

d20play How To DnD

Sign up. Send your favorite character (or a new/leveled-up one) with a picture. Play!

- 1. Sign Up:** Email tgchristy@att.net or discord message (@d20play) to sign up. Tell me what you go by and if it will be your first time seeing the adventure. Send your character (see guidance below) and an image to make their token from (full body with solid or clear background is best) within 48 hrs of signing up to hold your spot.
- 2. Character:** Play your favorite character (or a new/leveled-up one) of the adventure level or lower. They can be from any campaign (including AL), edition, or system. You can send them as-is and I'll help with any temporary changes to match the following 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 Ch. 2).
 - Background:** Customize all (ability scores, origin feat, profs) except equipment. Ignore L4 feat (if any).
 - Rules Sources (use latest version of a rule):** 2024 Player's Handbook/Free Rules > Book of Many Things > Planescape Adventures in Space > Glory of the Giants > Monsters of the Multiverse > Treasury of Dragons > Van Richten's Guide to Ravenloft > Tasha's Cauldron of Everything > Xanathar's Guide to Everything > Locathah Rising > Sword Coast Adventurer's Guide > Elemental Evil Player's Companion.
 - Include:** Encumbrance (>5xS (-10'), >10xS (-20', DA S/D/C chk/atk/sv), 15xS max), Custom Origin (count all weapons as one trade), Human Languages (SCAG).
 - Exclude:** Broom of Flying, Ceremony, Darkvision of PCs, Enspelled Weapons, Flight Traits of PC Species, Forcecage, Leomund's Tiny Hut, Silvery Barbs, Weapon Masteries, Winged Boots.
 - Change:** Alert Feat (replace swap with no surprise u/allies in 30'), Bugbear Surprise Atk (1/combat). Critical (x2 dmg). Conjure Minor Elementals (+d8/2SL). Conjure Woodland Beings (4d8). Duration Area Damage (add "on your turn" to area entering space). Emboldening Bond (saves only, no stack w bless). Goodberry (duration 8hr). Shield Spell (dur 1 atk/ magic missile spell). Spike Growth (you can only grapple move a creature 5' through it). Spirit Guardians (dur 10r). Toll Dead (d8/tier, wounded DA sv). Twilight Sanctuary (free 1/rnd then R to use). Umbral Sight (no invis v DV).
 - Equipment:** Use Background and Class starting equipment.
 - Add gold for characters starting at higher level. **L5-10:** +500gp | **L11-16:** +5,000gp | **L17+:** +50,000gp.
 - 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.
- 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** to play!

*Upcoming games are announced on d20play's **discord** and **twitter**.*

*More info on token macros, table conventions, AL characters, leveling down characters, equipment available for purchase, equipment limit details, etc., is available at **d20playHowToDnDExpanded**.*

*Games are recorded (usually audio-only), streamed, edited, and/or uploaded (see **youtube.com/d20play** for examples).*