

HEIR OF KHYBER v1.2

"You may call me what you like, but the truth is that I have more understanding of how the world works than any of those pompous fools in their Dragonmarked Houses."

- The Restful Eye, an heir of Khyber currently in hiding

The great progenitor dragons, Siberys, Eberron and Khyber, have influenced the world for eons. The Heirs of Siberys, creatures of the dragon-marked races, receive greater versions of their family marks. Khyber, although defeated by his sister Eberron, managed to defeat his brother Siberys and spread his corpse across the sky. Now entombed thanks to Eberron, Khyber's influence mimics that of his brother. Whether he gained some of his power in his defeat, or whether it was something all the progenitor dragons share, Khyber has been able to also create his own Heirs.

Aberrant dragonmarks were the first step, but due to the War of the Mark, almost all of these disappeared leaving only the families with ties to Siberys remaining. Recently however, it has come to the attention of the Dragons of Argonnesson, and they have realized that the war was unable to eradicate all of these strange and oddly chaotic forms of the dragonmarks.

Those that have ties to the Dragonmarked races, and even those that don't, have found that they are susceptible to generating these 'Aberrant Marks'. There are some, so the rumors go, that those with extremely strong ties to the marks of the past, have formed aberrant versions of the Siberys marks, and that they challenge, and in some cases overpower the powers they have derived from. Those that manifest such a mark have been referred to as Heirs of Khyber. How this might affect the Draconic Prophecy is known only to the Dragons themselves.

Characters of every class can manifest marks of Khyber, though not before reaching high level.

Hit Dice: d6

REQUIREMENTS

To qualify to become an Heir of Khyber, a character must fulfill all the following criteria.

Race: Any non-dragon, non-inspired.

Alignment: Cannot be Lawful.

Skills: Must have 15 ranks in Bluff and one other skill.

Feats: Heroic Spirit*.

Special: A character that has the Aberrant Dragonmark, Least Dragonmark, Lesser Dragonmark, Greater Dragonmark, or any form of Siberys Dragonmark feat cannot enter this prestige class. Also, once a character gains any levels in this prestige class, even if no mark is gained, he cannot adopt the dragonmark heir prestige class or the Heir of Siberys prestige class.

*New feat described within the Eberron Campaign Setting sourcebook on page 55.

CLASS SKILLS

Any skill that is a class skill for one of an heir of Khyber's other classes is a class skill for his heir of Khyber class as well.

Skill Points per Level: 2 + Int modifier.

THE HEIR OF KHYBER

Level	BAB	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1 st	+1	+3	+3	+3	Additional action points, bonus feat	-
2 nd	+2	+4	+4	+4	<i>Khyber Mark</i>	+1 level of existing class (or bonus feat)
3 rd	+3	+4	+4	+4	<i>Improved Khyber Mark</i>	+1 level of existing class (or bonus feat)

CLASS FEATURES

All of the following are class features of the heir of Khyber.

Weapon and Armour Proficiency: Heirs of Khyber gain no proficiency with any weapons, armour, or shields.

Additional Action Points: At 1st level, an heir of Khyber's dragonmark begins to form and his maximum action points per level increases by 2.

Bonus Feat: An heir of Khyber gains a bonus feat. The bonus must be selected from the following list, and the heir of Khyber must meet the prerequisites of the feat to select it.

Action Boost, Action Surge, Pursue, Spontaneous Casting, Chaotic Spells/Powers*.

*A new feat described at the end of this prestige class.

Khyber Mark (Sp): At 2nd level, an heir of Khyber manifests the full Khyber mark, gaining any single spell-like ability from the list below. The spell-like ability can only be used once per day.

Scalding Touch (Magic of Eberron)

Firestorm

Shout, Greater

Power Word Blind

Sympathy

Finger of Death

Arcane Sight, Greater

Vision

Reverse Gravity

Inflict Critical Wounds, Mass

Wind Walk

Sunbeam

Invisibility, Mass

Bigby's Clenched Fist

Otiluke's Telekinetic Sphere

A saving throw against a Khyber dragonmark power has a DC of 10 + the level of the spell + heir's Charisma modifier.

