

Joining a Game

Please see **d20playHowTo** for basics on signing up and character creation.

Equipment Details

Adventurer's League (AL) Characters: AL characters have a pool of items available to them including items for DMing. What items can you bring into a d20play game? You can bring the items your character used in the latest AL game that they played (up to the maximum allowed at adventure start (see below)). You cannot add any items to that from your pool or from DMing.

Before, Between, and Sometimes During, Adventures: You can buy, sell, and/or trade as shown below.

Buy: Buy non-magic equipment and the following magic items.

- Potion of Healing (50gp), Climbing (75gp), Animal Friendship/Greater Healing/Water Breathing (100gp), Superior Healing (rare, 500gp), Supreme Healing/Invisibility (very rare, 5,000gp)
- Scroll of Cantrip/1st/2nd/3rd/4th/5th (25/75/150/300/500/1,000gp plus component cost (4th/5th are rare)).
- Spellcasting of Cure Wounds (10gp), Identify (20gp), Lesser Restoration/Prayer of Healing (40gp), Dispel Magic/Remove Curse/Speak with Dead (90gp), Divination (210gp), Greater Restoration (450gp), Raise Dead (1,000gp), Resurrection (3,000gp), True Resurrection (30,000gp).

Sell: Sell non-magic equipment (except starting equipment) at half price.

Trade: Trade magic items if DM approved (fair trades between ongoing characters are considered).

Adventure Start: Discard equipment that exceeds the following maximums.

	T1 (L1-4)	T2 (L5-10)	T3 (L11-16)	T4 (L17+)
Total Equipment Value [1]	1000gp	10,000gp	100,000gp	1,000,000gp
# of Permanent Magic Items/Boons [2] [3]	Character Level/2 (round up)			
# of Consumable Magic Items/Boons [2] [4]	Character Level			
Rarity [5]	uncommon	rare	very rare	legendary

Adjustments to any of these limits can be made at DM Discretion (such as for story/unique items).

[1] Total equipment value is sum of gold, gear, purchased magic items, and non-magic equivalent value of magic arms/armor.

[2] Boons include blessings, boons, charms, extra companions/feats/languages/skills (except those from a class or feat), etc. These can be discarded or counted as if each were a magic item.

[3] multi-use consumables count as permanent unless each use is counted.

[4] 6 ammo = 1 consumable. 1 common item = 1 consumable (even if permanent).

[5] Excepting items gained in the current adventure/series.

Adventure End: Spend found gold to cure all characters of all conditions that would remove them from play (death, lycanthropy, etc.) (whether they will retire or not) from least to most expensive. If all found gold is spent, conditions remain. Split remaining treasure evenly, randomly, and without regard for current equipment or past treasure splits.

What You Can Expect from Me

Fun, fast, fair, and challenging games in lore filled worlds full of dangerous monsters and fantastic treasure.

A Fun and Fast Game: I'm on your side and rooting for you! The monsters however... I'll keep the pace brisk and combat pulse-pounding. We'll have many opportunities for exploration, social, and combat encounters.

A Fair and Challenging Game: I'll roll dice in the open. I'll strive to make impartial and consistent rulings. I'll telegraph danger. *I'll up the damage output of most CR 1+ opponents (scaling up with their proficiency bonus).*

An Immersive World: I'll make the world a living, reactive, internally consistent place. Your background, tool and knowledge proficiencies, and more will grant you extra information (whispered to you in the Roll20 Journal).

Locations to Explore: Locations seeded with treasures, traps, friends, foes, monsters, devices, secrets, problems without obvious solutions, and powder-keg situations ready to explode, multiple routes to most areas.

Fleshed Out NPCs: NPCs and monsters with personalities, goals, fears, loyalties and motivations, and entangled lives.

Letting You Guide the Action: Enemy goals, not plots. Each session's outcome should be a surprise to everyone.

Fewer Skill Checks: PCs usually succeed at what they're trained to do without needing to roll a check. Checks are made if there are significant negative consequences and/or there is time pressure.

A Rewarding Game: When you figure out clever ways to bypass or eliminate obstacles, they will most often work. Treasure will be frequent and world and character connected.

