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Wayfinders guide to eberron pdf

Eberron was born sixteen years ago. It's been eight years since I was able to write new material, and during that time I've been working on a lot of things... It's Llimat. The cat's action. Another role-playing game, Phoenix: Dawn Command. But all this time my heart was still in Eberron. And now Eberron has come to the fifth edition. The Wayfinder guide by Eberron is now available at the DM Guild. It is a PDF product and it is regarded as found by Arcana. It's Eberron when I play at my desk. The purpose of the book is to give you everything you need to start working Eberron at your desk... but also check out these ideas and get feedback on them. It's a 170 page book, and much of it is about the world. But it's also a living document, and mechanical material - race, dragon signs - will evolve over time. This is one of the reasons why it is not currently available as print on demand; The PDF will be updated as feedback about the material is collected. So what is Wayfinder's guide to Eberron? I'll start by telling you that's not the case, and it's a paraphrase of either the Eberron Campaign Settings or the Eberron Campaign Guide. Both of these books are available at the DM Guild, and it seemed silly to carry on with a book that just repackages the information many of you already have. WGtE is not an encyclopedia. It does not delve deeply into history or geography. Instead, it talks about Eberron themes, the things that define settings, and how they might affect your game. How can you capture the feeling of pulp adventure or neo-noir intrigue? What impact can the Last War have on your character or your campaign? Wayfinder's guide includes the following things. New versions of changing, kalashters, shifters and warfare, as well as information and ideas on how common races fit into Eberron. If you're a dwarf, why did you leave the Hold? If you're a zil dwarf, what schemes have you caught up in? Review Khorvaire with a focus on ideas for characters and NPCs from each nation. Rules for dragon marks, mystical sigils that play an important role in the setting. This includes more dragon signs and abnormal dragon signs. A selection of unique magical items, including dragonshards, warforged component elements, and a new secret focuses on your wandslinger. Review Sharn, a city of towers with a focus on getting you started with your character or your story. This includes a plethora of interesting background hooks and story ideas, as well as three separate starting points for different campaign styles... including the gritty Callestian campaign I run at home! Wayfinder's guide is written for both players and DMs. It does not hand out any of the deepest mysteries of the world, but it is designed to serve as an inspiration for both creation And adventure... and I'll just say that there are a lot of ideas crammed into these 170 pages. Eberron was unlocked for the DM Guild. I am currently working on Morgrave Miscellany with Guild Adept and Inkwell Society creator Ruthie Rutenberg (who has collaborated on dragonmarks and races for WG). Miscellany will delve into a number of issues that don't make it into Wayfinder's guide, including Sliberys Dragonmarks and some of Eberron's classic archetypes. Aside from that, there are many topics that I've wanted to explore over the years: Eberron Planes, Droaam, Darguun, Eberron Underwater, and more. I'll get to all these things and more; it's a question of when. I posted a survey here on my Patreon website: You don't have to be a patron to vote on it. Let me know what you want to see first! In addition to writing new material for Eberron, I want to go back to another project that has been on the back burner for a long time. Back in 2009- up to the age of Kickstarter and Patreon-I bootstrapped what I called Have Dice Will Travel. I've wandered around the world running the Eberron game for interesting groups of people. I wrote about some of my adventures for Escapist, but the lack of funding and creative staff made him run out of steam. Now with crowdfunding, new support for Eberron, and my partnership with Jenn Ellis and our company Twogether Studios, we are exploring different ways to bring Back Have Dice Will Travel. We don't know yet exactly what form it will take. Travel Podcast/DD? Book? As? What we do know is that we want to capture a variety of people around the world who play RPGs and tell their stories. If you want to make sure you get the latest news, join the Mailing List of Twogether Studios. And if you feel that you have a particularly interesting game group or city, we could visit our tour, click here and tell us about it! That's for now. Thank you for joining me on this return to Eberron. I'm looking forward to seeing what you all do with the world! The day predicted in the Dragon Prophecy has come, and Eberron is back in the Dungeons and Dragons of the 5th edition! The planned ad setting went live on July 23, and accompany it came the PDF wayfinder Guide to Eberron (don't worry, we'll be paying due attention to the Guild's Guide to Ravnicia when it comes out