The caster level for any Khyber dragonmark power is 16th.

Spells per Day: At 2nd and 3rd level, an heir Khyber who previously had levels in a spellcasting class gains new spells per day as if he had also gained a level in that class. He does not, however, gain any other benefit a character of that class would normally gain. This essentially means that he adds one level to his levels in one other spellcasting class, then determines spells per day and caster level accordingly,

If the character has no spellcasting classes, he gains a bonus feat of his choice instead. He must meet the prerequisites of a feat to select it.

Improved Khyber Mark (Sp): At 3rd level, an heir of Khyber gains improved mastery of his Khyber mark ability. He can use the Khyber dragonmark spell-like ability he already possesses one additional time per day.

PLAYING AN HEIR OF KHYBER

An heir of Khyber knows that they are different, they are not one of the Dragonmarked houses, yet they have more power than them. An heir of Khyber might pursue those that possess dragonmarks for revenge against their ancestors. Or they might try to research Khyber by delving into its lightless depths or perhaps by consulting dragons. Although this might prove more dangerous than it's worth, considering most dragons would prefer to kill those that upset the balance of the Prophecy rather than let their influence continue to taint that which they uphold.

Some heirs of Khyber act skittish, or reclusive due to their abilities, but most tend to use their powers as leverage over the less empowered citizens of Eberron. Most also tend to find that being on the move constantly is an excellent way to leave their 'mark' on the world. As they come into contact with various citizens, knowledge of the marks of Khyber spread and in areas where heirs congregate, many suspect that important matters are either being discussed, or even created. To avoid drawing too much attention, some consider acting like spellcasters of a different type, and so far this tactic has kept most heirs safe from persercution.

Combat

Unless an Heir of Khyber has an offensive mark, or they are exceptional fighters to begin with, they tend to stay away from combat as much as possible, sending in comrades against foes and bolstering them with their other powers. If cornered, an heir of Khyber can be quite devastating in combat due to the extra action points they gain, and many have used these before to gain the upper hand to defeat aggressive opponents.

HEIRS OF KHYBER IN THE WORLD

"Who really knows where they might have come from, the darkest depths of Khyber? Or perhaps the Wastes to the West? Where ever they came from, they are here now, influencing the future, and creating disharmony among the many races."

-Truvianian ir'Tain, a noble in Wroat

The heir of Khyber class has a lot of elements in common with the heirs of Siberys, but it is dedicated to the chaotic aspects of the progenitor dragons, rather than the Dragonmarked houses and their control of industry. As such, it's a fascinating class to add to a campaign. An evil heir can be a mysterious villain, constantly causing destruction, or due to the *Vision* Khyber mark, could always be one step ahead of the

players, seeding doubt into the ranks and asking them to question their every move. A neutral or good heir would make a fine player character, particularly to players interested in playing a hero with a dark side, or an antihero.

Organization: There is no cohesive organization of heirs due to their need to stay on the move, although some might join together and use their powers to achieve greater aims. The organization known as the Alliance of Khyber Blood, has had some success in bringing together a number of heirs, but due to their chaotic tendencies, only forty or so make up the Alliance at any given time. One constant to this group is a mysterious man known as the Restful Eye (NE male hobgoblin fighter 17/Heir of Khyber 2) who possesses the *Power Word Blind* Khyber mark ability, which he uses to inspire fear into spellcasters, and obedience into warriors. It has been debated whether he is the true leader to this group, or whether due to the inability of the group to maintain a constant membership, that there is no leader.

NPC Reactions

There is only partial knowledge among the common citizens of Khorvaire that there are Heirs of Khyber running around. When one makes an obvious appearance however, word travels fast and many flee the apparent doom they will cause to all near. Due to this, most heirs tend to keep their profiles low to avoid drawing attention to themselves.

Dragons have a vested interest in heirs of Khyber, and unlike those of Siberys, dragons are willing to hunt down and murder those they consider an immediate threat to their Draconic Prophecy. Any dragon encountered by an heir of Khyber is automatically considered unfriendly and those that make knowledge of their Khyber dragonmark common knowledge are pursued relentlessly by dragons until they are dead or otherwise incapable of spreading further discord.