Real Time: Time passes in the game world at about the same pace it's passing in the real world except during combat or when we agree to jump ahead (for resting, travel, downtime, etc.).

What I and Your Fellow Players Expect From You

Have fun, prop each other up, strengthen bonds. Play smart, fast, and furious. Explore, explore, explore.

Assist the Game Master: Show up on time, learn the rules, keep session notes, draw maps, pay attention when it is not your turn, be ready for your turn, communicate your long-term plans so I can have things prepared for next session.

Create Your Character: Work with the group to make sure your PC meshes with the campaign's setting and tone. Give your PC distinctive features to make them memorable, but don't worry about coming up with an elaborate backstory.

Play Your Character: You can describe your actions in first or third person; you can put on a voice, or not. It's up to you. Cooperate with the other players and avoid creating inter-party conflicts unless the other players agree to it.

Play Only Your Character: Avoid telling other players how to play their PCs. Don't question what other PCs can do (often they have features that let them do special things, and if they actually make a mistake, I'll try to catch it).

Avoid Rules Loopholes, Exploits, etc.: If you find a rules loophole, exploit, etc., bring it to our attention so that we can close and/or balance it. See **d20playHowToExpanded** for a complete set of table conventions and rules updates.

Drive the Story: Set your own goals and make your own fun. Seek out adventure rather than waiting for it to come to you. Be active in deciding where to go and what to do next (big picture-wise, not simple left/right decisions).

Ask Questions: Information is the lifeblood of the game, so get as much of it as possible. Search rooms, search the fallen, learn languages, interrogate prisoners, consult sages, follow monster tracks back to their lairs, etc.

Think Outside the Sheet: Imagine what you would do if you were in your character's situation, regardless of what options are on your sheet. Treat the game world as if it was real and turn every aspect of it to your advantage.

Scheme: Use psychology, magic, allies, equipment, and environment to overcome obstacles. Win fights before they begin by rigging things in your favor. Avoid conflicts when you don't have the upper hand. Combat is not balanced for you.

Prepare to Die: Embrace your PC's death when it happens and roll up a new PC to take their place. Losing a PC can be painful, but it makes for great stories, lets you try out new characters, and can thrust the party into unexpected situations.

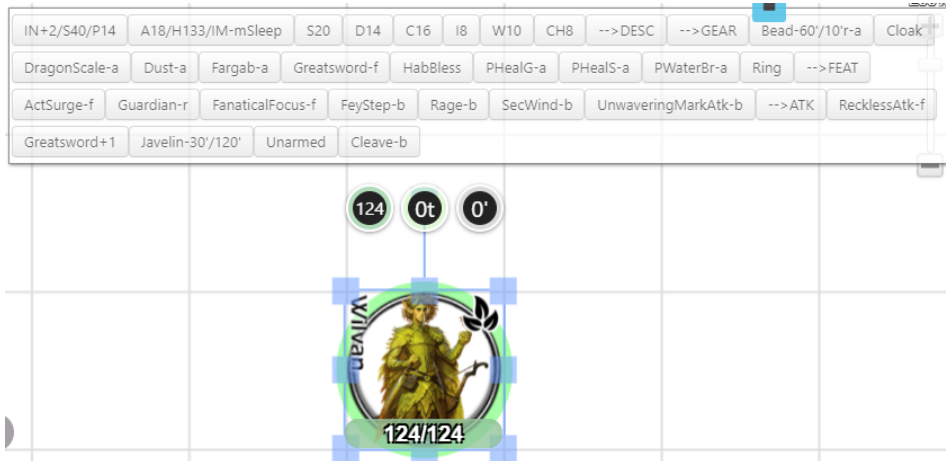
*Special thanks to Gary Gygax (1E PHB), Mike Carr (B1),
Kelsey Dionne (ShadowDark), and Ben Milton (Knaves) for many of these ideas.*

Reading Token Macros

Here is a run-down of how I setup token macros.

Important: to have macros display in intended order, uncheck "Alphabetically sort Token Actions" on "My Settings" page in Roll20 (the page at the top right with the gear icon), then click off your token and back on it.

