

CULTURES OF THRANE

THE HEART AND SOUL OF GALIFAR

JOSEPH MEEHAN

Venturing beyond the Church of the Silver Flame



CREDITS

Designer: Joseph Meehan

Editors: Andrés Olán-Vázquez, Stuart Broz

Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner

Cover Illustrator: Andre Rivera

Interior Illustrators: Map by Joseph Meehan, Dall E by OpenAI (p. 3, 10, 11, 14, 20, 26, 28), Dmsguild Creators Pack (p. 5, 6, 13)

Sensitivity Consulting: Anne Gregerson



ON THE COVER

A colorful painting of a Coatl in the cubist style.

A NOTE ON THE USE OF ART

This project features AI-generated art; all AI art pieces are denoted by the use of a picture frame border, while dmsguild creators pack pieces use a faded border. The cover is a commissioned piece at a fair rate. As an author, I believe all creatives deserve to be paid a fair rate; my use of AI art is an experiment in the tool's capabilities to produce the kind of abstract art that was popular at the start of the 20th century. Canonical commentary on Thrane's art tie it to those movements from a century ago, making these pieces an attempt at diegetic art.

As much as I love writing this series, I do not have the financial security to fully furnish the book with more commissioned pieces for the internal art; the alternative to the AI art would not be paying more artists for their time and effort. I do not condone the use of AI art to replace professional work for professional products intended to turn a profit. I do think that attempts to use AI art for those purposes won't work out as well as business owners might hope for; a commissioned piece has a touch of authenticity and detail that an AI can never match.

Disclaimer: Ancient fiends lurk in the shadows of Thrane; never trust anybody, not even yourself.

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INTRODUCTION

The nation of Thrane has long been miscast and misunderstood. As a theocracy in a more modern setting, with a religion that features cardinals, Thrane is often used as a punching bag for writers who have issues with organized religion. This robs players and DMs who wish to explore the role of a *good* religion in the context of a fantasy world that lacks manifest gods. Eberron was written to avoid black-and-white morality. It is a world of political complexity, with flawed monarchies and oligarchies. This supplement is intended to provide that same level of nuance and detail to a nation that ruled by a church rather than simply casting theocrats as Saturday morning cartoon villains.

At the same time, religious organizations throughout history have perpetrated very real harms. *Cultures of Thrane* presents a flawed country that has committed its share of sins; corruption comes in many forms, from political to supernatural. Groups that wish to explore challenging stories will find plenty of story seeds here.

This supplement focuses on the peoples and cultures of Thrane and not the Church of the Silver Flame. While Thrane is governed by the Church, the nation has much to offer beyond it. Similarly, the Church of the Silver Flame extends far beyond the borders of Thrane, but that is beyond the scope of this supplement.

While all D&D supplements are simply a starting point for the stories told at the table, that is particularly true for this supplement. If something doesn't fit the story for your game, feel free to discard it—this is a book of ideas that are meant to inspire, not constrain. The lore here was written with deliberation and care, but that does not mean it's the only way to portray the nation of Thrane.

Cheers,
Joseph



HISTORY

Western Khorvaire's known history begins with the Dhakaani Empire, which started in what is now modern Droaam but stretched north to the shores of the Bitter Sea. United by Jhazaar Dhakaan's dream, the empire only fell after the *Kapaa'vola*—the Daelkyr's curse—severed the dar's connection to Dal Quor. Even after the fall of Dhakaan, goblinoid civilization persisted in Khorvaire, but this was a chaotic time where cults and other supernatural forces conspired against imperial efforts. The ruins and records from this era are not nearly as well preserved as those from Dhakaan, and modern scholars are still working to understand the details of these cultures and governments.

Three thousand years ago, Lhazaar, an explorer from Sarlona, initiated a wave of human immigration to Khorvaire. Over the following two hundred years, humans explored the coastlines of Khorvaire, encountering goblin civilizations that were founded long after the fall of the Dhakaani Empire. These civilizations were manifold but not unified, vulnerable to conquest by human barbarians. Within five hundred years of Lhazaar's arrival in Khorvaire, the human city-states of Thaliost, Daskara, and Korth were founded in close proximity to Scions Sound.

Over the next five hundred years (-1500 YK to -1000 YK), Daskara was able to expand southwards, asserting control over the human communities that had begun to till the rich fields they had seized in violent conflict. This pre-Galifaran kingdom of Daskara devoutly followed the Pyrinean creed, justifying their bloody bounty through their devotion to the Sovereign Host. Arawai tended the fields, while Dol Arrah guided righteous blades against the goblins that were constantly being pushed out of expanding human kingdoms.

The kingdom of Daskara's relative stability as a loose kingdom that ultimately paid tribute to the northern capitol, Daskara was severely tested when the human Karn the Conqueror pushed west after claiming the neighboring kingdom of Metrol. Recognizing a common interest, the kingdom of Daskara joined with its northern and southern neighbors to repel Karn. However, when Galifar arrived a thousand years later, no such alliance formed to repel him, and the Kingdom of Galifar was formed with Daskara renamed to honor Galifar's middle child, Thrane.

Thrane's history was immediately marked by the rampage of the rogue red dragon Sarmondelaryx in 22 YK. She killed Prince Thrane and his army of Dol Arrah knights, razed the Shadukar peninsula (giving the forest that regrew there its current name—the Burnt Wood), then disappeared.

In the year 299 YK, the Year of Blood and Fire turned the religious institutions of Thrane against its people—paladins of Dol Arrah launched bloody inquisitions, Kol Korran's merchants grew greedy, and the overall social order collapsed under the influence of the ancient overlord Bel Shalor. Fortunately, one brave and valiant paladin, the heroic Tira Miron, formed a party of champions and was able to renew the bindings upon Bel Shalor through her sacrifice. Her companion Maliah Sharavaci then founded the first Church of the Silver Flame at the site of Tira's sacrifice, which eventually grew into the city of Flamekeep. The failure of the knights of Dol Arrah to stop Sarmondelaryx as well as Bel Shalor had shattered the

people of Thrane's faith in the sovereigns, leading to the mass adoption of the Church of the Silver Flame as the preferred religion—one that wielded real, manifest power for the explicit purpose of protecting the innocent from supernatural evil.

While not taking place within Thrane, the Silver Crusade of the ninth century prepared the nation for the Last War. Keeper Jolan Sol formally declared the crusade in response to the rising threat of werewolves and other lycanthropes out of the Towering Wood; while the attacks were never felt in Thrane, many Thranish templars gained valuable military experience in the conflict. It was this military experience that gave Prince Thalín and his advisors the confidence to challenge his father, King Jarot's, wishes and ignite the succession crisis that became the Last War.

Thrane's modern form didn't truly come into being until early in the Last War, when King Thalín died in 914 YK. Thalín's son, Daslín, was perceived to simply be a lesser version of his father, lacking the "true piety" necessary to lead the nation. Several Thranish generals rallied popular support against the prince, privately fearing that he did not want to continue the war his father had started. Daslín's coronation was successfully delayed for several months by protests in Flamekeep, creating a broad question of who would next lead the nation if not would-be King Daslín. Keeper Kaith Serrain jumped on the opportunity, declaring that Daslín would be crowned as a "Blood Regent," with the church assuming the powers of the state. Church leaders successfully shifted public opinion to see the nobility who governed the nation as compromising the mission of the church, allowing local ministers to supplant the counts and barons of Thrane. Keeper Serrain's carefully executed, bloodless coup successfully gave the Church of the Silver Flame access to new resources and responsibilities without instigating a civil war that could've torn Thrane apart even as war between Galifar's provinces tore the empire apart.

This decision was extraordinarily controversial outside of Thrane, triggering waves of suspicion and resentment against followers of the Church as their national loyalties were questioned. The church in Stormreach went so far as to formally denounce the theocracy, leading Keeper Serrain to excommunicate the Stormreach church in return. The Church of the Silver Flame's sovereignty over Thrane has continued to the present day—it has fully replaced all governmental functions that used to be provided by the nobility.

RELIGION

Thrane has always been a devout country, fueled in part by Irian manifest zones that promoted faith and hope (The largest of which covers the modern city of Flamekeep). While the Dhakaani were avowed atheists—the Uul Dhakaan left no room for worship—the post-Dhakaani civilizations in the region all practiced some form of religion. When human colonizers conquered Khorvaire, the kingdom of Daskara was the most fervent in their worship of the Sovereign Host. Today, the theocracy has married church and state, merging both the resources and the missions of the two institutions.

CHURCH OF THE SILVER FLAME

While Karrnath may have made the Blood of Vol its state religion, the Church of the Silver Flame *becoming* the state is a step beyond that. Many church practices and doctrines have become law, while local ministers now must balance religious obligations with governmental ones.

DOCTRINE

The Church of the Silver Flame is first and foremost concerned with supernatural evil. Beliefs are rooted in the reality that Eberron is a world of magic and monsters. Ghouls feast on graveyards; hags lurk in the wilderness; abominations and fiends dwell in the realm below.

Evils are categorized by the hierarchy of evil, a system developed by early church scholars. The following list is taken from *Exploring Eberron*.

Entities of alien evil. These are the children of Khyber, encompassing all manner of fiends and aberrations. These beings are fundamentally unnatural and innately malevolent; even their presence is seen as harmful to the world.

Entities of unnatural evil. These are beings once native to Eberron that have been corrupted by alien forces. Undead and lycanthropes are the most obvious examples of this category—innocent people transformed into monsters. Like the followers of the Undying Court, the Church of the Silver Flame maintains that undead are inherently unnatural and harm the living simply through their existence.

Entities of innate evil. This is the most contentious category on the list, and it is the idea of monsters—that there are creatures native to Eberron who are evil by nature. In the past, the church has placed medusas, harpies, trolls, and similar creatures into this category, asserting that through no fault of their own, these creatures are vessels for supernatural evil and pose a threat to the innocent.

Those who choose evil. This encompasses all humanoids who are born innocent but choose to follow an evil path. Because such beings aren't evil by nature, the goal of the faithful should always be to lead them back to the light.

The evil within. Every follower of the Flame must recognize their own capacity for evil action; only through awareness can they guard against it. The Shadow in the Flame is always whispering, and it is arrogant and foolish to ignore that threat

HIERARCHY

The formal head of the church is the Keeper of the Flame. Currently this position is held by 11-year-old Jaela Daran. Due to the Keeper's youth, the council of cardinals—which currently numbers fewer than one hundred members—has an outsized role in running both the church and the state. Beneath the Council of Cardinals are the three branches of the church—the Society of Ministers, the Order of Knights Templar, and the Fellowship of Friars. Sitting apart from this hierarchy is the Argentum, a secretive organization that was originally dedicated to containing and destroying dangerous artifacts; today, the Argentum's mission has expanded to include intelligence collection on behalf of the theocracy.

For more focus on these organizations, check out [Politics of Thrane](#) as well as the upcoming *Sarhain's Guide to the Silver Flame*.

PRACTICES

While the Church of the Silver Flame does offer services every Sul to promote community building, meetings aren't devoted to repeating dogma; rather, they focus on building skills. Services usually split youth from adults, with youth services being a more fun and hands-on extension of primary schooling. Adult services are more flexible, although community service and militia training are common features.

All communities with meaningful Silver Flame presence have areas dedicated to archery. Within Thrane, archery is more than just for self-defense or even hunting; it's a national sport, with competitions sorted by age bracket. The guidelines have approximate age conversions for nonhuman ancestries; for example, a 62-year-old khoravar is in the same age bracket as a 35-year-old human.

Upon reaching the age of 16 (or nonhuman equivalent), youth go through a process of formal induction into the church as adults. This induction involves a variety of pledges to the common good, chief amongst them a pledge to take up arms against supernatural evil. Alongside their pledges, youth take an adult name—which, for trans youth, is a formal affirmation of their transition—and receive a silvered arrowhead icon to protect them from evil. (*Mechanically, this is a trinket, not a magic item.*)

Weddings within the Church of the Silver Flame are, as in every culture, a moment for joy and celebration. They notably feature colors in the full rainbow, rather than the silver color scheme that permeates many church functions, as a reminder of the union between the couatl and Tira Miron. Thranish weddings tend to be large and wild, a celebration for the full community.

The death of a community member is a solemn affair within the Church of the Silver Flame. The dead are cremated almost immediately after the funeral. Flamists believe that the souls of the faithful are purified by their time in Dolurrah, and that when they fade they are accepted into the Flame to empower it.

HOLIDAYS

Thrane's holidays are some of its most striking differences from the rest of Khorvaire. While the holidays in the Church of the Silver Flame are celebrated wherever there are communities of the faithful, only in Thrane are they recognized by the state. In turn, the Thranish theocracy does not officially recognize Sovereign Host holidays. While ordinary services rarely refer to holy texts, holiday services are the exceptions, turning to the stories of Tira and many other saints who have wielded the holy power of the Silver Flame.

The first holiday of the year is **Bright Soul's Day**, which takes place in the middle of Olarune (February). It celebrates the end of winter with a commemoration of all those who have given their lives in defense against darkness. Because the church prefers to cremate rather than bury bodies, the faithful do not have graves to furnish; instead, churches keep records of those who have joined the Flame on stone tablets, which are washed with holy water on this holiday.

Tirasday, the 5th of Therendor (March), celebrates the birth of Tira Miron. Given its proximity to the beginning of spring, the holiday has taken on attributes of a sowing festival, a time to work rather than relax. After dusk sets, gifts are exchanged, and the celebration begins.

First Dawn, celebrated on the 21st of Nymm (June), celebrates over 80 years of theocratic rule. The Thranish government has used it to replace Aureon's Crown, a Host holiday marking transfers of authority as well as conclusions of academic years.

Silvertide, celebrated on the 14th of Lharvion (July), honors the couatl who make up the Silver Flame. This midsummer holiday is a joyous celebration of a world that was unshackled from demonic rule aeons ago. The advent of affordable paint in the eighth century introduced a new element to the holiday—rainbow paint fights. Throughout the day, communities are splattered with a special paint manufactured in Athandra. At dusk, however, the local priest transmutes the paint into silvery dust, symbolizing the valor of the couatl and the significance of their sacrifice to kindle the Flame.

