d20play How To

1. Sign Up: Email (**tgchristy@att.net**) or discord message (@d20play) me to sign up. Let me know what you go by and if it will be your first time seeing the adventure. Send me your character (see guidance below) and an image to make their token from (full body with solid or clear background is best, please try to avoid AI). Do this within <u>48 hrs of signing up and 48 hrs before game to hold your spot</u>.

2a. D&D Characters: Play a new, existing, or modified character of adventure level or lower. They can be from any campaign (including AL), edition, or system and created/modified to match this guidance (if needed).

> **Character Sheet:** Use any format you like (or my **D&D Beyond**).
>
> **Abilities:** Use standard array (15, 14, 13, 12, 10, 8) or Customize with 27 points (see PHB Chapter 1).
>
> **Background:** Gain background feat at L1 (as written or Alert, Magic Initiate, Skilled, or Tough). Ignore background feat (if any) at L4.
>
> **Rules Sources:** 5E Basic Rules, Player's Handbook, Elemental Evil Player's Companion, Fizban's Treasury of Dragons, Locathah Rising, Mordenkainen Presents: Monsters of the Multiverse, Planescape, Spelljammer: Adventures in Space, Sword Coast Adventurer's Guide, Tasha's Cauldron of Everything, Van Richten's Guide to Ravenloft, Xanathar's Guide to Everything.
>
> > **Including:** Feats, Multiclassing, Variant Encumbrance, Variant Human, Half-elf, Tiefling (PHB/SCAG). Custom Origin (counting all weapons as one), Class Features (TCE). Human Languages (SCAG).
> >
> > **Excluding:** Broom of Flying, Ceremony, Crossbow Expert, Flight Traits of PC Races, Forcecage, Gloomstalker, Leomund's Tiny Hut, Peace Domain, Silvery Barbs, Twilight Domain, Winged Boots.
> >
> > **Changed Rules:** Divine Smite (1/turn). Goodberry (duration 8hr, disciple of life does not change, no nurishment). Sharpshooter (take -5 to do +5). Shield Spell (lasts for just 1 attack or magic missile spell). Spirit Guardians (duration 10r). Staff of the Woodlands (PwoT uses 1ch). Stunning Strike (1/turn). Toll the Dead (d8 dmg/tier, DA on sv if wounded). Vicious Mockery (d6 dmg/tier).
>
> **Equipment:** Use Background and Class starting equipment. This equipment may be discarded but not sold.
>
> - Add gold for characters starting at higher level. **L5-10:** +100gp | **L11-16:** +1,000gp | **L17+:** +10,000gp.
> - Existing characters may instead use their current equipment with the following maximums.
>   - Total Value: **L1-4:** 1,000gp | **L5-10:** 10,000gp | **L11-16:** 100,000gp | **L17+:** 1,000,000gp
>   - Number of Permanent Magic Items: **Character Level / 2** (round up)
>   - Number of Consumable/Minor Magic Items: **Character Level**
>   - Rarity: **L1-4:** uncommon | **L5-10:** rare | **L11-16:** very rare | **L17+:** legendary
> - Level 5+ characters may add a single +1 weapon/shield/spellcaster item (subject to above limits).
> - If 2+ characters have the same unique item, only one will function for the adventure.

2b. ShadowDark Characters: For a ShadowDark game, instead, roll up a character per standard ShadowDark rules (the hardcover, cursed scrolls 1-3, and the bard and ranger). Make random rolls in d20play **roll20** room. Announce rolls before making them.

> **Equipment:** Use starting gear (L0) or gold (L1).
>
> - Add gold for characters starting at higher level. **L4-6:** +100gp | **L7-9:** +1,000gp | **L10+:** +10,000gp.
> - Existing characters may instead use their current equipment with the following maximums.
>   - Total Value: **L1-3:** 1,000gp | **L4-6:** 10,000gp | **L7-9:** 100,000gp | **L10+:** 1,000,000gp
>   - Number of Permanent Magic Items: **Character Level / 2** (round up)
>   - Number of Consumable/Minor Magic Items: **Character Level**
>   - Rarity: **L1-3:** +1/uncommon | **L4-6:** +2/rare | **L7-9:** +3/very rare | **L10+:** legendary
> - Level 4+ characters may add a single +1 weapon/shield or L1/2 wand (subject to above limits).
> - If 2+ characters have the same unique item, only one will function for the adventure.

3. Play: I'll let you know when I have set up your token with macros which include all you need to play. Go to the d20play **roll20**, uncheck "Alphabetically sort Token Actions" on "My Settings" page, and test your macros to make sure I did not make a mistake before the game. Jump on d20play **discord** and **roll20** at to play!

*Please see **d20playHowToExpanded** if interested in more info about Token Macros, Table Conventions, etc.*

*Games are recorded (usually audio-only), streamed, edited, and/or uploaded (see **youtube.com/d20play** for examples). Upcoming games are announced on d20play's **discord** and **twitter**.*

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