1. When you click on your token you will see macro buttons at the top of the screen.



2. The macros are arranged in the following order:

Senses > Defense > Abilities > Description > Gear > Features > Attacks > Spells

3. Senses. Title includes initiative, speed, passive perception, and special senses. **Rolls initiative.**
4. Defense. Title includes defensive info. **Rolls hit dice and death save.** Prints conditional notes to chat.

Wilvan	
AC18	Scale (15), Dex (+2), Cloak (+1)
HP133	7(d12+3)+14 4 14 15 13 13 11 6 and 4(d10+3)+8 11 6 10 9
Death Save	10 4 +1 (Cloak)

- The rolls on or under the HP line are hit die rolls for a short rest. They include Con modifier. Roll this only 1x per short rest. Unless you state otherwise before rolling, we will assume you use them in reading order each time (only skipping numbers for hit die types (d6, d8, d10, d12) you have used up), and you can stop at any roll (you don't have to use them all).
- The death save has 2 numbers. The first is normally used. The second is for advantage/disadvantage.
- Notes are also included when appropriate.

5. Abilities. Title includes ability score. **Rolls ability check, skill check, and save.** Prints ability notes to chat.

Wilvan	
Dex	11 20 +2 +3 SV (AD effect u see/ dragon fear/brth, FF, RE) +6 Ste (DA)

- The two numbers after the ability name are for an ability check.
- The first number is usually used. The second number is used if there is advantage/disadvantage.
- The next number is the ability modifier. Checks/ Saves with different modifiers are listed after and include the ability modifier.
- Notes are also included when appropriate.
- In this example, Wilven rolled a 13 for a Dex Check, 14 for a Dex Save, and 17 for a Stealth Check.

6. Description. Prints description info (including adventure history and story awards, if any) to chat.

Wilvan
WILVAN THIMBLETICK (Evan) CG. Eladrin (M Humanoid (Elf)). Barbarian7 (Zealot)/Fighter4 (Cavalier) . Male. 231 years. 5'11". 176 lb. Grassy hair. Forest green eyes.
Lang Common, Elvish, Sylvan
Prof SS, CS, Ath, Ins, Per, Ste, Sur, forgery, cards, tools-thief, light/med armor, shld, all wpn
Bac/Fac Far Traveler
AllEyesOnYou Parley attention into access to people/ places u not otherwise have for u and

7. Gear. Prints gear to chat.

Wilvan
ARMOR-A, blessing , clothes-traveler, CLOAK-A, RING-A
GREATSWORD , javelin x4
pouch (coins, bead , cards-deck, dust , jewelry-style of homeland-10gp, maps-home realm, phealg, pheals, pwaterbr)
backpack (bedroll, mess kit, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)
storage (fargab 37a)

Followed by macro for each piece of gear with a description and/or actions which prints description to chat.

Wilvan
DragonScaleMail-Bronze-a v/p/a
<i>Scale mail crafted from bronze dragon scales.</i>
+1 AC
AD sv v dragon frightful pres/ breath
R-lightning
ACTION discern distance/ direction to closest bronze dragon in 30m

8. Features. Prints class and racial features to chat. Lists ASI's/Feats in the top line.

Randal
FEATURES S+2, polearm master, war caster
ActSurge xtr action on ur trn. 1/SR. L17 2/SR (1/trn)
ExtraAttack atk 2x w/ take atk action on ur tr. L11/20-3/4x
FeatPolearmMaster w take Attack action and atk w only glaive/ halberd/ quarterstaff can use BONUS to make matk w butt (d4 bludgeoning). w wielding glaive/ halberd/ pike/ quarterstaff, cr provoke w enter rch
FightStDef +1 AC if wear armor
SecWnd-B regain d10+FLhp. 1/SR
WarMagic-B (use ACTION to cast cantrip) make watk
WeaponBond 1hr ritual during SR, in reach throughout; can't be disarmed unless incap; if on same plane, can summon as BONUS; can have 2 bonded but summon1 at time

Followed by macro for each feature with an action.

