

THE 13TH MOON

- Eberron -

Shared campaign rules for players, DMs and writers



by Davide C. Milano





A world of adventures

I always loved Eberron.

Since the very first moment that the *Eberron Campaign Setting* fell into my hands, I got the feeling that something great has finally arrived. It was a new, fresh way to feel the game and a new rain of themes, moods and challenges that my fellow gamers were going to face.

Now, with the *Wayfinder's Guide to Eberron* finally out there, it is time to spread this passion. *Xanathar's Guide to Everything* rules about shared campaigns are a good start to create great adventures and introduce two worlds, Eberron and organized play.

I've remodelled the rules to make the approach as simple as possible, so that players will find it extremely easy to use, DMs will have an easy time to prepare their adventures and everyone will have the chance to write their own adventures and see them played by other fellow players all around the world. Because that's Dungeons & Dragons: being awesome together.

I hope you like this.

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What is *The 13th moon*?

It's a project for a shared campaign set in Eberron. In this little guide there are minor rules to be followed to allow to players bring their own Eberron character at any table. Given the flavour and style of the setting, the experience will not be homogeneous: since players matter, two adventures can never be the same when you change even one person at the table, DM included.

To give this freedom of movement, it's important to establish a common ground: this is what all of this is about.

What's in this book?

In the **Player's Guidelines** there are guidelines on how to prepare an adventurer for Eberron, which books to use and variations from the standard rules of D&D 5th edition.

In the **Dungeon Master's Guidelines** there are the very few unusual rules to run an adventure in Eberron and some tips to improve the experience.

In the **Writer's Guidelines** there are some minor suggestions on how to write adventures for *The 13th moon*.

Is it done?

These rules are still a work in progress: everyone who wants to use them to play and write adventures can bring suggestions to improve the framework. Feel free to [write me](#) on the DMSGuild or [tweet me](#).

Coming soon

- list of seasonal magical items for writers
- variant items for story-specific loot



Player's Guidelines

These rules are crafted to give all players a way to sit around a table and play, each one bringing his own character and the DM bringing his own adventure with little-to-none obstacles. To get this, the following rules apply, overwriting existing ones.

Sourcebooks

The *Player's Handbook* and the *Wayfinder's Guide to Eberron* are considered **core books**, available to every character. You can pick one additional book from the following list to be used for your character. These three books will be called *your sourcebooks* from now on.

Allowed books

- Elemental Evil Player's Companion
- Sword Coast Adventurer's Guide
- Volo's Guide to Monsters
- Xanathar's Guide to Everything
- Mordenkainen's Tome of Foes

This list is intended to include all future official printed material published by Wizards of the Coast.

Character creation

Follow the rules in PHB, with the following guidelines:

- Choose a race and a class from your sourcebooks, ignoring race requirements for classes
- Determine ability scores with "Variant: Customizing Ability Scores" (the standard array "15, 14, 13, 12, 10, 8" still works)
- Choose a background from any *Core book*, *Allowed book* or any official hardcover D&D adventure. You can change the skills for your background to better fit your character's backstory.
- Add the equipment from you background and class, including gold.

- Select feats and/or spells from your sourcebooks.
- Use average hit points to level up.

Experience

Do not use the standard experience rules. You get 1XPC (experience checkpoint) for 2 hours of play. If the adventure has an estimated play time, you get XPC for each 2 hours of play time the module is designed for (round down, 3 hours = 1XPC). Usually, a session should award 1XPC.

Level	XPC required to level up
1-4	2
5-10	4
11-20	8

You can't gain levels beyond 20th (but you can still gain TPs, see below).

Long story short - treasure

Depending on your level, your character will have an amount of Gold and an amount of Treasure Points. These two represent the gear available to your character.

Gold represent an amount of resources you will always have at the beginning of an adventure and that your character can spend: everything acquired with gold is temporary, and it will be **lost** if unused at the end of the adventure. You will have the same amount of gold for the next adventure.

Treasure Points represent permanent acquisitions for your character. That equipment will **always** be with you, spells added to your spellbook, magic items not with limited use.

Let's see this thing in detail.

Temporary gear - Gold

Adventures do not reward gold. Each adventurer has a fixed amount of gold depending on their character level.