later this year). We grabbed a copy pretty much right away, and after a few days to read it and digest the contents I'm ready to talk about what's in it, what's not, what it all means, and where Eberron and RD go from here! Chapter 1: What is Eberron? and Chapter 2: Welcome to Horver there are, broadly speaking, two types of potential consumers for leadership: people who are new to Eberron's settings and people who have played in this this Before. Fortunately, it looks like WGtE has uses for both sides. If you've never dug into Eberron's setting before, the guide is a good Eberron Beginner's Guide. It begins with a conversation about what makes the settings unique: the ever-present and somewhat industrial magic, pulp adventure, neo-noir intrigue, the shadows of the Last War that hang over everyone, the mystery of mourning that has destroyed all the people, and the ancient mysteries that run in the shadows. It talks about ways to incorporate your favorite things from other settings (if it exists in DDD, there's room for it in Eberron) before immersing yourself in the world itself, and the main continent of Horver. However, if you were riding a lightning rail with 3.5, you probably know most of these things already. This is where the guide becomes useful for veterans as well: every section of the book that covers a piece of knowledge, say, the militaristic elven nation of Valenar, comes along with hooks and tips on how to bring that knowledge to your character, and not a few of them also come with some kind of mechanic, even if it's just something like a diagram to roll to determine which scheme your zil is up to. To continue Valenar's example, the guide talks about what kind of combat role your Elf Valenar can play, and provides unique racial traits to provide access to the bi-topastic scimitar associated with the nation. Basically, even if the knowledge is familiar, there are new mechanics and some pretty good tips you can find that will benefit veterans just as beginners. There are several common sections that will introduce the reader to aspects of daily life in the Five Kingdoms and beyond, the principles of Eberron's religions that are independent of deities dropping, and most importantly, how the widespread use of magic has affected the world, from its connection to its fashion for transporting it to its war. Although there is a lot of knowledge here, it does not go into any overwhelming depth, especially when it comes to parts of the world beyond Horver and the various plans of existence in Eberron's cosmology. Much of this material can be found in the third and fourth editions of materials that are already available, and in fact the application of other resources such as old source books and series of novels helps close the book and give the reader ideas on where to go for more information. I don't think they are mandatory, but then again I already have most of them, so my point of view may not be clear there. The fact is that I get the impression that you can take the manual, read it, and get started with stories in Eberron perfectly on its own. What about these crunchy pieces? Chapter 3: Eberron's Racing First Bit of Mechanical Bone That Guide Gives It Eberron Racing. The most interesting part of the chapter should be four races unique to the environment: Changelings, Kalashtar, Shifters, and Warforged. Kalashtar are making their 5th edition debut, while the other three first saw the light of day in the excavated Arkan more than three years ago. The shift, um, has changed a lot since Arcana first dug up. They get 2 euros in Charisma, and can also increase intelligence or agility (no subraces are found). Their ability to change appearance is no longer limited to copying the humanoid they have seen before; they had to see someone to duplicate them, but otherwise have the broad freedom to change their shape. Instead of just cheating they can choose between two deceptions, bullying, insight, and beliefs. After the rest you can use your werewolves as a reaction to scare off attacking the enemy at the rental with a disadvantage. Finally, you gain knowledge with the tool . . . and a unique alternative identity that allows you to double your knowledge bonus using the tool when you take it on. Kalashtar, a hybrid race that is half-human semi-be-dreams, doesn't have any subracial either, but still has a lot going on. Their Wisdom and Charisma go up one by one, and the third ability score of your choice goes up one as well. They can spend the reaction to gain an edge on the wisdom of saving toss thanks to their Double Mind. They resist mental damage, and can use Mind Link to talk to others telepathically. Thanks to mental glamour they have an advantage on the skill of your choice: Insight, bullying, performance, or persuasion. Finally, Kalashtar does not dream, so there are certain spells that do not affect them. Shifters have gotten cut a bit, in that they have four sub-race here, not six. Cliffwalk and Razorclaw shifts have disappeared. Other than that, however, they have more going on. They all still have Darkvision and No.1 Dexterity, but they have gained knowledge with