Jazreth
Breath-5'x30'In 2d6 7 acid (13 DS half); 1/SR

9. Attacks. Prints weapons to chat.

Jazreth	
ATTACKS	Handaxe, Longsword, Trident

Followed by macro for each attack.

Wilvan	
Greatsword+1	18 8 +10
Hit	18 7 mS + 4 (1/ur tm) + 2 (rage)
	+ 7 7 radiant (rage 1st hit ur tm)
Halt-f (hit w OA)	spd 0 rest of tm
UM	mark til EYNT, if in 5' u DA atk other

- First two numbers (18|8) are attack roll. First is normally used. Second is used for advantage/disadvantage.
- After first two numbers is attack bonus to add.
- Two damage numbers (18|7) are normal damage on left and additional crit damage (if applicable) on right.
- Additional conditional damage is also listed (with condition in parenthesis)
- Special notes are included.

10. Spells. Prints spell list to chat.

Rourke	
SPELLS(+7/DC15)-4/3/2	
Cantrips	Booming Blade, Chill Touch, Fire Bolt, Poison Spray, Shocking Grasp
1st	Chromatic Orb, Mage Armor, Thunderwave
2nd	Misty Step, Shatter
3rd	Lightning Bolt

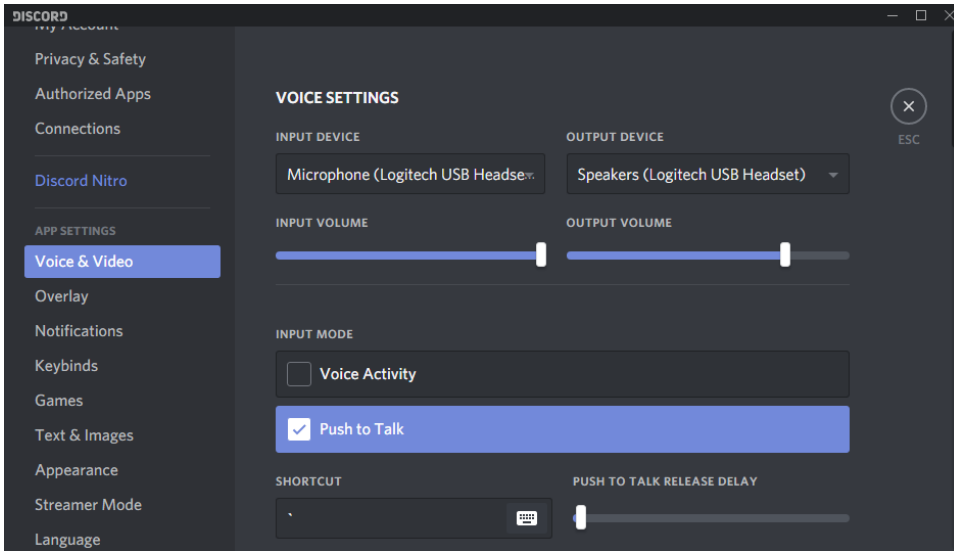
Followed by macro for each spell.

Nibit	
HealingWord1h-60'-B	ev-v. cr u see (xpt constr/undead). heal d4+mod 5. +d4/sl
SL2/3/4/5	add d4 2 3 3 2

- The "SL2/3/4/5" or similar line is used if a spell is upcast.