A PC can spend his Wealth (see below), if available, to increase his gold availability for a single adventure.

PC level	Basic gold	Wealth gold
1	By background	50
2-4	50	400
5-10	400	1500
11-16	800	5000
17-20	1000	12000

PCs can use gold to buy adventuring gear, consumable magic items and spell material components at the beginning of an adventure. This gold and these items can't be stockpiled: at the end of each adventure these items will be lost, and gold will be gained back.

Characters can use gold to buy gear from their sourcebooks, material components for spells they can cast, and consumable magic items from their Magic items list (see below).

Consumable magic items

Consumable magic items are potions, magic ammunitions, scrolls and all other items with a limited number usage.

Each PC begins the adventure with a tier-appropriate *potion of healing*.

Tier	Potion of...
1	Healing
2	Greater healing
3	Superior healing
4	Supreme healing

Moreover, at the beginning of the adventure, a PC can spend his gold to obtain up to **two** additional consumable magic items from his list.

Rarity	Usual price
Uncommon	50gp
Rare	200gp
Very rare	800gp
Legendary	8000gp

As for other items gained by gold, consumable magic items are lost at the end of the adventure.

These spells cost a lot!

Leomund's secret chest and *True resurrection* cost great amounts of money, more than what a PC can possibly have at proper level.

If you can cast *Leomund's secret chest* you can spend 2TP (see below) to get all material components for the spell and cast it: your chest will be available for you from now on.

To cast *True resurrection*, you must combine the effort of more PCs playing the adventure (which can, if available, spend their Wealth) to buy the 25000gp diamond. The only other way is to find such a diamond in the adventure and using it in the same adventure.

Example

Priscilla, a 15th level wizard, is beginning a new adventure. She gets her *Potion of superior healing* and has 800gp to spend. She decides to get 200gp of diamond dust for her *Stoneskin* spell, 50gp for a *Spell scroll[Fireball]* from her list, and a 350gp *Spell scroll[Revivify]* from her list – she can't use it, but maybe someone in the group will.

This leaves her with 200gp, "pocket money" to be used during the adventure.

Wealth

Adventuring, your PC will be able to find amounts of gold, gems, and jewels. This will be represented by Wealth, a new rule like Inspiration.

Gaining wealth

You PC can gain Wealth when he finds great treasures, or he is rewarded by someone for his heroic deeds. Generally, adventures write out under what conditions PCs gain Wealth. Additionally, at the end of a session, DMs can assign Wealth to reward players for great roleplaying or for well-appreciated behaviour at the table.

Like Inspiration, you either have Wealth or you don't – you can't stockpile it.

Using wealth

If you have Wealth, you can spend it to increase your gold availability.

Some adventures, groups, or organized play groups can have special usage for Wealth – ask your DM for more info.

Permanent gear – treasure points

As per consumables, permanent magic items found during an adventure can be used during that adventure. Then, they are added to PC's list of magic items and lost.

Every time PCs gain 1XPC they also gain 1TP (Treasure Point). Between sessions you can spend

your treasure points to gain a permanent magic item from your list.

Treasure points are of different quality, depending on the level at which the character was when he gained them.

TP quality	Acquired at level...	Spent on items up to...
Copper	1-4	Uncommon
Silver	5-10	Rare
Gold	11-20	Very rare

Permanent magic items cost

Costs for permanent magic items come from their rarity as follows. Minor magic items (as per *Xanathar's Guide to Everything*) have their TP cost halved.

Item rarity	TP cost
Uncommon	8
Rare	10
Very rare	12

Wait! What about common and legendary items?

Each PC can get one *common* magic item from 5th level at no cost. He can get another one at 11th level (2 total) and another one at 17th level (3 total). You can spend Wealth to change a common magic item with another one. You can choose these items from any core/allowed book or WotC official adventure.

Legendary items are, as the name calls them, stuff of legend. PC can add legendary items on their list, but they can get only **one** permanent legendary item upon reaching 17th level, spending 14TP of Gold Quality.

Mundane gear

You can spend 1 TP to permanently gain up to 300gp of non-consumable, non-magical items from your sourcebooks. You can spend this gold to add spells to your spellbook or ritual book if you have the scroll available on your magic item list (you don't need to buy the scroll).