HEIR OF KHYBER LORE

Characters can make Gather Information, Knowledge (History), or bardic knowledge checks to learn the following facts about the heirs of Khyber.

DC 10: Those that possessed dragonmarks once fought over who had marks that could be controlled and used without disrupting the world.

DC 15: Aberrant dragonmarks are marks that were meant to be wiped out during the War of the Mark.

DC 20: Heirs of Siberys claim that they control the power of the progenitor dragon Siberys herself. Although there has been no knowledge of how the other two have influenced the people of Eberron till recently.

DC 25: Heirs of Khyber claim that they have gained their power from the progenitor dragon of chaos Khyber. They might have come into power due to strong bloodlines from those with aberrant dragonmarks.

FEATS

Chaotic Spells/Powers [Metamagic/Metapsionic]

You cast spells/powers but many have bizarre secondary effects.

Prerequisites: Base ability for Spells/Powers 13, alignment must be any non-lawful, must have either Maximize Spell, or Maximize Power.

Benefit: This feat changes your spells/powers before you even begin casting/manifesting them. When you decide to cast/manifest make a spellcraft/psicraft check. The DC for this is 15 + the level of the spell or power being used. You cannot choose to fail this check.

If you fail the check, the spell or power effects are normal. However, if you succeed the check, make a second roll. This roll is 1d20 + the difference between your result and the spellcraft/psicraft DC earlier.

Refer to the following table for the resulting power and apply this only to the spell/power manifested. If you get a number higher than 20, just use the result for 20. If the result gained cannot affect your spell/power, then the effect is lost and no benefit is gained.

SPELLCRAFTING		PSICRAFTING	
1 Your Choice	11 Empower Spell	1 Your Choice	11 Enlarge Power
2 Duration Doubles	12 Enlarge Spell	2 Duration Doubles	12 Extend Power
3 Spells for day are halved	13 Extend Spell	3 Power Points spent are doubled	13 Maximize Power
4 Casting time doubles	14 Heighten Spell	4 Manifest time doubles	14 Creature is affected by <i>Disable</i>
5 Any save DCs now + 15	15 Maximize Spell	5 Any save DCs now + 15	15 Quicken Power
6 <i>Slow</i> affected targets	16 Quicken Spell	6 <i>Share Pain</i> between affected targets	16 Split Psionic Ray
7 <i>Inflct Minor Wounds</i>	17 Silent Spell	7 <i>Concussion Blast</i>	17 Twin Power
8 Magic in area is suppressed	18 Still Spell	8 Psionics in area is suppressed	18 Unconditional Power
9 Psionics in area is suppressed	19 Widen Spell	9 Magic in area is suppressed	19 Widen Power
10 Target Ages 2d20 years	20+ Your Choice	10 Target Ages 2d20 years	20+ Your Choice

Additional Rule: You could possibly make it so that this makes a spellcaster use a spellslot higher than normal for the spell, and a psionist use his psionic focus as a prerequisite to use this feat. This would mean a spellcaster can't change spells of his highest spellslot, and a psionist can't use it unless psionically focussed. Per two power points extra spent, a psionist gains a +1 to his preliminary roll.

This has been an adaptation of the Heir of Siberys prestige class that appeared in the Eberron Campaign setting by Keith Baker using the Wizards of the Coast© Dungeons and Dragons© system. It has been created for use in the Age of Worms Adventure Path published by Paizo Publishing©. I do not own Dungeons and Dragons, Wizards of the Coast, Paizo Publishing or any other part of these fantastic corporations. Please do not change or distribute this file in part or whole for profit, and/or without this disclaimer.

Created by Peter Gooding 3/6/2006.

If you wish to contact me please send an email to: valmothg@yahoo.com.au

Please no spam!

This has been created with help from those at the:

Dndresources.com Messageboards	Paizo.com Messageboards
Raven Bloodmoon (Backstory)	The White Toymaker (Feat)
Barakh (Feat)	Psychicman (Backstory)