



EBERRON: THE SECOND MOURNING



We begin a journey into a world of draconic prophecies, a land of harnessed magic, a city of towers stretching into the sky, and people ravaged by war. **Begin your journey by reading the introduction to *Eberron: Rising from the Last War*.** The more you read from chapters 1, 2, and 3 of this book, the more you will enjoy our campaign.

In this campaign we will use character options from the *D&D Player's Handbook*, *Eberron: Rising from the Last War*, and *Xanathar's Guide to Everything*.

CAMPAIGN SUMMARY

It's been four years since the Mourning, the day Cyre was wiped clean from the map leaving a gray haunted hellscape in the center of Khorvaire. No one knows what caused the Mourning or whether it can be used again. While many seek the answer to these questions, for both good and ill, our group of brave adventurers seek to uncover the threat and **prevent the Second Mourning**.

GROUP FACTIONS

Our group will determine a single group faction for this campaign. Possible factions include:

House Cannith. The Makers. Creators of the Warforged, builders of airships and the lightning rails. Most assume they had something to do with the Mourning and they may not be wrong.

House Jorasco. The Healer's Guild. Providers of healing services during the Last War and continue to do so this day. They seek to ensure the horror of the Mourning doesn't happen again for they may have a bigger part to play in it than they're saying.

King's Dark Lanterns. Intelligence division of the King's Citadel, sworn to defend Breland. They seek to ensure the cause of the Mourning never threatens Breland and have license to defend Breland at any price.

The Argentum. Ministry within the Church of the Silver Flame. They seek to uncover threats to the Church and the people of Khorvaire. The Weapon of the Last War must never be used again.

The Finder's Guild. The loose collection of independent inquisitive agents overseen by House Tharashk. Great wonders and great dangers lie beneath the ruins of Cyre. Preventing the next Mourning doesn't mean we can't earn a little coin on the side.

YOUR CHARACTER IN THE WORLD

Your character is a brave adventurer willing to explore the heights and depths of Sharn before making your way into the Mournland. **You seek to travel with your band of companions, in cooperation, to prevent the second Mourning.**

TIER 1: THE CITY OF TOWERS

The first part of our adventure begins in Sharn, the City of Towers. It's a place of magic, with skycoaches circling mile-high towers and mystic forges toiling endlessly in the bowels. It's a place of adventure and intrigue. See Chapter 3 of *Eberron: Rising of the Last War* for details of Sharn.

TIER 2: THE MOURNLAND

The second part of our adventure will take the characters to the Mournland. Once, Cyre shone more brightly than any of its sibling nations in the kingdom of Galifar. Today, this region is a festering wound across Khorvaire. A wall of mist surrounds a land twisted into strange and terrible shapes. Countless ruins, monsters, and mysteries lay beneath the blasted lands.

HOUSE RULES

Our campaign will use the following house rules:

- **Flexible Racial Attributes.** When you select a race with attribute bonuses, you can apply these bonuses to any attribute rather than those described. You cannot apply two sets of bonuses to the same attribute.
- **Burgeoning Heroes.** Each character begins with 5 extra hit points.
- **Heroic Inspiration.** All characters begin each session with inspiration.
- **Devastating Critical Hits.** Creatures double all damage on a critical hit.
- **Sundered Shields.** When a character wearing a non-magical shield is hit by a melee weapon attack, they can choose to have their shield destroyed and take no damage from the attack.