The Ascension, on the 1st of Sypheros (October), commemorates Tira's sacrifice. This harvest time holiday emphasizes community service. Dusk services typically feature dramatic re-enactments of the defeat of Bel Shalor—the assassination of Samyr Kes by servants of the Shadow in the Flame, the defeat of Durastoran the Wyrmbreaker, and finally Tira's plunge into the fiery abyss, Kloijner hilt-deep in Bel Shalor.

Rampartide, celebrated on the 24th of Aryth (November), marks the transition from fall to winter and calls for the faithful to fortify against the winter ahead. The holiday is celebrated through fasting and atonement; neighbors are expected to resolve quarrels, debts are settled, and family feuds concluded.

Khybersef, which begins on the 21st of Vult (December), marks a week of taking precautions against Long Shadows. The end of the year is a dangerous time in Eberron, as the border between the Material Plane and Mabar grows thin during Long Shadows. While Vassals choose to keep the darkness away through parties and celebrations, Flamists take a more serious tone, returning to the teachings of the church's many celebrated templar-saints and preparing for conflict with the forces of evil.



THE PURE FLAME

Whenever someone accuses the Church of the Silver Flame of intolerant zealotry, they're inevitably talking about the Pure Flame—a regressive movement ultimately rooted in bigoted colonialism. While the church has always had a diversity of opinions, the Pure Flame movement took off in Aundair at the tail end of the Silver Crusade. Status-seeking ministers preyed on people's fears, inflaming anger into barbaric acts of butchery in then-western Aundair, all in the name of purging lycanthropes. The scars of this time have largely not yet healed, and many people of the Eldeen Reaches, especially shifters, still hold the church of Flamekeep responsible for not doing enough to stop the attempted genocide.

While the rest of the church doesn't place much emphasis on controlling how people live, the Pure Flame has much more exacting standards. Many of these, such as a variety of sexual prohibitions, are allegedly in the name of avoiding temptation and corruption by supernatural creatures like succubi and incubi. Others are "rooted in church history," declaring certain cultural trends from several centuries ago were spiritually holier than and morally superior to contemporary cultural standards. Over the last century, the Pure Flame has been most popular in Aundair, where members often claim persecution to justify their beliefs and actions. However, in the public papers most discussion of the Pure Flame is about Thaliost, where Archbishop Solgar Dariznu has implemented many of their tenets as law. Beyond Thaliost, the other refuge of the Pure Flame within Thrane is the southeastern city of Aruldusk, on the shores of Lake Arul.

THE WHISPERING FLAME

When Tira bound Bel Shalor, she did not silence him completely. He is the Shadow in the Flame, and his words are wicked lies that tempt the good into evil. Those who fall under his sway lash out in fear and panic, assured that the only way to defend themselves is to strike first. His most prominent cult is known as the Whispering Flame, a secretive society that recruits from within the Church of the Silver Flame.

The greatest champion of the cult was Melysse Miron (she/her), a woman who claimed to be a direct descendent of Tira and wielded incredible divine power. She directly challenged Keeper Kyra Danth for control of the church, claiming that Tira had revealed to her a new, far harsher doctrine. Ultimately, Melysse was revealed to be a false Keeper, empowered by Bel Shalor rather than Tira and the Silver Flame. Publicly, Melysse is believed to have been slain by Kyra; in truth, she was petrified and imprisoned in Dreadhold's stone ward. The Cult of the Whispering Flame is thus far unaware of this fact and wonders when a new Keeper will be imbued with the power of Bel Shalor; some believe that Jaela Daran is secretly their messiah, and eagerly look for proof of the young Keeper's deception.

In many ways, the Pure Flame represents the corruption of the Whispering Flame; the tenets of the Pure Flame are remarkably similar to those of the False Keeper. However, that does not mean that the leaders of the Pure Flame are knowingly agents of Bel Shalor—the overlord's powers and schemes are subtle, ensnaring hearts and minds to do his bidding unwittingly. Accusations of serving Bel Shalor are insufficient to dissuade members or sympathizers of the Pure Flame from supporting the sect; zealotry and conviction are not easily swayed by mere words.

OTHER RELIGIONS

While the Church of the Silver Flame dominates Thrane, it is not the only faith practiced within its borders.

THE SOVEREIGN HOST

Up until the Year of Blood and Fire, Thrane—and Daskara before it—was the most devout of Khorvaire's nations. Each and every city had a large temple to the Host, with priests serving as influential advisors to the land's nobles. The failures of the knights of Dol Arrah to stop Sarmondelayrx certainly raised doubts about the church's ability to defend the people, but the Year of Blood and Fire both shattered faith in a corrupted church and offered an alternative in Tira. Many of Thrane's institutions converted *en masse* away from the Church of the Sovereign Host. Over the past seven hundred years temples and monasteries have been rebuilt to suit the needs and aesthetics of the Church of the Silver Flame, but the oldest of these structures still reflect their early history.

The Sovereign Host is most popular in the rural west, where the influence of Bel Shalor during the Year of Blood and Fire was less dramatic. People there tend to follow both faiths—thanking Arawai for good harvests and the Silver Flame for protecting them from the terrors of the night. Ministers often emphasize Tira's history as a paladin of Dol Arrah, with the Silver Flame being an active force one draws upon in times of need just as Tira did.

THE BLOOD OF VOL

The Blood of Vol exists only in whispers in Thrane—its denial of faith in higher powers is anathema to the Thranish mindset. Furthermore, the open embrace of undead as neutral in nature or even potential allies completely contradicts a core tenet of the church that identifies the undead as entities of unnatural evil. Like the Church of the Silver Flame, Seekers reject the Sovereign Host recognizing that, if the sovereigns exist, they are either unable or unwilling to actively assist mortals. While the Church of the Silver Flame responded by turning to a benevolent higher power that has proved its ability to help mortals in their time of need, the Blood of Vol rejects the entire idea of a divinity separate from mortality.



LIFE IN THRANE

The people of Thrane in many ways enjoy a higher quality of life than their peers in the rest of Khorvaire. The theocracy is more generous and less corrupt than the feudal systems of Aundair, Breland, and Karrnath. While all nations must manage public safety, the soldiers of other nations openly prioritize the interests of the wealthy, while the templars are more responsive to the needs of the average citizen. Thrane's central location has made it a focus of House Orien's rebuilding efforts, so despite the extensive destruction of the war there's a sense that things really are getting better.

WIDE DIVINE

Thrane is a nation that enjoys a significantly higher proportion of divine spellcasters than the rest of Khorvaire. While most priests are not clerics—skilled only in mundane methods of tending to the ill and leading a community—Thrane has more priests who are clerics than the other nations. Furthermore, the Church of the Silver Flame takes an unusually active role in training its divine spellcasters through forma education. As a result, Thrane, unlike its neighbors, has an abundance of schools dedicated to helping those capable of wielding divine power learn to harness their gift, fickle as it may be.

Thranish schools of divinity are not structured like institutions devoted to arcane magic, such as the Arcane Congress or the Twelve. These schools produce few publications, as divine magic is by nature not something that can be reproduced by anyone with the right equipment and methods. Instead, they exist as living communities of experts, passing down knowledge from generation to generation through direct instruction. Members of the longer-lived races, especially elves, are often central to the continuity of these institutions.

Thrane's widespread access to divine magic has given it several advantages. While the Church of the Silver Flame has a good working relationship with House Jorasco, paying for the house to educate each and every member of its orders in the mundane treatment of injuries and illness, it is not reliant on the house for magical remedies. Thrane is the only nation with any form of national healthcare system, as the church healers provide both mundane and magical cures free of charge. However, like with House Jorasco, resurrection is still an extraordinary event—both for practical reasons of cost, but also because church doctrine holds that, after death, the spirits of the faithful eventually join with the Silver Flame to bolster it.

Beyond its application in healing, divine magic is particularly potent at divination. While most other nations would need to hire the services of House Medani to identify the source of a civil concern, divine spellcasters within the church can act as government investigators, determining the root causes of problems plaguing the public, avoiding delays and preventing suffering.

Last but not least, divine magic is the most reliable source of radiant damage. While not all templars can channel this power, enough can that Thranish security forces are far better equipped to handle the various types of undead that are vulnerable to radiant damage or otherwise find it anathema.

ART

House Phiarlan is largely responsible for the financial side of the arts in Khorvaire—licensing performers through its Entertainers and Artisans Guild—but it is up to the local house leadership to ensure that its offerings appeal to their communities. In Thrane, the Art Master Kenra Deel is a freshly appointed church official who directs state funding for endeavors like new commissions or historical restorations.

ARCHITECTURE

While Galifar was united, architects trained in House Phiarlan's Demesne of Shape maintained a consistent Galifaran style across Khorvaire—clean, square masonry with wooden houses adapted for cold winters and warm summers. This style persists in older buildings. During the war, however, patriotism and religious fervor merged, leading to most every building in the nation incorporating Flamic iconography on its front exterior, a sign of the owner's devotion.

The churches of the Silver Flame are first and foremost designed as fortresses, intended as safe refuges in times of crisis. However, as the centuries passed, allowances were made for more aesthetic concerns, expanding the central service room with the use of vaulted arches and adding stained glass windows for colorful illumination.

FASHION

Throughout the kingdom of Galifar, Thrane—and more specifically, the city of Sigilstar—was the fashion capital of the continent. Thranish garb is battle-ready, prioritizing a broad range of movement. Unlike their Aundairian neighbors, Thranes prefer to mend clothes by hand rather than magic; repaired garments are enhanced through embroidery, creating unique shapes and colors in every piece. A well-worn outfit is something to be proud of as a symbol of resourcefulness and resilience.

MUSIC

Thranish music features relatively little instrumentation, instead preferring to showcase the power of singing. Large choirs are a consistent feature throughout Thrane. Magical enhancements are common in Thranish performances, both to increase the reach of a lead vocalist as well as to distort and synthesize sound effects from backup singers. While the old west of Thrane included the much-prized wood of the Eldritch Groves, the hauntingly beautiful instruments crafted from those feytouched trees have always been more popular in Aundair.

PERFORMING ARTS

Dramatizations of the lives of the heroes (and villains) of the church are popular within Thrane. While the life of Tira stands out as a story so common even those outside Thrane know it, plenty of other stories get stage time in the theocracy. The response to the Talons of Ice—a cabal of necromancers that terrorized northern Galifar in the mid-late sixth century—has become popular amongst those urging for international peace and unity, emphasizing that the lich Saeria Lantol was only defeated when the Church of the Silver Flame joined with paladins of Dol Arrah hailing from Aundair and Karrnath.

VISUAL ARTS

Despite the faith's active history of heroes and saints, the art of Thrane shuns illusionism (capturing figures and scenes as realistically as possible) in favor of abstraction. The Kree-Flamic style was pioneered by the church's first Art Master, the elf Jesp Kree who served from 327 YK to 610 YK. The art consists of large and simple shapes which are broken up and recombined to give a unique, abstract perspective that gives only hints at what it's representing.

Jesp Kree's influence has been long-lasting, as the Atur-based and elf-run Demesne of Shape had otherwise calcified the artistic style of Galifar into an obsessive focus on illusionism. The visionary elf used church resources to turn Sigilstar into the center of an artistic counterculture, promoting much more emotional pieces that reflected the artist as much as the subjects.

For the typical Thrane, the flame box is a common item in the home that reflects the Kree-Flamic style. This three-sided pyramid made of stained glass contains a miniaturized version of the *continual flame* spell, projecting soft multicolored light into the surroundings.

One exception to the push towards abstraction is Thrane's use of living sculptures. Thranish sculptures most commonly represent heroes of the faith, although fearsome gargoyles became a popular trend in the seventh century. These statues are then animated and tasked with protecting the faithful. Keeper Kaith Serrain's decision to deploy these statues in the war effort during the 930s was incredibly controversial, as these statues are works of art

as much as they are protectors. When Keeper Lavira Tagor took over in 937 YK she immediately rescinded the order to deploy these statues—not only was this destroying works of art, but it crossed a line by turning protectors into aggressive weapons of war.

CLIMATE

Thrane is largely temperate farmland, with a gradual rise then fall of altitude going from east to west. The western border with Aundair is completely arbitrary in its definition, marked by force projections and agreed by treaty rather than by any natural formations. When civilization on the continent of Khorvaire ebbs, the region now occupied by Thrane grows forests, but the last several millennia of human habitation have cut back the forests to their wild cores, where powerful supernatural forces—fey, undead, or otherwise—have denied human encroachment.

In the east, spring rains swell the rivers and can bring flooding; while dams and levies once controlled these floods, Thrane's many enemies destroyed them during the war. In the last two years the Thranish government has prioritized rebuilding these flood controls, however nobody is eager to rebuild in flood-prone areas with the known risk of a new war lurking just beyond the horizon.

Out in the west, the weather is generally warmer and dryer. The biggest issue is that a century of on-and-off-again warfare has left scars on the land; destroyed infrastructure, haunted battlegrounds, and even cursed fields. While the government has invested in rebuilding out here, some problems will take time—and perhaps groups of contracted adventures—to heal.

ECONOMY

Rural Thrane has the sharpest divides in wealth in the country, with tenant farmers paying substantial rents to the former nobles that still own the land. Truly middle-class professionals such as dragonmarked heirs or moderately successful magewrights are fairly rare here compared to rural Aundair or Breland. Progressive tax policies enacted by the church have begun to even things out, but the wealthy still have some key allies within the Church structure.

Urban Thrane, by contrast, is a hotbed of economic mobility. Trained craftspeople produce finished goods and sell them to wealthy merchants, taking advantage of Thrane's excellent access to both the lightning rail and trade on Scions Sound through its many ports (Thaliost, Daskaran, Flamekeep, and Aruldusk being the most significant). Supporting those efforts are a broad range of common laborers, largely made up of those who fled the conflict on Thrane's borders.

Thrane's limited forests are unable to sustain a significant lumber industry. Millennia of human settlement has cut away what wood was safe and easy to get, leaving only the most cursed and monster-infested forests that even the Templars of the Silver Flame couldn't root out. The century of warfare didn't help, diverting critical resources from monster-hunting to trying to conquer the continent; as such, many peripheral woods that used to be safe for limited but sustainable logging are now far too dangerous to step foot in.