Example

John spends 1 TP to have 300gp of normal gear to get. He decides to get a spare spellbook (50gp) and a splint mail. There are 50gp left that can be spent later on for other permanent gear.

Magic items list

Each PC keeps a list of magic items he has met during his adventures. It adds to a base list of magic items available to everyone.

If a PC finds a magic item during an adventure, he can use it as normal.

At the end of the adventure the players add all the magic items found to their list. Anything found during an adventure can't be kept.

Selling or trading

Items can't be sold or traded. There will be special occasions which allow players to discard items and get TPs back and/or to add items from other players' lists, but, usually, you can't.

At the end of a session you can spend Wealth, if available, to remove a magic item and get back TPs you spent on it. You can also spend Wealth to sell all your permanent mundane gear and get your TPs back.

Is this a magic item shop?

No: magic items are not "bought" with TPs and Gold.

Treasure Points and Gold presented here are an abstraction that represents your character's discoveries, study and effort to understand the treasures he found, and the act of collecting resources to craft or obtain their own magic items, from potions to weapons.

Use this framework to add some extra story to your magic items.

Slower pace

If you want, you can skip the acquisition of XCP and TP at the end of an adventure, keeping your level and preventing a too fast level advancement, for whatever reason you have. Add everything else as normal (items on your list, Wealth, story awards, etc.).

Higher level characters

You can create a character of 5th or 11th level any time: mark the minimum required amount of XCP to a 1st level character, then add what follows:

Level	Features
5 th	Add 8TP[copper]
11 th	Add 8TP[copper] and 24TP[silver]

Your list of magic items is still the starting one: only adventures will unlock amazing treasures and wonderful gear.

Dungeon Master's Guidelines

The job of a Dungeon Master is not the easiest one: the DM must keep the game moving and flowing while keeping an eye out to be sure that everyone at the table is enjoying it – including himself.



Because of this, every DM has a large amount of control on the game he is running. As a rule of thumb, if everyone is enjoying the game and nobody is getting hurt, it's fine.

Dungeon Master's Rewards

Since the DM is an important role, being a DM should not prevent you from having the chance to have and develop a character. Every time you DM you get the same XPC and TP rewards as the other players at the table for one of your characters.

Every 5 adventures you DM, you can add 1 magic item from the *DM magic items list* to the list of one of your characters. Adventures can assign specific rewards.

Hero points

13th moon adventures will use the optional rule for Hero Points as presented in the *Dungeon Master's Guide* with a little change: a character has 2 Hero Points from level 1 to 10, has 3 Hero Points from level 11, and regains all Hero Points at the beginning of an adventure.

Hero points can have other possible uses as designed by the adventure – writers can enjoy this extra tool to put some dangerous challenge or to overcome some design problems.

Why?

From a writer's viewpoint, knowing that at the beginning of the module you are preparing all PCs have a fixed amount of Hero Points allows for a better adventure balance. DMs do not have to check how many Hero Points are available for characters, since they are a set amount.



Communication and declaration of intent

Set expectations for your party: people gathering to play Dungeons & Dragons can expect extremely different stories and different styles. Some people will expect boardgame-like dungeon crawling, some people would like stealth-based action, someone else dreams to set up and unfold amazing plans for spectacular heists.

Keep a good level of communication with your players and tell them what to expect from the session, describing the style or telling them a movie or a TV series: if you tell them that tonight's adventure is more like *Save private Ryan* or *Ocean's eleven* will set everyone in the right mindset and everyone will enjoy the night more.

Delicate issues

Everyone at the table is there to enjoy the time, and it's important to do so. Sometimes adventures can explore darker or unsettling themes. Sometimes there are issues impossible to foresee.

Because of that, tell your players that if something is making them uncomfortable to tell you **immediately**: if that happens intervene, stopping the thing, whatever it is, and move forward, no questioning from anyone.

Reward good behaviour

Players who go on great narration, set up opportunities for others to get under the spotlight and usually help with managing stuff at

the table are of great help. You have tools at your disposal to reward this good behaviour.

You can use **Inspiration** and **Wealth** to reward great roleplaying and good player behaviour, respectively. Use them.

How do I run a hardcover?

