

Houses		
House Cannith	Mark of Making (Humans)	Known for innovation and advancements in technology, eg: The Lightning Rail, Elemental Airships, & Warforged.
House Deneith	Mark of Sentinel (Humans)	Known for their mercenaries and bodyguards, acclaimed for their efficiency and martial skill.
House Ghallanda	Mark of Hospitality (Half-ings)	Known for hospitality services. The best food and shelter around can be found at their Sovereign Enclaves.
House Jorasco	Mark of Healing (Half-ings)	Known for providing both mundane and magical healing. Herbalists, Alchemists, Physicians, and a few Clerics.
House Kundarak	Mark of Warding (Dwarves)	Known for Security and banking. They offer ultra- secure Vaults and lock boxes to the ultra- wealthy.
House Lyrandar	Mark of Storm (Half-Elves)	Known for Ocean and Air travel, and weather manipulation. But, mostly for piloting elemental airships.
House Medani	Mark of Detection (Half-Elves)	Known for body guards, investigators and researches hired through- out the lands. Very close ties with Breland.
House Orien	Mark of Passage (Humans)	Known for messenger and courier services, & overland shipping via Big caravans that offer free services to adventurers.
House Phiarlan	Mark of Shadow (Elves)	Known for their bold and entertaining bards, actors, artists, and acrobats, but is really a house of spies.
House Thuranni	Mark of Shadow (Elves)	Known for their bold and entertaining bards, actors, artists, and acrobats, but is really a house of assassins.
House Sivis	Mark of Scribing (Gnomes)	Known for translation and messaging stations. They train scribes, notaries, cartographers, heralds, and many more.
House Tharashk	Mark of Finding (Humans & Half-Orcs)	Known for Investigators, Monster mercenaries and laborers, and trade with Droaam. Rivalry with House Deneith.
House Vadalis	Mark of Handling (Humans)	Known for stables, breeding and training animals, esp. Magebreed animals. Major presence in Eldeen Reaches. Pony express in remote areas.



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Houses (cont)

House Tarkanan	Aberrant Marks (All)	Known for assassination, thievery and other unlawful deeds. Psudeo-house based in Sharn. All have aberrant marks, which are usually violent.
House of Vol	Mark of [Death?] (Elves)	The existence of this house is apocryphal, and is said to have been wiped out by a combined army of all other existing houses thousands of years ago.

Faiths

The Sovereign Host	Precursor faiths among humans in Sarlona, and goblinoids in Khorvair.	Arawai, Aureon, Balinor, Boldrei, Dol Arrah, Dol Dorn, Kol Korran, Olladra, Onatar	Follow the Sovereign Host for material gain in this life.
The Dark Six	Schism from the Sovereign Host.	The Devourer, The Fury, The Keeper, The Mockery, The Shadow, The Traveler	Embrace the totality of life, "light" and "dark"
The Blood of Vol	Founded by Erandis Vol c. 2,600 years ago	The Divinity Within	Life is hard, but immortality can be won
Cults of Khyber		Overlords, Daelkyr	The stars with be right ever so soon!!!
The Undying Court	Founded after the Elven exodus from Xen'drik	Undying Ancestors	Preserve the wisdom of those who came before
The Silver Flame	Founded by Tira Miron c. 229 YK	Silver Flame	Fight supernatural evil, lead a noble life
The Path of Light	Kalashtar	Il-Yannah, the Great Light	We can turn the Wheel to a better age