After Aundair cut Thrane off from the Blackcap mountains, Thrane's only significant mineral resources

LIVING SCULPTURE

Medium Construct

Armor Class 16 (natural)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4

Damage Resistances Necrotic, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 60 ft., passive Perception 14

Languages common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Magic Resistance. The living sculpture has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. This living sculpture makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

BONUS ACTION

Compelled Duel (2/Day). The living sculpture casts *compelled duel*.

are the Silver Caves on the southern side of the Trumpet Mountains. These mines have the largest silver deposits in Khorvaire outside of Doldarunhold and Kolkarunhold. The Trumpet Mountains were largely mined out by the arrival of human civilization, although it's possible a group of prospectors could uncover a Khyberian tunnel with fresh riches.

FOOD

Thranish agriculture can produce a wide variety of foodstuffs, but the bulk of domestic production is invested in wheat. However, the fields near Danthaven are known for a particularly rich soil that is ideal for a signature Thranish ingredient—the Thrakel pepper. This spicy ingredient is key to many of Thrane's mouth-watering dishes. For dessert, it's unclear who invented frozen desserts first; the residents of Sigilstar and Aruldusk both claim to be home to the first sorbets, after an enterprising artificer created a box cold enough to make and keep them.

DRAGONMARKED HOUSES

House Cannith had little presence in Thrane before the war, but now the country is a point of contention for the three house branches. Workers in Thrane's cities are in need of magic that makes their work easier and faster; while Cannith South and East compete to create magical devices, Cannith West seeks to corner the market on alchemical assistance. Performance in Thrane's markets may be what decides the next Cannith Baron.

House Lyrandar considers Sigilstar its ancestral home, although the acquisition of Stormhome transformed the enclave from the heart of the House's operations to more of a museum. Still, the house has significant operations throughout Thrane, with the vast majority of captains in Thrane's ports licensed through the Windwrights guild.

House Orien has always been fundamentally Aundairian, with its hometown of Passage far north and west of even the old Thrane-Aundair border, but its operations in Thrane picked up significantly during the rule of King Jarot. The very first Lightning Rail line was between Flamekeep and Fairhaven, although the early days of the war destroyed that connection, and it has since not been rebuilt. Today, Thrane is vital for goods shipping between the north and south of western Khorvaire, with Orien rail cars serving rural areas and collecting foodstuffs to be traded with the cities along Scions Sound.

House Kunderak dominates Thrane's financial scene, with the vast mineral wealth of the dwarves giving them the capital to act as an investment bank. The Kunderak vault network is of course available in Thrane's major urban areas, but the real value the house provides is in loans to rebuild Thrane's infrastructure. The dwarves know how to maintain a healthy relationship and are unlikely to ever call in the totality of the Thranish government's debts, instead preferring to maintain the kind of influence only money can buy.

House Jorasco may not seem as important in Thrane, with the church having more access to magical healing than most, but that is simply because the influence of the healing halflings is less visible. House Jorasco still provides services for basic maladies, and the government pays for traveling doctors who provide care — free of charge to those who need it.

GOVERNMENT

As a theocracy, the Thranish government is now synonymous with the Society of Ministers. Villages are governed by priests, towns are governed by bishops, and cities are governed by archbishops. Ruling over the entire nation is the Council of Cardinals, a large body (currently 77 members, although the number varies) that collectively administers both Thrane and the wider church. Ultimate authority is vested in the Diet of Cardinals, a select group of thirteen High Cardinals that was formed alongside the theocracy to concentrate the ultimate decision-making power of the Thranish state. In theory the Diet answers to the Keeper—currently Jaela Daran—but as an 11-year-old girl she leaves almost everything to High Cardinal Krozen and other administrators.

The military and law enforcement of the country consists of the Order of Knights Templar. Historically, the Knights Templar wandered Khorvaire, protecting the people of Galifar from supernatural horrors, but the Silver Crusade seriously militarized the order, creating large units of soldiers under the command of Thranish generals. When the Last War broke out, many Knights Templar joined the cause of Thrane, giving clear support for the theocratic takeover.

For more focus on these organizations, check out [Politics of Thrane](#) as well as the upcoming [Sarhain's Guide to the Silver Flame](#).

CROWN KNIGHTS OF THRANE

An ancient order dedicated to protecting Thrane's royalty, the Crown Knights of Thrane have seen a tremendous loss of prestige and authority since the institution of the theocracy. Their orders and funding come from the Diet of Cardinals now, relegating them to protecting Silvercliff Castle and maintaining the occupation of Thaliost.

RULE OF LAW

Within the Five Nations, Thrane has a reputation for harsh laws and stringent punishments doled out by the church ministry. The truth is that the Thranish government does not tolerate the self-dealing and palm-slicking other nations accept as a fact of living. Former nobles fleeing the country at the start of the war spread horrific stories of being persecuted for “loyalty to the crown,” stories which the nobility of other nations were all too eager spread as proof of the theocracy going too far. In truth, these nobles fled because their abuse, embezzlement, and malfeasance were no longer tolerated under theocratic rule.

This is not to say that Thrane is free from corruption; its ministers are still human (or elf or dwarf or...) but corruption is not tolerated as a way of life like it is in Breland. Criminal conspiracies know they must rely on fewer moving pieces, because expanding involvement carries significantly higher risk than it does in other nations. One specific anti-bribery policy the church has implemented is paying higher salaries to key officials than peer countries; taking bribes isn't seen as a necessary “perk” of a job such as being the harbormaster of Flamekeep the way it is in Sharn.

One of the most unique punishments in Thrane is the use of the *geas* spell. Special ritual components are used to empower the spell as if it was cast with a 7th level spell slot (extending the duration to a year). While by no means common—only the most powerful clerics in the nation are

capable of casting *geas* —this punishment grew in popularity during the Last War as a way to manage useful-but-unstable mercenaries and bind them to the church. Outside of Thrane, the use of enchantments is seen as an inhumane violation of autonomy, but within the nation it's seen as preferable to imprisonment or death.

PEOPLE OF THRANE

Like all of the Five Nations, Thrane encompasses not just a large swathe of territory but many distinct peoples. Galifar may have united the five nations, but he could not erase all divisions—the most prominent of which flared up into a kingdom-wrecking civil war. Unlike the other four nations, Thrane did not have any distinct secessions; it gained territory in the north and lost territory in the west, but there are no breakaway states formed of previously subjugated nonhuman populaces.

Broadly speaking, Thrane, like the rest of Khorvaire, is an integrated nation; aside from the warforged, there's no racial hierarchy, formal or informal. However, this does not mean all groups are identical—historical and biological circumstances, such as patterns of immigration or the long life spans of dwarves and elves, still create differences.

HUMANS

Humans have remained an overwhelming majority—approximately 70%—of Thrane's population, rooted in humanity's aggressive colonization that eliminated the goblins inhabitants of the land. Furthermore, Thrane is located far from the demihuman homelands of the Mror Holds, Talenta Plains, and Zilargo.

Thrane did have a more substantial population of Khoravar and Elves before the war, but they had primarily settled in western Thrane—in territories that now constitute southern Aundair, such as the famous vineyards of Bluevine outside the city of Ghalt. In short, when discussing the inhabitants and culture of Thrane, humans represent the default unless otherwise noted.



ELVES

When the Undying Court eliminated the line of Vol and presented ultimatums to its allies, many elves—whether aligned the fallen necromancers or not—chose to leave for Khorvaire, sailing north and away from their tropical home. Many used the Rushing River to travel north from Kraken Bay to Lake Cyre and eventually onward to Scions Sound, where they encountered the full range of early human civilizations on Khorvaire. While most elves ended up settling in what is now Aundair, the elves of Thrane are an important conservative force in Thranish culture.

In Thrane, the typical elf lives to well over four hundred years, with the median age being two centuries. As such, the oldest elves remember the disaster of Joliana's Crusade in 558 YK, when Queen Joliana reached the throne of Galifar after ruling Thrane. Her attempt to make the Church of the Silver Flame (then led by Keeper Valiron Silverthorn) the state religion of the Kingdom of Galifar ended in the second year of her reign with her mysterious and untimely demise, thwarting a possible civil war that could've torn the kingdom apart. When Keeper Kaith Serrain declared a similar goal in 914 YK, the elves of Thrane proved to be some of the most ardent critics. Today, while the elves of Thrane are as likely as anyone else to follow the Church of the Silver Flame, they often have a royalist bent, rejecting the idea that a theocracy is the best way for the Church to accomplish its mission.

RIVER ELVES (KHORAVAR)

Despite their name, the “river elves” of Scions Sound are half-elves. To the surprise of everyone, elves who found themselves romantically entangled with humans produced unique, viable offspring. These “half-elves”, far shorter-lived than their elven ancestors, were left to wander the sound and live at the edge of both human and elven communities. Not long after Karrn the Conqueror's attempted annexation of Daskara, the Mark of Storm emerged amongst a legendary duo—Lyran and Selavash. These two preached a united identity—Khoravar, meaning “people of Khorvaire”—that recognized “half elves” as a distinct community, not reducible to the contributions of their dual heritage. Traveling amongst the river elf communities of Daskara, Lyran and Selavash found others who shared their gifts. Even after Lyran and Selavash passed, the heirs of the Mark of Storm were known as the “people of Lyran”—Lyrandar.

The War of the Mark had broad-reaching effects throughout Khorvaire, as the disparate dragonmarked families formalized themselves through the guild system. For the River Elves, it resulted in the split of House Lyrandar from the nomadic communities they came from. Ambitious heirs of the storm played politics in Korth with the fledgling Twelve and founded the Windwrights Guild—a formal system of managing and licensing ships and captains. The river elves chafed at these systems of economic domination, preferring the freedom and independence they had so long enjoyed. Over the millennia, House Lyrandar forced most river elves to bend the knee, becoming licensed Windwrights Guild captains, but a culture of independence remains.

DWARVES

One of the most successful ventures of the Order of Friars was a trip to the Mror Holds in the fifth century, where they met with Clan Doldarun. Many of the clan's heroic warriors were inspired by the story of Tira Miron and followed the friars back to Thrane, where they applied their knowledge of stone and mortar to build many of the fortress-temples that dot the Thranish landscape today. While other dwarves have immigrated to Thrane over the centuries, the majority of dwarves in Thrane can still trace their ancestry back to Clan Doldarun.

Despite this success at bringing immigrants from Doldarunhold, the Church of the Silver Flame does not have a strong presence there today. Some families incorporate the Silver Flame in a syncretic fashion, emphasizing Tira's origin as a champion of Dol Arrah that wielded the flame. As such, while a warrior of Doldarunhold might call upon the power of the flame to smite supernatural evil, they do not offer it primary worship and veneration like the people of Thrane.

HALFLINGS

Halflings didn't arrive in Thrane in any serious numbers until after Galifar united Khorvaire, when he not only opened borders but actively promoted migration between the provinces. As such, most halflings settled in Thrane's cities, forming their own districts that served their particular height needs. This functional separation has kept halfling culture in Thrane more in line with that of their Karnathi counterparts—namely, through syncretic beliefs that maintain the importance of the Sovereign Host. While Thrane's halflings certainly recognize the importance and value of the Church of the Silver Flame, they maintain the importance of offerings to Arawai and Kol Korran for good harvests and trade, to Dol Arrah and Dol Dorn for strength, and to Aureon for knowledge and wisdom. As such, the best-furnished temple to the Sovereign Host in any given Thranish city is likely to be built to accommodate people of smaller stature.

RUDARI

The Rudari are a nomadic culture throughout northwestern Khorvaire that arrived in Daskara between Karn the Conqueror in -1000 YK and the War of the Mark in -500 YK. While primarily composed of shifters, the Rudari include a significant percent of humans and khoravar as well as small numbers of other races. While the Rudari tend to only marry other members of the culture, joining the culture does not require being born into it—membership is about active participation in the Rudari communities. Similarly, being born into the Rudari does not mean permanent membership; someone who leaves the caravans stops being a member of the Rudari. The Rudari have a long tradition of accepting orphans as they travel, teaching children of any age what it means to be a Rudari.

Most Thranes know the Rudari by their colorful clothes, living wagons (which the Rudari refer to as “vardo”), and their music and dancing. While the Rudari wear flashy, flowing clothes, all Rudari clothing includes some form of pants or leg coverings that go from the navel to the ankle. Even before the Arcane Congress and the Twelve made major advancements in public hygiene, the Rudari have

emphasized a need for cleanliness and have long used minor magical rituals to prevent the spread of disease.

Within Thrane, the Rudari promote commerce and communication, trading goods and sharing stories as they follow its well-developed roads. Thranish children often look forward to the performances the Rudari host whenever they arrive in town, with free-wheeling music and stories unlike those endorsed by House Phiarlan.

The Rudari do not follow the Sovereigns nor are they members of the Church of the Silver Flame—beliefs which have historically brought them into conflict with the rulers of Daskara and Thrane and kept their culture both separate and unlanded. Rather, the Rudari worship Eberron, the Progenitor, herself. Rudari bards call upon the song of creation both through music as well as through dance. Throughout northwestern Khorvaire there are numerous tales of Rudari bards defending their communities by animating not just everyday objects but their vardo themselves. Rudari druids most often tend to the community's animals, but the wide range of capabilities afforded to them by primal magic allow them to fulfill many roles.

The Rudari strongly reject any sort of pact-making with unnatural entities, as they intrude upon the natural blessings of Eberron. The Rudari emphasize the role of individual choice here—a warlock chooses to corrupt themselves (even a deal with the fey invites trouble), while sorcerers and tieflings are simply who they are.

Unfortunately, the Rudari have become a common target of the Pure Flame, especially in Thaliost. The Pure Flame's distrust of shifters has remained since the end of the Silver Crusade, when zealous templars massacred shifter communities in the name of rooting out lycanthropes. In seeking social control, puritans have spread propaganda accusing the Rudari not just of thievery and general criminality, but specifically accusing them of harboring werewolves and wererats to spread the curse along their paths of travel.



WARFORGED

Despite making up an extraordinarily small percentage of the population, the warforged of Thrane are the subject of an intense debate over the nature of basic rights. While the Thronehold Accords did grant all warforged freedom, most Thranish warforged have found themselves in a form of indentured servitude, their service transferred from the Thranish military to the Church ministry — a bit of legal maneuvering spearheaded by High Cardinal Krozen. This was justified through propaganda about Warforged being no different than any other weapon or construct made during the war — swords and shields are weapons, not people.