Hardcover adventures like *Rise of Tiamat* and *Princes of the Apocalypse*, can be played in Eberron with a bit of adaptation and no real problems. For this intent, consider the whole hardcover as the "adventure": while your players are at your table, PCs can use all the items they are able to find, while writing down magic items on the items list and tracking their treasure points. When players will use their PC at other tables, they will have to fix their equipment using TP and all other of these guidelines.

Alternatively, you can consider just a chapter of the hardcover as your "adventure", fixing the equipment at the end of each chapter.

What about the story items DA RIFARE?

Items which are special to the story, like *Dawnbringer* or *Ironfang*, must be handled in a different way: when one of your character finds it, he can use it in your games, and he can add to his list a special placeholder item.

For example, if someone gets *Dawnbringer* he can add a *Sunblade* to his list and if he acquires it, that *Sunblade* will have *Dawnbringer's* stats if the adventure tells you so and/or the DM agrees.

You will find a complete list of organized play variant items in a separate document.



Writer's Guidelines

Writing an adventure is exciting and personal: no one has the same style, keeps the same pace or focuses on the same things while writing a D&D adventure, so there will be not many issues about that. Remember just these few points.

The story matters...

The most important thing to remember is that Eberron is all about mood, conflict, heroism, and dramatic tension.

Try to write a story that involves the players, placing hooks for their personality traits, flaws, ideals, and bonds. Use the hooks from the campaign setting: they are there to be used – by you!

Remember: characters are pushed to use potions and hero points, they are much cooler and harder than normal D&D characters, throw good challenges to them.

...time matters...

Timing the adventure is important. As a general idea, try to think of adventures good to play in 2-3 hours once a week – this is the pace these guidelines are designed for. With this kind of adventures, the players will likely get 1XPC/week

...magic items don't (ok, not too much)

Although many players will disagree, magic items with a certain flavour do not appear all the time. Even if there is a magic item half of the adventures and they will get it half of the time, it's still a lot!

Make these items worth to be found for players who enjoyed the story. And use special features (DMG pag. 142) to make these worthy items unique to your story and your adventurers.

Every season there will be a list of items to use as rewards. Choose from that list the magic items to put into your adventure.

New mechanics

You can explore new ways to develop your adventures: remember that PCs have Hero Points to be used to overcome obstacles.

An investigative session can go dead-lock if essential clues are not found. You can allow to spend Hero Points to discover them.

A heist movie has these wonderful scenes which an unforeseen complication comes up and seems to waste the carefully crafted plan, but a flashback shows that countermeasures were already taken. You can allow each member of the group to spend one Hero Point to play the flashback.

Sky is the limit.

Multi table!

A really entertaining experience is an adventure played on multiple tables, like the *Epics* of the Adventurers' League.

If you have experience on this kind of adventures, you can add some suggestions for organizers to add multi-table rules for your adventures.

Standard multi-table rule

Once during each encounter, a player can use an action on his turn to aid another table: that player will move to the other table and will tell that table's DM that he is there to help. He'll take one full turn to aid the others and then will return to his table.

Special multi-table rules

Feel free to add your own special touch: bosses moving from table to table with a shared hit point threshold, events affecting every group in that area, whatever you think is good to have fun together.

Magic items basic list

Uncommon	Rare	Very rare
300gp of permanent gear [1TP]	+1 armor [10TP]	+2 armor [12TP]
Potion of healing* [50gp]	Potion of gr. healing* [200gp]	Potion of super. healing* [800gp]
Spell scroll (lv10-1) [50gp]	+2 rod of the pact keeper [10TP]	+3 rod of the pact keeper [12TP]
+1 rod of the pact keeper [8TP]	+2 shield [10TP]	+3 shield [12TP]
+1 shield [8TP]	+2 wand of the war mage [10TP]	+3 wand of the war mage [12TP]
+1 wand of the war mage [8TP]	+2 weapon [10TP]	+3 weapon [12TP]
+1 weapon [8TP]		
Bag of holding [4TP]		

Note: * = rarity increased

What about factions?

Organized play can bring special items available only to specific factions. The Aurum, Agents of the Twelve, Gatekeepers and much more organizations can give important gear to their agents. More info on that in the future.





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