perception. The shift still provides temporary HP, but individual sub-sectors have more. Each adds No.2 to the chosen ability assessment instead of No.1, and each comes with additional skill: Athletics for Beastside, Intimidation for Longtooth, Acrobatics for Swiftstride, and Survival for Wildhunt. The shift provides more HP pace as well as a AC bonus for Beastside, a bite attack that inflicts additional damage for Longtooth, increased speed for Swiftstride (on top of the passive increase that's always on) and reactionary disconnection, and an advantage on wisdom checks by Wildhunt (on top of another passive ability that helps track the goal). Warforged received an overhaul. On the base they only get No.1, while their military fortitude provides them with many immunities, advantages, resistances and exceptions. They have a comprehensive protection that serves as armor armor can be adjusted to work with your armor skills. The biggest change, however, is that Warforged now have sub-race. The juggernaut gets 2 euros to the force, the best unarmed attack and increased payload. The shooter gets no.2 Dexterity, an increase in speed, and the ability to move discreetly over a long period. Messenger is by far the most interesting: it gets 1 to two points of choice, a tool of knowledge of your choice, and the tool of this choice is integrated into their body. Now, all these things at the new races can also be found in this week's discovered Arkan article. Wait, what? Why found Arcana material in PDF for \$20? More on this near the end of the article. It follows sections dedicated to any other D'D race, telling about his place in the setting. There are some taste of text tables scattered over them, and some interesting mechanical bits from the aforementioned Valenar double-bladed scimitar to the clawfoot raptor raptor mount Talenta halflings. Basically each race gets mentioned, even really exotic ones like tobacco; even if they don't have a place in Eberron yet, this section tells you how you might find them one. Chapter 4: Dragonmarks Next we have Dragonmarks, magical symbols engraved in the skin of living creatures that give them the power that forged the great Dragonmarked House of Horver, the premier drivers of the magic industry. Previously, Dragonmarks were seen as feats that a player can take when their pedigree power comes through, but here they have done something different: each dragonmark is expressed through a variant of race or subracial. So you select Dragonmark while creating a character, and it changes or replaces several functions, including your ability score increases. Each sign provides unique effects, some as exceptional abilities and some like access to certain types of magic, but each also has Intuition Die, d4, which is added to the rolls for one or more skills or whether you have knowledge in them. There is also a new background for the agent dragonmarked home, and the Big Dragonmark feat you can take starting from Level 8, which will increase your intuition to die up to d6, increase the evaluation ability, and provide access to powerful spells. Overall, I really like the design choices they made with Dragonmarks, here. They have some very profound implications for your character, just as they should make you feel like a true dragonmarked offspring of your home, and they all seem useful. One picky thing I have is that with them as an option /subraces keeps you, the rules as written, from displaying the sign during the gameplay, as part of the story, which in my experience is by far the most popular way to do so. I think several ways to get around that, however, just like in previous editions I allow take the feat when they had a chance but were not manifested in the game until they reached their right moment. There are also rules for abnormal dragon signs, strange symbols that don't fit into the predictable power of normal signs. Take the feat, get the No.1 Constitution, get access to the sorcerer cantrip and the 1st level sorcerer spell of your choice, and the opportunity to enhance it by spending Hit Die and taking the damage. There's also a good taste of the text table on how your actual sign behaves. . . . Weird. I like the cantrip and spell bits, but the Hit Die bit can be very brutal at low levels, and there's no other way to grow the mark, like with the Big Dragonmark feat. Good start, but there's room to grow. Chapter 5: Magical Elements This Chapter has a bunch of magical items like everyday tools such as everbright lantern, secret focuses that can enhance certain spells, items that can only be used by dragonmarked characters such as inquisitive glasses, eldritch machines that have deep and far-reaching magical effects, and components that can be installed in warforged. The list here is by no means exhaustive (there is no elementary airship that can be bought, for a dramatic example), but it is a good basic kit that can be very useful and can get beginners accustomed to how much everyday magic there is in Eberron. Chapter 6: Sharn The Final Chapter narrows the focus of the Guide to Eberron's most famous city, Sharn. It's part of the guide that's really