Warforged in Thrane today primarily work construction, rebuilding the war-ravaged cities and towns. While a warforged certainly could decide to simply exercise their freedom, many don't, having spent their entire lives in service to the theocracy. Those that do walk free often leave Thrane in search of other lands, although some choose to join the templars — leveraging the combat training they received from creation and feeling most comfortable amongst the warriors they served with during the war.

While they are preached to, a warforged actually gaining a position of leadership within the church would be an extraordinary occurrence — if not *the* first, one of the first. The conventional wisdom in Thrane is that warforged do not have souls — the *revivify* and *raise dead* spells are uncommon enough and expensive enough that any usage on a warforged would be apocryphal at best, and so a widely publicized account of those spells working on a warforged would call the belief that they lack souls into serious question.

Despite these challenges, warforged rights activists in Thrane push the church to live up to its ideals and recognize the personhood of living constructs. These groups have an uneasy relationship with the Lord of Blades, as strikes by the Mourmland-based leader have both called attention to the disparate treatment of warforged while also providing fuel for those who argue that warforged must be controlled due to their inherent danger.

CHANGELINGS

One particularly dark moment in Daskaran history, which some historians now say presaged the Year of Blood and Fire six hundred years later, was an inquisition into Cults of the Traveler that grew into a genocidal campaign against changelings. Propaganda poured forth from the churches of Daskara, inciting the nobles of Metrol and Korth to pursue similarly fanatical hunts. Many changelings fled to the more tolerant kingdoms of Thaliost and Wroat, although a sizeable contingent led by the legendary Kel took their ships and sailed for the Lhazaar Principalities, where they founded the Gray Tide principality.

Today, Thrane has one of the smallest changeling populations in Khorvaire. While not legally enforced beyond general laws against actual fraud, form-shifting is frowned upon and most changelings live in their natural ashen-gray form.

KALASHTAR

Far from the oceanic ports that trade with Sarlona, very few Kalashtar live in Thrane. However, a small group of the militant Shadow Watchers have come to Flamekeep, curious if the Church of the Silver Flame might be a possible source of allies. These Kalashtar are patient and are concerned about possible infiltration of the church by the Dreaming Dark — the Quori having leveraged organized religion before to conquer what is now Riedra.

GOBLINOIDS

When humanity first arrived in northern Khorvaire, it encountered a variety of goblinoid civilizations that all lived in the shadow of the Dhakaani Empire. While not as brutal as the conquest by Malleon the Reaver in southern Khorvaire, the colonization of northern Khorvaire by humanity was nonetheless violent. These goblinoid civilizations were not the first to occupy the lands of modern Thrane, but they were the last, as humanity successfully waged a war of extermination against the goblinoids. Thrane's rural areas have a reputation for hauntings, but these hauntings are rarely from humans. Instead, they are reminders of the goblinoids that used to inhabit the land.

One group of goblins has recently made an appearance in Thrane — Kech Nasaar, the Heirs of Dhakaan led by vampires and well-versed in the arts of necromancy. In some ways seeking to simply antagonize the humans that colonized their lands, the Kech Nasaar are experimenting with augmenting the pre-existing undead threats of Thrane.

TIEFLINGS

While the planetouched are a simple fact of life in every part of Khorvaire, Thrane is unique in creating a dedicated community for tieflings. The Irian aasimar Keeper Saren Rellek founded the city of Rellekor in the seventh century as both a place of refuge as well as a place of learning for the tieflings of Khorvaire, teaching them to manage their innate gifts. While tieflings may represent the negative and malicious aspects of the planes, Rellekor was founded with the understanding that this does not make one *evil* — evil is found in the actions chosen by an individual, not the circumstances of their birth. Even sakah tieflings, who are touched by the overlords that the silver flame binds, are understood to be free-willed individuals.

Unfortunately, the rise of the Pure Flame has put the status of this vulnerable minority into renewed contestation, as some regressive ministers use tieflings as “proof” that innate evil is real and must be fought through zealous faith. Some have gone so far as to label tieflings “entities of unnatural evil;” beings so twisted by malevolent forces they cannot be tolerated. Of course, when violence breaks out those same preachers are quick to distance themselves from those who carry out the logical conclusion of the creed they preach.

For more about the tieflings of Khorvaire, please see [Tiefling Treatise](#) by Megan Caldwell.

FOREIGN RELATIONS

As one of the primary successors of Galifar, Thrane has a well-developed network of diplomats across most of Khorvaire. There are, however, exceptions—due to a combination of geographic distance and informal governmental structures in the Talenta Plains and Valenar, Thrane doesn't concern itself with those countries beyond the usage of House Deneith moderated mercenaries.

AUNDAIR

Thrane's most antagonistic relationship is with Aundair; the transformation of western Thrane into southern Aundair as well as the occupation of Thaliost leaves clearly unresolved tensions. The Thrane-Aundair border is a tense peace—cavalry from each nation actively patrols the long stretch of rolling hills, while House Medani makes a pretty penny servicing the formal border crossings for each nation.

During the early years of the Last War, battles between Aundair and Thrane consisted of large, massed forces engaging each other on clearly determined fields of battle, but as the war went on both sides adapted their tactics to more modern styles. After a few decades of shifting borders, both began to entrench their positions seriously and successfully in the 930s; these entrenched positions in many ways define the modern borders of the two. Dormant *siege disks* as well as restless dead litter the border's bloody battlefields.

BRELAND

While Thrane was in a military alliance with Breland at both the start of the war and on the Day of Mourning, relations today are in a chillier state. During the Thronehold negotiations, both nations were reminded of the many battles and sieges they had endured while at war. Furthermore, the Thranes have never truly trusted the Brelish after Boranel's grandfather, King Kason, bargained with fiends—his death at the many hands of a marilith cemented the idea that Brelanders were willing to go far beyond mundane corruption.

West of Lake Brey, skirmishes within the Greenhaunt often decided the outcome of battles fought in more open terrain. The lake itself was home to pitched battles, although Thrane proved victorious in the 980s and wiped out Breland's ports on the southern coast of the lake. East of the lake, the Brey River made invasion difficult and dangerous, concentrating the fighting around the bridges built across it.

CYRE

Thrane spent the bulk of the war at odds with Cyre, beginning with Thalin's belief that his father would pass over Mishann to name him the true heir and lasting through the Day of Mourning when an entire army was consumed by the dead-gray mists. Despite this, as news spread from Sivis message stations on that fateful day, heroic Thranish captains rescued many Cyrans who fled to the Scions Sound. Unlike Breland however, the Thranish government did not provide any land grants for Cyrans. Instead, they instituted programs promoting the integration of refugees into Thranish life, such as jobs in existing Thranish businesses. Those who did not wish to

integrate were told to journey south and make a home in New Cyre.

Battles between Thrane and Cyre were usually conducted on Cyran soil; the major ports were all on the Thrane side, giving it an enormous advantage in force projection. Despite this, a certain mutual respect between Thranish and Cyran commanders prevented any infamous tragedies—prisoners of war on either side were consistently treated with respect and dignity.

KARRNATH

Despite not sharing a land border, the Thrane-Karrnath rivalry was intense. Karrnath's early embrace of necromancy shattered what remained of their initial alliance with Thrane, and relations have never really recovered. The razing of Shadukar in 961 YK was one of the most brutal acts of the Last War and remains a permanent reminder of the depths commanders sank to in pursuit of military objectives.

Conflict between Thrane and Karrnath primarily revolved around Scions Sound. The most notable exceptions were Thrane's aerial assaults on Karrnathi cities with wyvern riders, the most famous of which were the fire bombings of Rekkenmark.



DARGUUN

While not all Thranes respect Lhesh Haruuc's coup for independence, the goblin nation does not share a border with Thrane and so was often an ally of convenience. The Council of Cardinals was especially happy to let goblinoid mercenaries handle dirty jobs they didn't want to directly involve the Thranish military in.

DROAAM

Warming relations between Breland and Thrane in the last decade of the war cemented the Church's opposition to the independence movement of the Daughters of Sora Kell when they seceded from Breland in 988 YK. Particularly zealous members of the church went so far as to even raise the possibility of a new crusade against the dark magic of the hag sisters. Keeper Lavira Tagor rebutted these calls by raising whether "entities of innate evil" — creatures that make up the bulk of Droaam's population — was even an appropriate category, postulating instead that these creatures still had free will to choose evil or not. The matter is still in active debate within the church, but until and unless it is resolved Thrane does not recognize the state of Droaam.

THE ELDEEN REACHES

While the two nations share a common foe — the imperious wizards of Aundair — the druids of the Eldeen Reaches and the clerics of Thrane both remember the bitter end of the Silver Crusade. Plenty of common ground exists for the two nations to forge new bonds, but an active effort has not yet been made to move beyond the current passive recognition.

THE LHAZAAR PRINCIPALITIES

Thrane's operations in the open waters were extremely limited during the war; it's only since the signing of the Treaty of Thronehold that Thrane has again sent fishers out into the resource-rich Bitter Sea. This did not stop them from paying Lhazaar privateers to harass and assault the naval operations of the other nations. Beyond that, Lhazaar ships often stop in Thaliost as the most inland port they're willing to traverse to. While the Council of Cardinals was generally pragmatic as to which fleets they were willing to ally with, the Mabar-wielding elves of Farlnen were anathema, even after the Bloodsails broke off their alliance with Karrnath late in the war.

Q'BARRA

While Q'barra is quite far away from Thrane, the town of Wyrmswatch outside of New Galifar is a notable bastion of the faith. While the government of Thrane does not actively support the town of Cyran survivors, it's a possible steppingstone to the Church proper learning about the presence of Masvirik. Few softskins understand that the lizardfolk of the Cold Sun Federation also worship the Silver Flame; a revelation like that reaching the Council of Cardinals would likely trigger a convention to discuss and decide on further action.

XEN'DRIK

Despite followers of the Silver Flame having an active role in Stormreach's politics, the rebellious church there has been formally excommunicated by the cardinals of Flamekeep for its refusal to recognize the merger of church and state in Thrane. Furthermore, the various serpent cults of Xen'drik do not recognize the authority of Flamekeep as the only font of communication with the Silver Flame. Still, the church maintains an active interest in artifacts from the mysterious continent, with the Argentum especially funding and executing missions in search of ancient treasures.

ZILARGO

While the gnomes of Zilargo's closest ally is Breland, they're more than willing to cut deals with the Thranish government. Missionaries often speak of how warm and considerate the gnomes are, although few converts seem to stick around for more than a few years.



A Map of Thrane and its Former Territories

The Bitter Sea



Eldeen Bay

The Eldeen Reaches

Aundair

Whisper Woods

The Gray Wood

The Chantwood

The Starpeaks

Trumpet Mountains

The Silver Wood

Karnath

Fairhaven

Daskaran

Thalost Retirement

Silverhill Castle

Scions Sound

Northward

Aurward

Danthaven

Flamekeep

Shadifar

Lake Galifar

The Duskwood

Latheer

Sensin Keep

The Tower Hills

The Mourmland

Bluevine

Ghalt

The Eldritch Groves

Eachan

The Burnt Wood

Xandrar

Silver Lake

The Blackcap

Marketplace

The Mistil Forest

Siglstar

Amldusk

Lake Arul

The Thornwood

The Greenhaunt

The Harrowcrowns

Lessah

Fields of Stone

Acward

Narhyer

Castle Rhomward

Amldusk Keep

Lake Brey

Breland

Legend

- Former Thranish Town
- Acquired Territory

Dargüun

LOCATIONS

While Thrane has a strong national culture fostered by the Church of the Silver Flame and a century of war, the histories and features of individual locales give each a unique flavor.

ARULDUSK

Sitting on the western bank of Lake Arul, the thriving town of Aruldusk escaped the ravages of war. Despite, or perhaps because of this good fortune, it has become a haven for the Pure Flame as well as a major tourist attraction.

GOVERNANCE

Prefect Irulan Corgef (she/her) is a middle-aged human who has governed the town for the last 18 years and is an adherent of the Pure Flame. Hailing from Flamekeep, Irulan was familiar with the halls of power from an early age. Her grandfather was one of Thrane's many lesser nobles, a crown reeve with lands in the western part of the nation. With the transition to theocracy, Irulan's grandfather zealously embraced a new role as a minister for the church, making friends with regressive church leaders and slavishly serving them in exchange for patronage. This has paid off, with the Corgefs now wielding far more power within the church than they ever did as the ir'Corgefs. Irulan is a true believer in the harsh policies of the Pure Flame—while her grandfather and even father might be cynically exploiting the system, Irulan does not see herself as a hypocrite or charlatan.

POINTS OF INTEREST

While Aruldusk is not the most populous settlement in Thrane, visitors by road, rail, or ship have ample options while in town.

CANNITH SOUTH ENCLAVE

Merrix's foothold in Thrane is in Aruldusk, where Viceroy Kyranah d'Cannith (she/her) has established new manufacturing capabilities to replace the lost textiles production from Cyre. The new jobs available do have advantages compared to the local tourism and fishing industries, but the long, brutal hours and high accident rates have residents asking about forming a labor union. Meanwhile, the freshly constructed enclave sticks out with its embrace of high Cyran culture, with silver filigree adorning the exterior of the structure.

KALHINA CAMPS

While the Rudari culture is nomadic, it does have some permanent residences as a byproduct of government policies. Specifically, border controls imposed during the middle years of the war disrupted the plans of the Kalhina clan, who had intended to continue southwards to Breland. For many years the Kalhina had happily integrated with Aruldusk, mingling and trading with both permanent residents and the many travelers that pass through the city, but the promotion of Prefect Irulan in 980 YK changed that.

While the Prefect has enacted all sorts of hostile and xenophobic decrees, the most damaging was made shortly

before the Day of Mourning, banning the Kalhina from building any permanent structures because they didn't "fit the aesthetic sensibilities of Thranish design." This also came with eminent domain claims against existing buildings, forcing the Kalhina to relocate further outside of town without the benefit of durable shelters.

While some of the Kalhina have left, many have chosen to stay—they had forged bonds of friendship and family in Aruldusk, ties that are not so easily abandoned in the face of changing political winds. Many hope that Irulan can be ousted, but the Rudari have little voice in Thrane's politics.

