choose feats for your dragon from the *Player's Handbook* and *Monster Manual* only. Dragon companions may not choose Item Creation feats. You may retool feat and skill choices for your dragon companion using the normal rules for retooling as if your dragon companion was a character with a level equal to its hit dice. When determining your dragon companion's hit points, it receives maximum hit points for the first hit die and half plus one plus Constitution modifier for all hit dice after the first.

Your dragon companion has no unlock slots and may not unlock rules items for themselves. You may not spend your unlocks on feats, spells or anything else for dragon companion with one exception. Should you unlock an item for yourself, you can always hand it over to your dragon companion; though the item must still come from a legal source listed in the Optional Materials list on page 2. Any equipment you purchase for your dragon companion must come from Unlimited and Limited items; the cost of which comes out of your character's EV. Your dragon companion may not select or use feats (or other rules items) unlocked on your expansion list.

Following the adventure in which you gained this story object, you can proactively take the dragon companion by allocating your next feat to Leadership by noting it on your Adventure Journal. This will be a choice that cannot be retooled. The dragon companion chosen (color/age) may not be retooled.

If the dragon companion dies during the adventure, you can raise it by spending EV just as if you had died, only spending the EV appropriate to its HD. Your dragon companion loses one Hit Die when it is raised from the dead. Apply the appropriate adjustments.

You control the actions of your dragon companion, though the DM is free to overrule abusive actions that he or she deems inappropriate from the dragon companion to take. The DM may use the dragon companion in role-playing situations if appropriate.

EXDP08 - Succeeded in Fourth Faction Mission: The benefit granted to Cabal of Shadows PCs should read: PCs have provided their faction with material items from a nearly immortal slayer, objects that hold the power of death itself within them. As a reward, a Cabal of Shadows PC with this story object may purchase the *unholy* weapon quality as a +1 enhancement (instead of +2) and *arrows of slaying* at half total price. This discount is applied anew each time the PC retools their EV but the discount for the enhancement applies to only one weapon. The exposure to dark energies also allows them to unlock any one feat from the Book of Vile Darkness for free. The feat chosen may not be retooled.

Restricted Lists

The following rules items may never be used PC, even if access is found on a Story Object. These items may never appear on a character's list of expansion items.

Alternate Class Features

Spiritual Totem (CC)

Books

Unearthed Arcana
Tome of Battle
Tome of Magic

Classes

Evil Classes (Any Source, Limited for members of the Cabal of Shadows)
Any NPC Class (Any Source)
Undead Racial Classes (LM)

Feats

Auspicious Marking (RS)
Baleful Moan (LI)
Blessed By Tem-Et-Nu (SS)
Brand of the Nine Hells (FC2)
Bright Sigil (RD)
Centaur Trample (RW)
Ceremonial Empowerment (FE)
Chosen of Iborighu (FB)
Construct Graft (FE)
Contagious Paralysis (LI)
Corrupted Wildshape (LI)
Courageous Rally (HB)
Craft Construct (Any Source)
Craft Contingent Spell (CA)
Craft Skull Talisman (FB)
Deathmaster (LI)
Deathless Fleshgraft (ME)
Dragon Cohort (DR)
Dragon Familiar (DR)
Eldeen Plantgraft (ME)
Elemental Graft (ME)
Enhanced Power Sigils (RD)
Empowered Ability Drain (LI)
Eviscerator (LI)
Exceptional Artisan (ECS)
Ghostly Grip (LI)
Graft Flesh (Any Source)
Greater Dragonmark (ECS)
Heavy Lithoderms (RS)
Improved Energy Drain (LI)
Improved Paralysis (LI)
Improved Sigil – All (RD)
Improved Turn Resistance (LI)
Initiate Feats – All (DM and RD)
Judged by Aurifar (SS)
Killoren Ancient (RW)
Killoren Destroyer (RW)
Killoren Hunter (RW)
All Leader Feats (HB)
Leadership (DMG)
Least Dragonmark (ECS)
Legendary Artisan (ECS)
Lesser Dragonmark (ECS)
Life Drain (LI)
Lifebond (LI)
Lifesense (LI)
Magic Device Attunement (CM)
Mark of Avernus (FC2)
Mark of Cania (FC2)
Mark of Dis (FC2)
Mark of Hleid (FB)
Mark of Maladomini (FC2)
Mark of Malbolge (FC2)
Mark of Minauros (FC2)
Mark of Nessus (FC2)
Mark of Phlegethos (FC2)
Mark of Stygia (FC2)
Markings of the Blessed (RS)
Markings of the Hunter (RS)
Markings of the Magi (RS)
Markings of the Maker (RS)
Markings of the Warrior (RS)
Metamagic Spell Trigger (CM)
Natural Leader (HB)
Necrotic Reserve (LI)
Persistent Spell (CA)
Pierce Magical Concealment (CA)
Pierce Magical Protection (CA)
Positive Energy Resistance (LI)
Quicken Manifestation (LI)
Residual Magic (CM)
Resourceful Buyer (RD)
Sanctify Relic (RD)
Spell Drain (LI)
Subtle Sigil (RD)
All Tainted Feats (HH)
All Teamwork Benefits (Any Source)
Thrall Bred (LM)
Touchstone (SS)
Undead Leadership (LI)
Undead Meldshaper (MI)