set up to get you going with actual adventures in the setting. It starts with additional tables for all THEB backgrounds that connect your character to the city. He then goes to the city itself, describing the five different plateaus of the neighborhoods that make up the city's towers, the Upper, Middle and Lower Chambers of the Upper, and the different things to find and do in each area. Below are sections on the city's celebrations, criminal activities and the organizations that conduct them, who to get around, and how interesting the fall from Upper Tawick Landing can get. After these general reviews of the three Starting Points you can use to start an adventure in Sharn. You have the crime-ridden district of Callestian in Lower Dura, perfect for dark neo-noir history. Then there's the clifftop district in Upper Dura, a favorite spot for adventurers and explorers, pulp heroes . . . whose services are in demand. Finally, there's Morgrave University in Upper Menhis, a college for adventurers who will send you on some more carefree journeys. Each starting point comes with text about how to set the right tone, leading the characters to the point that the characters might want, and area and its interesting places. The chapter then has a Fast Fast The story, five random tables that allow you to quickly create Hook, Villain, Plot, Twist, and a fantastic place to put the final scene for a pickup adventure. The chapter concludes with three 2D20 tables for random events, attractions and meetings on the streets of Lower, Middle and Upper Sharna. What's not here, what's going on, and what's the future so that's not in the manual? There's no cunning. No psionics, which is kind of a strange fit with kalashtar. No rules for Siberis Dragonmarks. No other builds or varieties for existing classes, though this is less of a concern. This brings us back to the excavated Arcane bit. There was a fair bit of initial confusion on the internet about what exactly the manual was when people opened it and saw that it wasn't the Adventure League official that the cover calls it a prototype. To be clear: at the moment WGtE is essentially a live playtest; Keith Baker explicitly referred to it as a type of excavation of Arkan on his blog. According to Mike Mearls on Twitter and the July 23 Dragon Talk episode, what happens is that as feedback filters and new material are created, the guide will be updated. New buyers will get the latest update, and anyone who has already purchased a copy will have their version updated for free as things continue, so once you've bought it you're guaranteed the final product. Again according to the Mearls Guide will be finished when the latest changes are made and Artificer is added in (Artificer will have a new UA article soon) and then it will also have a print-on-demand option. Chance remains to print in the hardcover book Eberron, in which some things can be duplicated between this theoretical future product and guidance (such as race, cunning, etc.), but the goal will be for people to be happy if they bought both. Maybe this type of information should be on the DTRPG Guild/DM product page, not people having to go to Twitter feeds and blogs, but this is already another conversation completely. By far the most radical effect of the Wayfarer Guide to Eberron is that its publication has opened the settings for the DM guild, meaning that everyone can publish their own material Eberron through the Guild. There are already people taking advantage of this fact, and there are a number of products that have been released right away, some people who are clearly just waiting to go ahead. Whatever other e-books or printed products have come out of the Wizards Coast for Eberron, installation in the wild, now. It will be interesting to see what people have come up with and what rises to the top. Is it worth buying Wayfarer's Eberron guide? I'd say yes. There's a lot of stuff packed into this PDF, and while some may grouse about paying playtest, there's the fact you get the final product that was perfected by the same process that brought us every second 5th original album edition, starting with PHB. If you're a fan of Eberron already, there's no reason not to buy it; You've probably bought the final product anyway, it's useful, and so you get to put your reviews in for the settings you love. If you're a beginner, this is a great product to start your journey in a world where there's magic on every corner, spy in every shadow, and adventure on every horizon. As mentioned above, you can find Wayfinder's Guide to Eberron PDF at DriveThruRPG and Guild DM for \$19.99. Our copy of The Wayfinder's Eberron guidebook was purchased with funds from our driveThruRPG partner status. Reach DTRPG through one of our lovely and elegantly crafted links, and we get a small cut of any purchases you make that we can use to bring you to our readers more content. You can also support Cannibal Halfling Gaming by telling your friends about us or supporting us at Patreon. Thanks for your support so far, thanks for any help in the future and happy games! 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