FORTUNE'S HALL

Perhaps one of Aruldusk's most popular attractions is Fortune's Hall, which every summer brings tourists from all over to enjoy a wide variety of performances. Founded by acolytes of Olladra, Fortune's Hall is currently run by House Phiarlan, with Taran Shol d'Phiarlan (he/him) producing most of the shows. While Aruldusk is no longer home to a dedicated sect of Olladra, one old gnomish acolyte named DJ (he/him) is still around. He publishes a newsletter that often critiques the Phiarlan performances for lacking a heart that makes for true art.

Despite the popularity of their shows amongst the citizenry, the Rudari have been forbidden from performing in the theater, relegating their shows to makeshift productions within their camps. Majaris (she/her), a shifter member of the Kalhina clan, is trying to organize a letter-writing campaign amongst the townsfolk to make the case that the ban should be lifted.

TWILIGHT ANCHORAGE

The southernmost of Thrane's ports, Aruldusk's docks have historically been home to more fishers than merchants. While Balinor is often thought about in relation to big game hunting, Balinor is also the patron deity of fishers, who even in the most placid lakes risk their lives every day on the water. While the popularity of the Church of the Silver Flame has pushed overt services into disfavor, the superstitions of Aruldusk's fishers are almost all outgrowths of traditions rooted in the worship of Balinor.

In one of the community's more welcoming moves, the fishers of Aruldusk have made room for a small community of Cyran refugees. When the Day of Mourning hit, a rescue operation brought Cyrans from the eastern shores of the Brey River into Thranish territory. While most of the survivors have left for elsewhere, many of the fishers have simply relocated their operations to the western banks and become Thranish citizens.

However, not all newcomers are so welcome. The post-war growth of tourism has turned Aruldusk into a popular vacation spot for wealthy Brelanders, whose large watercraft are disruptive to both local flora, fauna, and folk. Unfortunately, Prefect Irulan sees the Brelander's presence as validation of her policies and has no intent of sanctioning them for their disruptions.

DANTHAVEN

Situated halfway between Flamekeep and Lathleer, the city of Danthaven is the largest city in the Thranish heartland. Built upon Dhakaani ruins, the city is home to not just one, but two manifest zones—one to Dolurrh, the other to

Fernia. In addition to its magical properties, the city is a central hub for the Thranish military.

Despite thousands and thousands of years of habitation, little of the city's history is visible even to an attentive eye—one must dig into the foundations to find remnants of even the late goblins, let alone the ancient Dhakaani. Much of the city was destroyed during the Year of Blood and Fire, giving the nascent Church of the Silver Flame a tremendous opportunity to shape its reconstruction. The city's patron saint is Saint Cassia, a gnome monk who was one of Tira's traveling companions and credited with cleansing the city during the Year of Blood and Fire using a magical bell. Bells have become symbols of the saint, and the city is proud of its enormous, central bell that tolls the hours of the day.

It's perhaps no surprise that Danthaven was the subject of mass possessions during the Year of Blood and Fire, as the city's Dolurrhi manifest zone imparts a certain sensitivity to spirits. Before the Year of Blood and Fire, mediums in the city used the connection to conduct seances that replicated the effects of *speak with dead* even without access to the body of the deceased. After the Year of Blood and Fire, students following in Cassia's footsteps began combining her unarmed fighting style with the psionic, ghostly power of Dolurrh.

As for Fernia, the renewing power of the plane imbues the land around Danthaven with nutrient-rich volcanic ash. This has maintained Danthaven as an agricultural power throughout the millennia, an unusual contrast to the industrial boost that is typical of Fernian manifest zones.

While Flamekeep holds the actual headquarters of the Knights Templar, Danthaven hosts many of the actual military academies for the various orders. Historically these academies have focused almost exclusively on fighting inhuman forces of darkness—fiends, undead, and for the Order of the Silver Seal, aberrations—but the Silver Crusade in the ninth century created new demand for fighting more humanoid foes. This paid off when the Last War broke out, leaving Thrane's military perhaps the best prepared for actual hostilities. Today, many templars graduate from basic training straight into Thrane's military, with the only supernatural foe they worry about being whatever Aundairian conjurers or Karnathi necromancers might deploy in the next war.

DASKARAN

The former capital of Thrane and the namesake city for the human nation that preceded the Kingdom of Galifar, Daskaran sits nestled between a secure harbor and the base of the Trumpet Mountains. Despite this plum location, the city is a shell of its former glory and largely lacks the urban renewal that has graced the rest of Thrane's port cities. The best the city gets these days is military support in the event of a hot war with Aundair, as Daskaran's proximity to Fairhaven makes it an ideal staging point for a direct assault on the rival capital.

HISTORY

Daskaran's history is intertwined with the worship of the Sovereign Host. The early human rulers of the city were steeped in the Pyrinean creed, declaring themselves and their families blessed by Aureon. When Galifar conquered the kingdom, he claimed that he was blessed by Aureon to

rule the empire while the nobles of Daskaran were blessed to rule as his extensions. The construction of the Grand Temple of the Host in the first decade of the Kingdom was meant to cement this feudal link, but Sarmondelaryx razed the temple before its fifteenth anniversary. Still, Prince Thrane's successors did their best to maintain Daskaran as the center of faith in Galifar, even if no construction was ever as magnificent as the Grand Temple.

Things took a turn for the worse for Daskaran in the aftermath of the Year of Blood and Fire, as Thrane turned to worship of the Silver Flame. The atrocities committed by the Church of the Sovereign Host under the influence of Bel Shalor were associated with Daskaran, forever tarnishing the reputation of the Daskaran-based dedication to the Sovereign Host. This was the beginning of a long but steady decline for the city. In the fifth century, the mines of the Trumpet Mountains began to run dry, diminishing the city's independent industries and rendering it solely reliant on trade. When a terrible fire swept down from the white pine forests into the city in 696 YK, it marked the moment of Daskaran's final collapse. Flamekeep was named the new capital of Thrane, and Daskaran was largely abandoned.

ECONOMY

Without its mines, Daskaran is reliant almost entirely on a limited logging industry for income. The Aundair River provides Daskaran with steep competition as a trade center, and most captains at best stop by Daskaran to resupply. Fairhaven isn't that far upriver and is a much more preferable trading partner, especially for exotic and luxury goods. Since the bulk of commercial and governmental interests moved to Fairhaven there has been little enthusiasm for capital investments to renew the city. Despite its historical value, the city doesn't even have a manifest zone enabling it to stand out among the numerous other Thranish port cities. The Thranish government's investments to upgrade and defend the harbor haven't brought much else to the city, especially since ship construction still happens in the far better protected port of Sigilstar.

POINTS OF INTEREST

Despite its poor current state, Daskaran's rich history provides plenty of opportunities for adventure.

THE HARBOR

Ancient stone constructions created through an enormous feat of engineering and magic that has stood for thousands of years define the shape of the Daskaran harbor. Long ago, priests of Aureon drew up the plans for a spacious, controlled harbor and—with the resources of Daskaran—dredged the depths, built buffers from the Aundair river, and made one of the early marvels of human civilization in Khorvaire.

Today, the harbor is the focus of the Thranish military's presence in the city. Beref Vasoraghi (she/her) is the highest-ranking permanently stationed commander in the city as well as the harbormaster, managing both the military operation as well as the civilian administration of tariffs.

HUSK OF THE ROYAL PALACE

Perhaps the most potent symbol of the damage the fire of 696 did to Daskaran is the burnt-out shell of the former royal palace. Originally home to Daskaran's royal family, Prince Thrane turned the building into his own court after Galifar conquered the kingdom. Unfortunately, no amount of piety was sufficient to save the castle from incineration, as scorching heat consumed the wooden supports that held it together. The Thranish regents moved to their secondary castle in Flamekeep and fully abandoned Daskaran.

Today, the abandoned castle has become the meeting place for a cult of Tul Oreshka. The cult's leader, a halfling named Egen Valiant (he/him), was a licensed Warning Guild private eye in Flamekeep until he dug too deep a decade ago. While investigating a missing persons case, he discovered an arms-smuggling arrangement between the Thranish government and the Cyran commander in Dollen on the River. Despite Thrane being formally at war with Cyre, High Cardinal Krozen had cut a deal to supplement the Cyran offensive against Karnath. When Egen tried to report the illegal activity, the high cardinal's personal warforged guards threw him out of town, threatening that the next time he wouldn't escape with his life. That is when the Truth in the Darkness sank her hooks into Egen, providing him with supernatural insight into shady and illicit activity committed by the Thranish government. Egen has assembled a small band of followers, each of whom have in some way been wronged and seek vengeance against the theocracy.

KESH'PUULTA, THE THUNDERING SILENCE

Deep within the Trumpet Mountains lies the ruins of a once-great Dhakaani city. Formerly known as Laar'puulta Draal, the City of Thundering Laughter, it was a joyous place and central to Dhakaani musical traditions. The city was one of the first to fall when the Daelkyr invaded, conquered and corrupted utterly by the stony servants of Orlassk. The ruins became known as Kesh'puulta, the Thundering Silence, after the terrible changes wrought by the Still Lord.

While Orlassk has not been active in the region for millennia, some of his servants have noticed that the people of Daskaran are desperate for the stone to sing to them once again. They have used Orlassk's blessings to renew one of the mines and hope to lure the people of Daskaran deeper into the mountains and into the service of the Lord of Stone. Beyond that, who knows what might come of weapons wrought from iron gifted by a daelkyr?

NEWFLAME CHANTRY

Situated in the center of town, the Newflame Chantry stands in stark contrast to the rest of the city with newer wood-and-stone construction—one of the few buildings reconstructed in the immediate aftermath of the fire. The courtyard in front of the local church of the silver flame has a larger-than-life statue of Tira on horseback, with the hours of the day marked in a circle around her. This statue, which has survived since the fourth century, doubles as a sundial.

The local minister is Keliji Karavastar (he/him), a dwarf nearly at the end of his first century. After losing a leg in the war he transferred to the ministry to serve his home and country in a different way. He has a friendly rivalry with the temple of the Sovereign Host, boasting that even

with his prosthetic leg he can still best their head priest in any athletic competition.

TEMPLE OF THE HOST

Situated across the courtyard from the Newflame Chantry, Daskaran's Temple of the Host has a healthier attendance than any other Host temple in Thrane. The remaining residents of the city have largely held onto their faith in the Host despite the endless troubles. The temple, like most others, reveres the full breadth of the Nine. The local priest Imperi Neskus (they/them), a human in their mid-30s, keeps up hope that the blessings of the Host will return and renew Daskaran's status. They maintain a friendly rivalry with Keliji, the minister of the city's church of the silver flame, often proclaiming that the blessings of Dol Dorn will surely carry them to victory in whatever the latest challenge may be.

THE FACE OF TIRA

While Thrane is dotted with local landmarks devoted to the heroes and saints of the Church of the Silver Flame, none have the grandiose scale of the Face of Tira. Commissioned in 734 YK by King Thaldren IV, the famed sculptor Helgar Lezirani etched an 80-foot-tall version of Tira's face into a rocky outcropping, easily visible from the trade route that connects Flamekeep and Danthaven. The monument has become a popular site of pilgrimage as well as an artistic attraction.

FLAMEKEEP

The Year of Blood and Fire began with an earthquake in the eastern reaches of Thrane. When the earthquake subsided, a terraced, rocky pillar remained, the earth surrounding this mile-wide platform having collapsed into Scions Sound. From this pillar rose a great crimson flame, and from this flame terrible demons spilled forth to consume the land in darkness.

It was upon this pillar that Tira Miron confronted Bel Shalor, her final act to bury Kloijner in his body and send them both plunging into the chasm that had opened to release the overlord. The earth swallowed the duo, leaving only a silvery flame to mark their confrontation.

Maliah Sharavaci, one of Tira's companions, built a temple upon this site to commemorate her friend's sacrifice and became the first Keeper of the Flame. Pilgrims flocked to this holy site, and merchants came to supply the pilgrims, over time building a village, town, and then city around the Cathedral of the Silver Flame. At the end of the seventh century, when a terrible flame consumed Daskaran, the seat of government formally moved to Flamekeep, cementing the city as the center of Thranish life.

GOVERNANCE

Flamekeep is directly managed by the Council of Cardinals; as the center of both the Church of the Silver Flame and the Thranish state, no lower ministry has been delegated authority for the city. As such, some of the city management decisions are made for national political posturing rather than the residents' best interests. Each church within the city limits is responsible for its surrounding neighborhood, but even in Flamekeep local resources can be limited.

POINTS OF INTEREST

Flamekeep is built around the rocky pillar upon which the Cathedral of the Silver Flame is constructed. Several bridges connect the city core to the surrounding area and the miles of urban sprawl that make up the eastern expanse of Thrane. While the permanent population of the city core is limited, over a million people reside in the surrounding region, making Flamekeep the second largest city in Khorvaire after Sharn. Flamekeep does not currently have any public transportation to help people get from one part of the city to another, but church officials have a network of stables they can freely use to conduct business. A lesser-known fact about the city is that, in addition to housing the font of the Silver Flame, the city core is an Irian manifest zone. The manifest zone doesn't provide any benefits to healing, but it does inspire a sense of hope and confidence in the future that contrasts with the other, glum and grim capitals of Khorvaire.

CATHEDRAL OF THE SILVER FLAME

Flamekeep is built around the Cathedral of the Silver Flame, which is the tallest building in the city and visible from just about anywhere within its urban sprawl. The current building features silver-inlaid black marble, flying buttresses, and stained-glass windows. The primary sanctuary is large enough to contain thousands of applicants, although even this is far too few for any meaningful part of the city to regularly attend services in the cathedral. Deep within the structure lies the Chamber of the Flame, where the Keeper can commune directly with the spirit of Tira.

This magnificent structure has gone through many renovations since a temple was first constructed by Maliah Sharavaci. Tour guides for the building like to point to the few pieces that remain of that original temple as bits of trivia for pilgrims. The largest expansion came under then-Princess Joliana, who in conjunction with Keeper Valiron Silverthorn rebuilt what was a modest temple into the monumental structure it is today.