Magic Items

Amber Amulet of Vermin (MC)
Artifacts (Any Source)

Boccob's Blessed Book (DMG)
 Cursed Item (Any Source)
 Dedicated Wright Homunculus (ECS)
 Domain Focused Holy Symbols (CC)
 Eternal Wands (ECS)
 Evil Items (Any Source, Limited for members of the Cabal of Shadows)
 Golem Manual (DMG and DR)
 Grafts (Any Source)
 Heraldic Crest (Any Source)
 Husk Globe (LM)
 Husk of Infinite Worlds (ME)
 Intelligent Items (Any Source)
 Legacy Items (Any Source)
 Magic Forges (RS)
 Magic Item Sets (Any Source)
 Magical Locations (Any Source)
 Metamagic Wandgrip (CM)
 Nightsticks (LM)
 Power Link (ME)
 Relics (Any Source)
 Rod of Dragon Mastery (DR)
 Rod of Rulership (HB)
 Rod of Sanctity (HH)
 Runic Circles (RS)
 Siege Ammunition (HB)
 Siege Engines (HB)
 Silver Sword, Githyanki (XP)
 Simulacrum Elixir (FB)
 Special Holy Symbols (CC)
 Sudden Stunning (D2)
 Symbionts (Any Source, Symbionts listed in the racial description of Daelkyr Half-Bloods are unlimited for that race)

polymorph (PHB)
polymorph any object (PHB)
power word: pain (RDr)
ray of stupidity (SPC)
reality revision (XP)
resistant taint (HH)
shapechange (PHB)
wish (PHB)
wraithstrike (SPC)

Mundane Items

Drugs (Any Source, Limited for members of the Cabal of Shadows)
 Futuristic Weapons (DMG)
 Goliath Healing Kit (RS)
 Greathammer, Goliath (RS)
 Hirelings (DMG and PHB)
 Modern Weapons (DMG)
 Renaissance Weapons (DMG)

Prestige Classes

[Evil Prestige Classes](#) (Any Source, Limited for members of the Cabal of Shadows)
 Ashworm Dragoon (SS)
 Corrupt Avenger (HH)
 Dawncaller (RS)
 Death's Chosen (LM)
 Disciple of Thrym (FB)
 Dragonkith (DR)
 Elemental Scion of Zilargo (ME)
 Evil Classes (Any Source, Limited for members of the Cabal of Shadows)
 Frenzied Berserker (CW)
 Goliath Liberator (RS)
 Hand of the Winged Masters (DM)
 High Elemental Binder (PG)
 Knight of the Iron Glacier (FB)
 Legendary Captain (SW)
 Legendary Leader (HB)
 Lord of Tides (SS)
 Lore Delver (RD)
 Mage of the Arcane Order (CA)
 Master Specialist (CM)
 Pact-Bound Adept (DM)
 Peregrine Runner (RS)
 Planar Shepard (FE)
 Purifier of the Hallowed Doctrine (HH)
 Red Wizard (DMG)
 Rimefire Witch (FB)
 Scion of Tem-Et-Nu (SS)
 Shadow Sentinel (RD)
 Suel Arcanamach (CA)
 Tainted Scholar (HH)
[Thaumaturgist](#) (DMG)
 Thrall Herd (XP)
 Undead Prestige Classes (LM)
 Urban Soul (RD)
 Ur-Priest (CD, Restricted for all factions including the Cabal of Shadows)
 Void Disciple (CD)
 Winterhaunt of Iborighu (FB)

Spells, Infusions, & Powers

Artifact Spells (SX)
 Dragon Pacts (DM)
 Epic spells (Any Source)
greater metamorphosis (XP)
metamorphosis (XP)
miracle (PHB)
monstrous thrall (DR)
permanency (PHB)