THE CLIFFS

Long before the Year of Blood and Fire, wyverns roosted in the cliffs overlooking Scions Sound. Unlike their more bestial cousins in the Byeshk Mountains to the west or the Endworld Mountains far to the east, the wyverns of Thrane blur the lines between draconids and true dragons. In Thrane, the wyverns advance not just in size but intelligence with age. The ruling Elder Wyverns have humanoid-level intelligence and are on good terms with the rulers of Thrane; Last War battles between Aundair and Thrane often featured Aundairian dragonhawk riders facing off against Thranish wyverns for aerial superiority.

Prior to the arrival of humans, the wyverns had mixed relationships with goblins; some of the goblins were in conflict with the wyverns, while others utilized the techniques of Kech Ruuska to ally with them. The arrival of humans changed this balance, as all goblin kingdoms faced annihilation from an onslaught of human conquerors. The humans of Daskaran successfully struck a deal with the wyverns, promising that they would not settle next to the cliffs of Scion's Sea in exchange for the wyverns abandoning the alliances they had with the

ELDER WYVERN

Gargantuan Dragon

Armor Class 15 (natural armor)

Hit Points 200 (19d12 + 76)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	14 (+2)	9 (-1)

Saving Throws Con +9, Cha +4

Skills Athletics +10, Insight +7, Perception +12, Survival +7

Damage Resistances Radiant

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Legendary Resistance (2/Day). If the wyvern fails a saving throw, it can choose to succeed instead.

Buffeting Wings. Ranged attack rolls against the elder wyvern from more than 30 ft. away have disadvantage.

Siege Monster. The elder wyvern deals double damage to objects and structures

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage. The target must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails the saving throw is vulnerable to radiant damage until the end of their next turn.

LEGENDARY ACTIONS

The wyvern can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wyvern regains spent legendary actions at the start of its turn.

Sacred Flame. One creature the wyvern can see within 60 ft. must succeed on a DC 15 Dexterity saving throw or take 3d8 radiant damage. The target gains no benefit from cover for this saving throw.

Wing Attack (costs 2 actions). The elder wyvern beats its wings. Each creature of the wyvern's choice within 10 feet must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The wyvern can then fly up to half its speed.

Wyvern's Blessing. The wyvern ends a single condition affecting a creature mounted on it. That condition can be blinded, deafened, paralyzed, or poisoned

already-losing goblins. This pact persisted through the coming of Galifar, where the area that is currently Flamekeep remained uninhabited. During the Year of Blood and Fire, this changed; not only were the wyverns displaced by the rise of Bel Shalor, but the fiendish overlord's influence drove the paladins of Dol Arrah into conflict with the dragonkin. One of Tira's many deeds was a new pact—an active alliance between humanoids and wyverns. On her final day, Tira rode into battle on the back of the elder wyvern Ashtarax. As Flamekeep has grown, the wyverns have grown permanently integrated into Thranish life.

THE CLOISTERS

Embedded within the city's core is a honeycomb network of office and living spaces known as the Cloisters. These additional, underground halls are where much of the business of the Church is conducted, as well as holding the official residence of the Keeper of the Flame.

THE DOCKS

Built at the base of the rocky pillar that makes up the city core, a shockingly deep channel of water surrounds the city, allowing Flamekeep's docks to service even seafaring vessels. The harbormaster is Verodin Imradi (they/them), a middle-aged human who's been on the job for the past decade. They know there are smuggling operations going on under their nose, but thus far haven't been able to root out those complicit.

DAVON STATION

Named for Thalin's great-uncle, the governor of Thrane in 811 YK, Davon Station was one of the original endpoints for the first lightning rail line, which connected the provincial capitals of Flamekeep and Fairhaven. Today, the station is the third largest in Khorvaire, rivaling Terminus Station in Sharn and Orient Station in Passage. While there's no longer a direct route to Fairhaven—the line having been destroyed in the war—Davon Station is still a crucially important connector for people traveling through western Khorvaire.



THE ILLUMINATED SCULPTUARY

Throughout Thrane, wingwyrds—gargoyles blessed by the Silver Flame—act not just as guardians but as messengers. Almost all wingwyrds can trace the origin back to the holy workshops of the Illuminated Sculptuary, where Thranish artificers sculpt and then animate new wingwyrds.

Throughout the Last War Dolma Tarravan (she/her), a now-elderly dwarf of nearly two centuries, managed the Illuminated Sculptuary on behalf of the Order of Templars. During her tenure the church massively expanded the resources and expectations of the Sculptuary, growing from only needing to produce a handful of wingwyrds per year to attempts to mass produce them for the war effort. For better or for worse, these efforts ultimately failed, and Thrane instead embraced the use of warforged from House Cannith, with wingwyrds returning to their role as flying couriers and messengers.

LIGHTMANTLE

The most recent additions to Flamekeep are Cyran refugees. While the Thranish state did not set aside new land for refugees as Breland did, the neighborhood of Lightmantle in the urban sprawl to the west of the city has become known as a Cyran neighborhood. The vast majority of its residents were already adherents of the church, allowing for them to smoothly transition to life in Thrane even if they didn't agree with the theocracy.

Like all diaspora communities, the Cyrans have had to find a niche in the city's economy; there's only so much capacity for Cyran fusion restaurants. The most prevalent choice has been to join the textiles industry, specifically dyeing, enchanting, and tailoring. Thrane and Cyre were always closely linked as two leaders in the textiles industry, but with the death of Cyre many surviving tailors have found employment in Thrane. Within Lightmantle, Shamila Ufayr (she/her) has been instrumental in leading the community, teaching fellow refugees critical job skills as well as mustering financial support so people can start their own businesses.

THALINGARD

The home of Thrane's royalty is Thalingard. Historically, the castle has been renamed by the current ruler, but since the church took over it has remained named after the last king of Thrane. The castle's spires are visible throughout the city, rivaling the Cathedral of the Silver Flame for height. Since the transfer of power to the church, the castle halls are mostly empty except for when Queen Diani ir'Wynarn is hosting some diplomatic function. Since the end of the war Diani has preferred to maintain Silvercliff Castle as her primary residence for both herself and her family.

Among the lesser-known treasures of Thalingard are the gardens on the roof of the castle. Started long before the war, they've secretly been a long-running experiment by Thrane's regents in harnessing the Irian manifest zone to produce an elixir of life. Currently, Diani has been happy to let the elven botanist Tokorin Flemtan (he/him) oversee the gardens as he has for the past two hundred years.

THE LAIR OF SARMONDELARYX

One of Thrane's enduring legends is the Lair of Sarmondaleryx. Nobody is quite sure where it is or the final fate of the dragon. The following tables suggest some possibilities.

WHERE WAS IT?

Sarmondaleryx devastated much of Thrane—wherever her lair was, she was happy to roam far from it.

D6 Location

- 1 In the Trumpet Mountains near Daskaran
- 2 In the cliffs of Flamekeep, below the waterline
- 3 Beneath a copse of eternally-lit trees in the Burnt Wood
- 4 Inside of a sulfurous geyser north of Athandra
- 5 A dungeon beneath a noble's manor
- 6 A Khyberian demiplane with a magical entrance

A party hoping to locate the true lair might want to investigate stories that reflect the regional effects of a red dragon's lair. Incursions from Fernia, prolonged drought, sulfur-tinged water, and even small earthquakes are all possible phenomena. While dragons are not especially common in Khorvaire, the secretive Mosaic Committee of the Arcane Congress and the Draleus Tairn of Aerenal are two groups who have extensive familiarity with the many types of dragons.

WHO'S THERE NOW

Sarmondaleryx's rampage was nearly a thousand years ago—a long time even for a dragon. While red dragons are capable of living upwards of 2500 years, Sarmondaleryx's long absence suggests that even if she still lives, she's abandoned the lair she used while ravaging Thrane.

D6 Residents

- 1 A secret Argentum base used to contain dangerous artifacts that could not be destroyed
- 2 A society of irvhir kobolds has moved in, taking great care of whatever treasure Sarmondaleryx left behind.
- 3 A colony of salamanders arrived from Fernia to serve Sarmondaleryx, but when their master died they were trapped in the material plane, unable to return home.
- 4 Sarmondaleryx had allied with the Lords of Dust, and now they use her old lair for their own nefarious purposes.
- 5 Rather than passing on, Sarmondaleryx lives on as some form of undead dragon—possibly under the control of Kech Nasaar.
- 6 Sarmondaleryx still lives, either hibernating or having shapechanged into a humanoid form to be amongst the people of Thrane.
- 7 The Chamber has co-opted her lair as a base for themselves, with a new draconic resident making themselves comfortable.
- 8 Illithids loyal to Dyrrn have plundered the treasure and set up a base of their own in the abandoned lair

RELLEKOR

The town of Rellekor, in the south of Thrane, is an unusual settlement primarily consisting of tieflings and other outcasts. Founded by Keeper Saren Rellek in the seventh century, Rellekor is a haven where planetouched can learn to safely harness their talents. The region around Rellekor is sparsely populated; while Keeper Saren's proclamation removed tieflings from scrutiny as a matter of dogma, even relatively tolerant farmers have concerns about making a home near a village of natural sorcerers who are learning to control themselves.

This sparse population made the city a target for an Aundairian invasion during the Last War. While the bishop's priority was the safety of the residents, many of the older tieflings chose to make a stand and defend their home. A Mabaran-touched tiefling named Hope (they/them) led this contingent, ultimately giving their life in an act of astonishing sorcery to drive the Knights Arcane back. Hope's sacrifice has been memorialized in one of the stained-glass windows that decorates the town's central church.

Besides the rising threat of the Pure Flame, one current controversy with Rellekor is whether it has become too strong of an expectation that all Thranish tieflings will go there. The average age of arrival has steadily dropped over the last two and a half centuries, and today most tieflings arrive as infants never knowing their birth parents. For more on this controversy, check out [Tiefling Treatise](#) by Megan Caldwell.

SIGILSTAR

Sigilstar is the crossroads of Thrane; almost everyone who travels internationally in Western Khorvaire has passed through Sigilstar at least once. The city not only connects several Orient trade routes and major lightning rail lines, but its docks are the birthplace of House Lyrandar. The city's convenient location has made its residents prosperous and cosmopolitan; Sigilans have long enjoyed a reputation as being "not like those other Thranes."

HISTORY

Sigilstar's advantageous location is nothing new in the history of Khorvaire—human settlers built on top of Dhakaani ruins when they colonized the region. Convenient access to the waterway now known as the Thrane River made the location a natural home for successive civilizations, whether for fishing or trade.

In what was then the Kingdom of Daskara, about 1000 years before the founding of Galifar, a pair of river elves from Sigilstar named Lyran and Selavash developed the Mark of Storm. Five hundred years later, another important marked individual arose near Sigilstar—the girl who would grow up to become the Lady of the Plague. After her abilities wiped several villages off the map, Lyran's descendants organized a purge of aberrant-marked individuals, initiating the War of the Mark.

The city's relationship with magic is important to the city. When Sigilstar was still part of Daskara, Aureon was considered the city's patron deity, and the Arcane Order of Aureon was founded about 700 years before Galifar. Vowing to use magic in the support of law and order, this early wizard circle became extremely popular with the ruling elite. One of Galifar's great diplomatic coups that

enabled the bloodless absorption of Daskara was persuading the archmages of the Arcane Order to side with him, promising that the united empire could provide even greater resources to support their pursuits.

The order's downfall was the year of Blood and Fire, when its masters in Sigilstar zealously persecuted everyone they suspected of worshipping the shadow and harboring dark magic. Countless innocents died in magical inquisition, as *zones of truth* were abused to "prove" all sorts of absurd crimes, each of which was accompanied by capital punishment. When Tira and her companions freed the city, the damage to the Arcane Order's reputation was already done—its leadership tarnished, the mages of Ghalt became new leaders of the order.

While Sigilstar has remained a center of trade and fashion, the Last War brought a new industry to the city—weaponry. Sigilstar's wizarding groups applied arcane science to divine magic to produce many of Thrane's innovative weapons, such as the coastal beacons that seared ships with intense rays of light. This made the city a prime target for saboteurs, but it escaped direct siege simply due to its distance from the borders and the defensibility of the Thrane River.

GOVERNANCE

The minister in charge of Sigilstar is Archbishop Lahira ir'Vanaisho (she/her), a venerable human administrator who's governed the city for the past half century. While she hasn't announced her retirement yet, junior members of the ministry are intensely politicking for her position—appealing both to influential interest groups within the city as well as directly to Cardinal Kahlia Vanatar (they/them) who will make the decision.

POINTS OF INTEREST

Player characters in Sigilstar have plenty of options for where to go, whether just stopping by or staying in town for a while.

RIVER'S REST STATION

This Orien-run lightning rail stop features multiple layers of shops and restaurants on top of the actual train platforms. These range from cheap options for thrifty travelers to many of the city's finest selections in dining and commerce. While the options for traveling in and out of the city were somewhat limited during the war, the Treaty of Thronehold has revitalized River's Rest Station by restoring international travel and commerce. The station is well-staffed with Medani inspectors who actively monitor for criminal activity.

STORM'S LANDING

While Sigilstar lacks the deep harbor necessary for the full range of seafaring vessels, it is nonetheless an important port of trade for Scions Sound. Despite being the historic home of House Lyrandar, plenty of independent captains call Sigilstar their home port. The river elves especially have a presence here, remaining proudly independent of a house that they feel has gone too corporate.

Sigilstar's docks also hold the secret headquarters of the White Hand Guild. This "thieves guild" is a criminal organization that brands itself with a respectable kind of racketeering, promising to keep the streets clean. The White Hand Guild really took off early in the Last War,

when its then-guild master Branthus "Rooftop" Corawall came up with a plan to smuggle contraband across the borders closed by the war. Allying with other urban criminal groups such as the Boromar Clan of Sharn and the Ghost Walkers of Metrol, the Black Highway was formed—an international cartel that snaked its way into many halls of power by providing anything for the right price. Nobles paid for foreign luxuries while corrupt military commanders sold military supplies for personal profit. With the opening of borders post-war, the Black Highway has fewer angles to work, but they still work with independently minded captains to evade tariffs or the few import and export bans remaining, such as Breland's ban on Aundairian wine.

IMPERIAL GALLERY OF TEXTILES

Sigilstar is the fashion capital of Khorvaire. While Cyre once had the manufacturing base for textile production, the greatest designers have long lived in Sigilstar. Before the war, the industry had a clear annual schedule—outfits had to be ready in the spring, as feudal lords got ready to leave their holds and venture out for the summer court season. The best of these designs were accepted into the Imperial Gallery, a formal preservation effort started by monks of Kol Korran who wished to keep a history of the changing styles. Powerful abjurations protect the gallery's exhibits from the ravages of time.

While the exhibits do have a bias towards the styles of the wealthy and powerful— attempts to document the clothing of Khorvaire's everyday citizens are only just starting—their collection of imperial wear from the courts of Galifar are unrivaled. Collections from beyond Thrane are limited, but the monks of Kol Korran who run it still have some international donors.

GRAND GALLERY OF THE FIRSTBORN

Nominally the House Lyrandar headquarters in Sigilstar, the Grand Gallery of the Firstborn is primarily a museum celebrating Lyran and Selavash. Various documents and objects showcase all the places the legendary duo traveled to, from pieces of their first ship that were recovered from the depths of the Bitter Sea to their family lineages. The museum has a religious bent consistent with the pre-Silver Flame religiosity of Sigilstar, holding that the Mark of Storm was a gift from Arawai and Kol Korran.

These headquarters hold a dark secret, however—they are the home base of the Kraekovar ("Kraken's Brood"), a cult that believes its kraken masters are reincarnations of House Lyrandar's most legendary members. Rather than wielding their marks to support communities, the Kraekovar harness the destructive powers of thunder and lightning. They hold that rather than Arawai and Kol Korran, the Devourer is the true source of the Mark of Storm, and that the Khoravar are destined to rule over the continent.

SIGILSTAR ACADEMY

The Sigilstar Academy was founded by the Arcane Order of Aureon in the years before Daskara was absorbed into the Kingdom of Galifar and became Thrane. Though the order is today primarily an Aundairian institution, it was once headquartered in Sigilstar; the order's depredations during the Year of Blood and Fire are still a black mark on its history and significantly contributed to the people of Thrane turning away from arcane magic. While the school

is still affiliated with the arcane order, it has largely shed its religious trappings and become a primarily secular institution dedicated to arcane education.

Today, Sigilstar Academy teaches the future mages of Thrane, offering a rigorous magical education for youth with arcane ability. It's also home to the Chronopsis Institution, the foremost center for research into divination and astromancy in the Five Nations. The institute's head, an elf named Nyllestra Tarravan (she/her), is a wizened mage of ancient but indeterminate age. In truth, she's an shapeshifted dragon and agent of the Chamber who has used her position to advise political leaders and train arcanists who will play a role in the Draconic Prophecy.

IR'MARKTAROS ESTATE

King Thalín's husband, Sercyl ir'Marktaros, was the duke of Sigilstar before marrying into the Wynarns. As Thalín's husband, Sercyl became the last Archduke of Thrane—without monarchical governance, let alone the kingdom of Galifar, the title was deprecated. Today, Norah ir'Marktaros is the largest landowner in Sigilstar, with more than half the city paying rent to her. Sigilstar's continued success has left her one of the wealthiest women in the continent. She channels a large portion of her wealth into charitable works through the city's Aulum chapter, of which she is a Platinum Concordian. While certainly an advocate for a system that has allowed her to maintain her wealth and the influence that comes with it, Norah is not up to any particular nefarious schemes—although one of her children or grandchildren getting into trouble might draw her into a web of criminality and intrigue.

WAR OF THE MARK MEMORIAL

Maintained by the dragonmarked houses for over a thousand years, this simple stone slab bears ten dragonmarks in a ring around its edge, missing just the marks of finding and warding (and death). The face commemorates the victory over Halas Tarkanán while also honoring the sacrifice of those who stood against "the corruption of Siberys's gifts." Nearby, a House Phiarlan-manufactured device recalls the story of the Lady of Plague, a woman born not far from Sigilstar who brought death wherever she went.

SHADUKAR

One of the great tragedies of the Last War was the destruction of Shadukar. This port city, so close to Flamekeep and Thronehold, was a wealthy center of trade and commerce for the Kingdom of Galifar. The occupation of the city in 989 YK ended with the Karnathi army burning it to the ground, leaving a haunted graveyard that even a decade later has not yet been reclaimed.

THE JEWEL OF THE SOUND

Historically, Shadukar was not without its troubles—its large temple to Kol Korran became a shrine to innumerable depravities during the Year of Blood and Fire—but its prime place on the Traelyn peninsula made it an integral part of the network of trade connected through Scions Sound. Shadukar's glassblowers were second to none and are responsible for many of the designs now popular throughout Thrane. The city had also become a financial

hub, with Zil and Mroran investors inspiring locals to create their own companies and offer their own stocks.

The city's proximity to but distinction from Flamekeep also gave it a more secular bent. For those who were less interested in the worship of the Silver Flame but still wanted to be near the center of power, this made Shadukar a more comfortable home for their practices. Even after the theocratic takeover, worshippers of the Host found Shadukar a friendly city with well-attended churches throughout the war.

THE DESOLATION

While the city had been subject to attacks over the course of the war, the successful assault in 986 YK was unprecedented in scope. After being permitted by the Cyrans to cut across the northwestern tip of Cyre, the Karnathi army used soarwood skiffs to blitz across the Brey River, catching the Crown Knights of Thrane unprepared in the early hours of the morning. By midday the Karnathi army, led by General Breyse Horacht (he/him), had fully captured the city and were staffing the walls with its own soldiers.

The occupied city's proximity to Flamekeep made it an immediate priority for the Thranish military to recapture, but after three hard years of siege the Thranish army was unable to best the defensive genius of Horacht. However, Thranish blockades had run the occupying forces out of supplies, even after various negotiations had occasionally provided the residents with food to prevent mass starvation. Ordering the city to be put to the torch, Horacht sealed the gates, unleashed ghouls, started fires, and then escaped with his remaining forces back across the water. The Thranish military immediately launched into a rescue mission, but it was too late—between the fires and the undead, little of the Jewel of the Sound remained.

POLITICAL FALLOUT

Horacht's "strategic retreat" has been widely condemned as a war crime, but Kaius has pleaded ignorance to the general's current location. One of the professors at Rekkenmark has been accused of being the general in disguise, but the Karnathi ambassador to Thrane has only met those allegations with laughter.

Within Thrane, Queen Diani's reputation as the then-new Blood Regent took an immediate hit when Shadukar was captured. While the Crown Knights of Thrane are technically led by the Blood Regent, the scope and scale of their operations are set by the Diet of Cardinals, a fact which Captain Malik Otherro was quick to remind the public of in the aftermath of his battlefield promotion. The first day of the siege had left Malik the highest-ranking surviving officer, putting him directly in contact with Diani. Malik's involvement with the rescue effort helped restore some of the dignity of the Crown Knights, although court insiders question whether the paladin's relationship with the queen is more than professional.

THALIOST

The end of the Last War did not bring an end to the conflict that divided Galifar—it merely froze the conflict in place, replacing the boiling heat of open warfare with ice cold subterfuge. Thaliost is an occupied city and the focal point of the differences between Aundair and Thrane.

GOVERNANCE

The current Archbishop of Thaliost is Solgar Dariznu (he/him), who was appointed in the aftermath of the 993 assassination of Archbishop Syro Drosin (he/him). High Cardinal Krozen elevated the bishop from Wyr for two reasons. First, an Aundairian-born-and-raised bishop might have more legitimacy with the Aundairian-descended residents of the city. Second, Krozen has no love for the Pure Flame and hoped that putting such a vocal proponent of the sect in charge of an impossible situation would discredit the movement and strengthen his position against the revanchist cardinals who support it.

The new Archbishop almost immediately became a controversial figure, responding to the assassination of his predecessor by rounding up a group of suspects and publicly executing them by burning them at the stake. Clad in a silver cloak that appeared to be trimmed in actual silver flames, Dariznu declared a zero-tolerance policy for disorder and vowed to pacify the city by any means necessary. Few people are convinced that these were the real assassins, and the mystery of who assassinated Syro Drosin remains unanswered to this day. In an attempt to control the violence in the city, Dariznu has enacted a ban on the public carry of arcane spellcasting implements; the same wand that can cast *prestidigitation* can cast *fireball*. Given the city's Aundairian history, most residents have some spellcasting training, making the ban a major affront not just in practical terms but symbolically as well, fully suppressing the city's rich history as a center for magical prowess.

HISTORY

When humans arrived in central Khorvaire, Thaliost was one of the five dominant city-states to emerge on the continent. While Daskara to the west established dominion over territories to the south, the mages of Thaliost controlled the land between what is now known as the Aundair river and the Eldeen Bay. New arcane traditions were pioneered, drawing both on the power of fey pacts as well as the ambient energy of the Ring of Siberys. However, for all their arcane might, the mages of Thaliost were brought to heel under Galifar, with his daughter Princess Aundair taking control of the territory as its first governor. Adding insult to injury, Princess Aundair chose Fairhaven as her seat of governance, rewarding that city's nobles at the expense of Thaliost.

The outbreak of the Last War immediately embittered Thrane and Aundair with each other, as Prince Wrogar of Aundair supported Mishann's right to ascend to the throne, while Prince Thalin of Aundair contested her fitness to rule. Thaliost was an immediate target for the Thranish military, both for its strategic relevance—access to the Bitter Sea—as well as its relative isolation from the bulk of the Aundairian military. Thrane claimed the city for the first time in 926 YK, within thirty years of the war's outbreak. For the next fifty years the two sides traded control of the city, with Thrane constructing Silvercliff Castle not just as a home for the regents but as a permanent fortress on the opposite side of the Aundair River. By 977 YK, Thrane claimed the city for the last time; no Aundairian assault in the next twenty years was able to wrest the city from Thranish control. The Treaty of Thronehold formally declared Thaliost to be part of Thrane, a concession that Queen Aurala ir'Wynarn of

Aundair has come under intense criticism for. While control of the city is settled, this has not brought peace to the city, and many residents still consider themselves Aundairian.

POINTS OF INTEREST

Thaliost has a mix of business and political interests, any of which alone could draw adventurers into a spiderweb of tensions.

ABANDONED ARCANE CONGRESS CAMPUS

While the floating towers of Arcanix are the most famous of the Arcane Congress's campuses, the organization has universities of higher education all over Aundair. The Last War was not kind to the Thaliost campus. Many students fled, others fought, and still others kept their heads down. Of those who fought, many died, some were evacuated as wounded, and the rest were taken as prisoners of war.

Today, the campus has been transformed for Thranish purposes. The dorms have been turned into housing for Thranish soldiers, while the classrooms have been abandoned and marked for destruction. For the last few years, the Scion's Liberation Front (SLF) has secretly met in these classrooms to organize their resistance. While many residents of Thaliost chafe under the legally recognized occupation, far fewer are willing to engage in violent resistance with a group that has been labeled "brutal terrorists" by Archbishop Dariznu. The SLF has targeted infrastructural, commercial, and political targets, however they deny responsibility for the assassination of Dariznu's predecessor.

The SLF also frequently comes into conflict with loyalist paramilitaries; while these Thranish citizens are not officially part of the state security forces, they are enabled by Dariznu's forces looking the other way. Many of these loyalist paramilitary groups openly flaunt the rules around spellcasting implements, wielding both wands and symbols of the silver flame. Members of the loyalist militias often bully the Aundairian-descended citizenry around, testing the patience of SLF sympathizers.

CROWN KNIGHTS OF THRANE GARRISON

The Diet of Cardinals has deployed the bulk of the Crown Knights of Thrane to Thaliost in order to support Archbishop Dariznu, ostensibly because of its position as a forward point to protect Silvercliff Castle from a ground-based assault. Conveniently for High Cardinal Krozen, this also means that it is technically Diani's forces who are responsible for the occupation. The local commander is captain Othmar Garithos (he/him), an embittered human who gladly follows Dariznu's orders.

DEMESNE OF SHAPE

The Shadow Schism with House Thuranni forced House Phiarlan to make some reorganizational choices. The Thurannis had always been the masters of Shape—an artistic domain which includes all manner of physical objects, from paintings to pottery to props. With the split, House Thuranni retained control over the original Demesne of Shape, which is based out of Atur and now refers to itself as the "True Shapers." Viceroy Idal Tialaen d'Phiarlan (they/them) leads the new Demesne of Shape out of Thaliost and hopes to herald a new era of artistic vision as they try to distinguish themselves from the rival True Shapers enclave.

While Idal has legitimate artistic interests, Thaliost is an admittedly unusual choice for a major enclave of the house given its political instability. The truth of the matter is the spies of the Serpentine Table have extensive operations in the city, financed directly by Cardinal Krozen with church funds. While their primary mission is to maintain Thrane's hold over the city, Krozen also has them collect intelligence on Dariznu and the Crown Knights of Thrane for blackmail purposes in case he ever needs to distance himself from Dariznu's zealotry.

STORM'S END WHARF

Unlike Rekkenmark across the sound, Thaliost was able to construct a wharf that ships can access. The Storm's End Wharf is important as the last freshwater port before Scions Sound dumps out into the Bitter Sea. Not all ships are built for operations in freshwater, and Thaliost is a convenient place to stop before heading back north. The destruction of the White Arch Bridge that once linked Thaliost with Rekkenmark has only amplified this relevance, as with its loss there is no longer a direct path by lightning rail between eastern and western Khorvaire. Storm's End Wharf has regular passage direct to Korth, cutting off Rekkenmark and earning House Lyrandar plenty of gold to compensate for the gaps in House Orien's service.

A cell of Miron's Tears, a secretive reform group, has made a secret base in the wharf, transforming an abandoned warehouse into a well-equipped base disguised by illusion magic. The cell leader is Loreleia Kes, the grandniece of the order's founder, Samyr Kes. Loreleia seeks to discredit Dariznu and his pure flame followers, since assassinating him would just make him a martyr. For now, the cell has focused its efforts on rescuing people targeted by Dariznu, such as Oura Ghellast.

LODGE OF THE ETERNAL FLAME

The Lodge of the Eternal Flame is one of Thaliost's oldest wizarding circles. Long before even Karn the Conqueror, a group of evokers discovered a minor manifest zone tied to Fernia within the city, a place where they could practice the Externalist magic the humans of Sarlona had relied on. Since its founding, the lodge has preserved its titular Eternal Flame and developed new techniques tied to it. Members of the lodge pledge themselves to the flame, allowing them to use some of the externalist techniques of old so long as they remain in good standing with the other members of the lodge.

Despite not being particularly devout, the lodge chose to become compliant with the occupation rather than resist; as such, wizards specializing in fire magic regularly support Crown Knight operations. The death-by-silver-pyres that Thaliost has become infamous for are created by wizards from the lodge, who use silverburn as a material component to give the appearance of divine magic.

THREE CORNERS BAZAAR

Even before the lightning rail was built here, the Three Corners Bazaar had been a center of commerce in Thaliost. Fishers from the Bitter Sea exchanged with farmers from the north and west, river elves from the sound, Rudari caravans from the south, and craftspeople from the city. The White Arch Bridge added commerce from Karnath, further enriching everyone who exchanged in the Three Corners Bazaar.

The advent of the war disrupted the riches that the people of Thaliost had grown used to, paving the way for the ascendancy of its current criminal network. Today, small gangs, many loosely affiliated with either the SLF or the loyalist paramilitaries, run protection rackets. The biggest gang in the city is the Golden Crows, a smuggling ring affiliated with the Black Highway. Their leader, the mysterious Platinum Man, professes a preference for neither Thrane nor Aundair; the Golden Crows will gladly supply anything to anyone for the right price. While the Golden Crows generally eschew violence, they also collect tribute from most of the smaller gangs in the city.

In addition to the homegrown criminals, other nations have invested in keeping an ear to the ground in the city. Jennara Kole (she/her) is a human who serves the Dark Lanterns of Breland as a jewelry and art importer. Similarly, the dwarf Borval Rikartiol (he/him) represents the Dark Cabinet of Karnath, using his job as a shipping financier for cover.

TOWER OF JUDGMENT

Constructed after the signing of the Treaty of Thronehold, the Tower of Judgment is a symbol of Dariznu's oppression of the city. Dariznu's brutal public punishments are carried out here, with the most recent targets being the Rudari-descended citizens of the city. The archbishop is convinced that there is a secret cabal of lycanthropes in the city, and that they are being sheltered by the Rudari.

There is at least one moderate voice in the city government who tempers Dariznu's outbursts. Oura Gellast (she/her) is one of a small contingent of templars stationed in the city and a strong moderate voice seeking reconciliation rather than executions. Thus far her faith in the Silver Flame has saved her from three assassination attempts; she now suspects that Dariznu, rather than the SLF, may be behind them.

WHITE ARCH BRIDGE

The construction of the White Arch Bridge during the Kingdom of Galifar was a major achievement of engineering that made commerce and cultural exchange between Karnath and Aundair much easier. The 40-mile bridge received major upgrades under King Jarot with the addition of the lightning rail, promising a new era of continental exchange. Unfortunately, that era came to a swift end with the outbreak of the war. Unknown saboteurs—generally assumed to be Karnathi—destroyed the bridge in the first decade of the war, cutting off easy transit between the east and west. The Mourning in 994 exacerbated this, eliminating the rest of the east-west connector lines, and handing dominance of intracontinental trade to House Lyrandar.

Today, House Orien wishes for the reconstruction of the bridge, but has thus far failed to secure an agreement from the Thranish and Karnathi governments to do so; both Kaius and Krozen suspect the reconstruction of the bridge would only increase the risk of a new war breaking out. Viceroy Aafki d'Orien (she/her) is trying to organize a sort of "world's fair" event that would coincide with rebuilding the bridge; investors from the Aurum are tentatively curious if this might be a way to gain leverage over House Orien. Jorlanna and Zorlan d'Cannith are also interested to show how their house is not just about manufacturing weapons.

THE VOICE OF THRANE

One of Thrane's most popular papers, *The Voice of Thrane*, is published out of Thaliost. With shockingly fast turnaround, the *Voice of Thrane* always has commentary on the latest issues—feeding its readers a constant stream of exaggerated, propagandistic stories meant to evoke primal emotional responses and inspire jingoism and xenophobia. Stories from Thaliost are especially common, highlighting the “Aundairian threat,” but the paper is plenty happy to fearmonger about monarchist worshippers of the Sovereign Host or the “curses of the Rudari.. In truth, the *Voice of Thrane* is part of the Five Voices, a project started by Aurum platinum concordian Tupert Molloch (he/him) in the aftermath of the war.

Of course, the conspiracy goes deeper than that. Tupert is a long running disguise for Mordakesh, the prakhutu of Rak Tulkesh. While the overlord is known as the Rage of War, his agents can be far more subtle—Mordakesh revels in turning people against each other, and the Five Voices are a perfect way to ignite a new war. Thaliost is an ideal place for these efforts, as a fragment of Rak Tulkesh's prison lies beneath the city.

Despite this, not everyone within Thaliost subscribes to the *Voice of Thrane*. One defiant voice is the *Whispers of Reason*, a small publication authored by the pseudonymous White Poppy. The *Whispers of Reason* debunk the lies of the *Voice of Thrane*, advocating for tolerance and understanding in the face of violent, bigoted zealotry. The true author of the paper is Marek (they/them), a sakah tiefling of Rak Tulkesh. Marek does not know that all the Five Voices are owned by Tupert, let alone Mordakesh's direct involvement; they simply oppose the violence that the *Voice of Thrane* inspires. Marek however does know many of the political ins and outs of the city and has a deep desire to save it from the forces that seek to burn it down—or worse.



RURAL VILLAGES

While the majority of Thrane's populace may live in its eastern cities, the western expanse of the nation is littered with small villages. Orien-maintained roads connect village centers, which range from twelve to twenty-four miles apart based on local geography. Village centers feature a mix of services; while every village has some kind of building dedicated to the Silver Flame, not every village has a permanent priest governing their affairs. Similarly, not every village has a blacksmith, stable, or cobbler; sometimes farmers must go to a neighboring village for necessities. The vast majority of people in rural Thrane work in agriculture, either as farmers who own land or as farm labor who rent land to work.

LOCAL LEGENDS

Like all rural areas, Thrane's villages have their share of stories and unique histories.

D10 Story

- 1 When the Aundairian army invaded, a dragon intervened in support of the overwhelmed Thranish forces
- 2 Saint Avaliah (she/her) was a healer of the sick who mixed arcane and divine magic to develop the *lesser restoration* spell.
- 3 No matter how many times he's stopped, a local serial killer always seems to return from the grave to kill again.
- 4 Saint Demodir (he/him) defeated a circle of druids who were causing a famine to “restore the balance of civilization and nature”
- 5 A dealmaking spirit of some kind lurks at the crossroads just outside of town; whether fey or fiend, it has been a source of both trouble and solutions.
- 6 Saint Melindri (she/her) was a compassionate teacher whose faith brought her students back from death after a demonic assault.
- 7 Ghosts arise on a nearby battlefield every year on the anniversary of their death to re-enact their final day.
- 8 Saint Suthar (they/them) was a templar who martyred themselves in a valiant last stand against a fiend summoned by Brelish forces.
- 9 The village is home to an important relic of the Sovereign Host, created by the priests of ancient Daskara
- 10 Saint Valtar (he/him) was martyred after confronting a noble about the health impacts of their mining operation.

CURRENT TROUBLES

While the Templars do their best to confront supernatural evil where it takes root, there aren't enough of them to keep every village from experiencing the occasional threat.

d10 Adventure

- 1 The local priest is a member of a Whispering Flame cult and has been guiding people down dark and dangerous paths to “salvation”
- 2 A farmer ignored a warning from a greensinger druid and cut down a copse of trees sacred to an archfey known as the Forest Queen. Now she seeks revenge by reclaiming the forest that used to stand where the village does now.
- 3 A young couple has disturbed a hag who had laid dormant; now the hag has placed a curse upon the whole town and will not remove it unless they give the young couple up.
- 4 An ancient hobgoblin warrior has risen as a wight and leads their undead squadron in remorseless attacks against the descendants of the humans who they once fought against.
- 5 A witness to an organized crime operation has taken shelter in a town without a Speaking Stone, and the crime ring has sent a trained band of killers to silence the witness and anyone who's talked to them before outside law enforcement can arrive.
- 6 An Orthon^{MotM} from the Iron Ward of Daanvi seeks an escaped convict—a radiant idol who was banished to the Inescapable Prison over a thousand years ago by Daskaran priests for its heretical words.
- 7 The produce of a village is unusually abundant compared to its neighbors... because the townsfolk are cultists of Avassh who water their crops with the blood of humanoids.
- 8 A local battlefield that had been forsaken has become lush and verdant as a planar seed from Irian takes root. Many people contest ownership of the new resource based on historical rights.
- 9 A pack of ghouls animated by Kech Nasaar have infiltrated a town, killing residents and assuming their forms.
- 10 A Templar is gaining wide acclaim for always showing up in the nick of time to save villages. In truth, they're working with a friendly illusionist to create problems they can solve—a ruse which runs into trouble when a REAL problem arises.

PROMINENT PEOPLE

Rural communities are populated by colorful folk; here are some ideas of local figures that might populate a small Thranish village.

D10 Local Figure

- 1 Alestair (he/him) is a human farmer scarred by his time in the military. The Pure Flame's promises of an end to the darkness and uncertainty of war have begun to appeal to him in the last few years.
- 2 Draci (she/her) is a halfling priestess of the Sovereign Host who serves a small but loyal congregation.
- 3 Quidico (he/him) is a Rudari shifter from the Nachxi clan. He's a passionate reader and likes to collect rare and unusual books.
- 4 Mizar (he/him) is a khoravar who used to sail Scions Sound. Now, he's a woodcutter and bowyer who tells long, winding stories that never go anywhere.
- 5 Jahanah (they/them) is a human blacksmith of masterwork talent. They're Cannith certified for advanced material work (such as silvering) as well as a number of basic enchantments.
- 6 Narvala (she/her) is a changeling rancher and stablemaster. She's more comfortable with animals than people but has a keen business mind, buying out battlefields that aren't ready for heavier agriculture but can sustain grazing.
- 7 Sede (she/her) is a dwarf friar who's fresh out of the monastery. She's full of new ideas and eager to get into trouble while trying to help communities.
- 8 Urdan (he/him) is an elf minister who's tended to a small group of communities for over three hundred years. He has deep relationships with all of the area's families, but still isn't comfortable with the authority thrust upon him by the Church.
- 9 Heel (she/her) is a warforged templar who earned a fearsome reputation after capturing Six Fingered Jack.
- 10 Renewal (he/him) is a Lamannian tiefling who believes that the Mourning was the result of arcane magic. He believes reforestation southwestern Thrane can prevent the same fate befalling his nation.

THE AUNDAIRIAN BORDER

The most intense border in Khorvaire is the dividing line between Aundair and Thrane, which starts in the north cutting through the Silver Wood before crossing the Aundair River and cutting through the countryside, eventually terminating west of the Imistil Forest and Fort Light. Neither side sees the Treaty of Thronehold as a real guarantee of peace, and so leaders from both sides continue to pour gold into further reinforcing their positions along every inch.

While the Crown Knights hold the city of Thaliost, it is templars who maintain the actual border north of the city. The templars also double as civil servants, collecting tariffs from those merchants who travel by cart and caravan to Thaliost. To their credit, the templars also protect travelers from both bandits as well as the supernatural threats of the Silver Wood.

South of the Aundair River, the border reflects the entrenched positions of each military in 996 YK. Unexploded ordnance litters the border, making it largely uninhabitable and dangerous outside of the periodic designated crossings. Traffic is extremely closely monitored, and active patrols look even for those attempting a low-profile illegal crossing on foot. While not on hairpin triggers—the four-year ceasefire has become a new normal—commanders readily discipline anyone who isn't taking the border protection mission seriously.

THE BRELISH BORDER

The Brelish border can be approximately divided into two parts; the first is Lake Brey and the Brey River, the second is the three-way border at the northern edge of the Greenhaunt. The Thranes do not believe Breland is likely to launch an invasion of them any time soon—conditions could change, but a significant amassing of troops would take time and allow for a response. The only real risk is if Breland started mobilizing to invade Darguun, as the Diet of Cardinals could see a military buildup in the region between Starilaskur and Vathirond as a cloaked effort to prepare for an invasion of Thrane.

The Brey River itself is difficult to cross without dedicated technologies; the simplistic 5' cube of ice created by the *shape water* cantrip is too quickly swept away to enable traversal of the river. Unlike the White Arch Bridge that spans Scions Sound, the bridge northeast of Lurching Tower is an ordinary feat of engineering, and while it was destroyed a few times over a century of war it was always fairly quickly repaired by House Orien. Neither nation has military forces stationed watching the river; border security is left up to the local governments in the border region. On the Thranish side, the bishop of Nathyrr is ultimately responsible for securing the border and collecting tariffs for merchants coming into Thrane.

To the west, Fort Light anchors the Thranish presence in this isolated region. The Imistil Forest is home to many haunted goblinoid ruins—a mix of Dhakaani and later civilizations. Furthermore, despite roads carved during the Kingdom of Galifar to separate the Imistil Forest, the Harrowcrowns, and the Greenhaunt, the Forest Queen still claims dominion over this entire region, making large deployments of troops inherently risky. Thrane maintains a light footprint in this region, relying on magical communication to stay alert of possible developments.

THE MOURNLAND BORDER

Fortunately for the people of Thrane, the Brey River separates their land from the Mournland—while monsters do occasionally spill out of the mists, they frequently have trouble crossing the water. However, Krozen's concern about the border persuaded the Diet of Cardinals to support a joint mission with Breland and House Medani based out of Arythawn Keep. The Thousand Yard Stare (Officially the "Western Mournland Working Group" in Medani paperwork) defends the people of Western Khorvaire from living spells, misshapen giants, and renegade warforged.

Commander Channara d'Medani (they/them) leads the Medani forces, but neither the Thranish nor Brelish governments appreciate the full scope of the mission given to the Thousand Yard Stare. Channara wishes they could do more than just react to whatever spills out of the mists, but they barely have the soldiers to monitor the long border. They do have some funds to contract with a group of adventurers to explore and document the other side of the mists, but most Mournland delvers to date have preferred easier and more known targets.



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