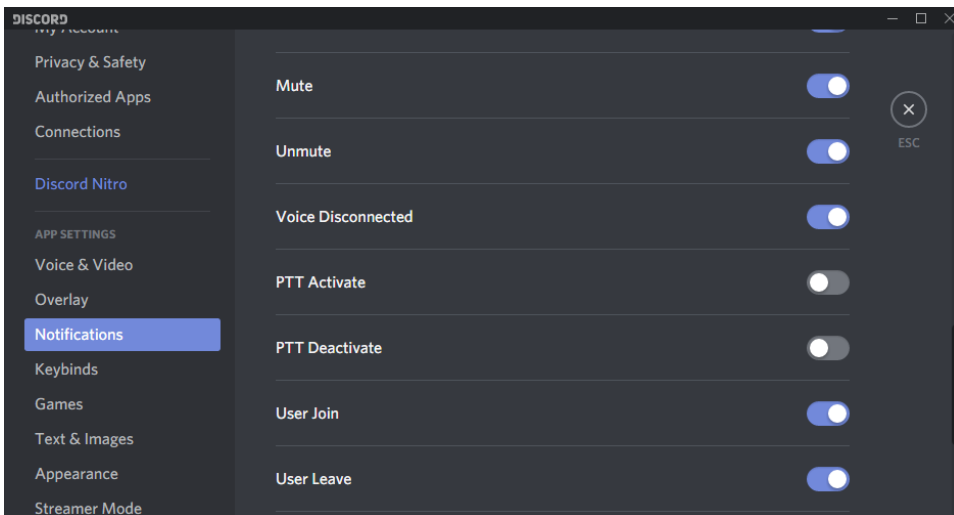
Discord Push-to-Talk

1. Click on gear icon in bottom left area right of your username.
2. Click on "Voice & Video"
3. Click on "Push to Talk"
4. Click Record Keybind, click key you want to use



Now you will get a beep each time you push or release that key. To change that, do the following.

5. Click on gear icon in bottom left area right of your username.
6. Click on "Notifications"
7. Click to toggle the "PTT Activate" and "PTT Deactivate" off (off is grey)



Roll20 Notes

API's Used

- Custom Power Cards

SPECIAL NOTE: The API's help to format Macros to look good in the chat window but they often stop working and require a reset of the scripts for the campaign. If you run into that, text or email me and I will reset them as soon as I can. In the mean time you can continue to edit and test the macros by adding a "-" in front of each.

Maptools Comparison (does anyone remember this?)

- Players can go into the campaign any time. So, you don't need server running to go in and edit PCs.
- Players cannot add tokens or pictures to the map. Please email me a token and any pictures you will want to use before the game. I will work with you to assign the token to your character.
- Players cannot save tokens. I recommend saving any macros you make in a text file on your computer as backup. This may be fixed if you are a supporter with the character vault.

Fantasy Grounds Comparison

- Players can go into the campaign any time. So, you don't need server running to go in and edit PCs.
- In combat, targeting is not automatic. Instead, announce your target and then click your macro button. Damage is added and subtracted from the tokens manually.

Abbreviations

Spell Line

NameLevelxx-range/etc.-action

NameLevelxx abbreviations

The following are used after the level for spells

c concentration required

h can be heightened

r can be cast as a ritual

range/etc. abbreviations

##/## short/long range in feet OR range/area for spells

S range self (and mv w/ u, else listed as 0')

T range touch

action abbreviations

<blank> standard action

B bonus action

F free action or feature

R reaction

XXmin XX minute casting time

Action Types:

All powers use your action unless they state otherwise as shown below.

BONUS: takes your bonus action

REACTION: takes your reaction

REACTION (hit by rwatk): takes your reaction, triggered by being hit by ranged weapon attack

Saves and Ability Checks

SS/SC: Strength Save/Check

DS/DC: Dexterity Save/Check

CS/CC: Constitution Save/Check

IS/IC: Intelligence Save/Check

WS/WC: Wisdom Save/Check

ChS/ChC: Charisma Save/Check

Durations

D1h: Duration 1 hour

D1m: Duration 1 minute

EYNT: Until the end of your (the caster/attacker) next turn

ETNT: Until the end of the target's next turn

Other

AD: Advantage

atk: attack

chk: check

CL: character level

cr: creature

DA: Disadvantage

dmg: damage

lv: level

msatk: melee spell attack

mwatk: melee weapon attack

mwpn: melee weapon

rng: ranged

rsatk: ranged spell attack

rwatk: ranged weapon attack

rwpn: ranged weapon

SL: spell level

sv: save

u/ur: you/your

v: versus

wpn: weapon

Table Conventions and Rules Interpretations

These are conventions and rules interpretations we'll use. *Please keep your token(s) up to date with respect to hp (left bubble), temp hp (middle bubble), altitude (right bubble), and any and all condition/etc. icons.*

All for One: The party will share expenses (up to all the treasure found) to restore characters.

Altitude: Indicate altitude in feet above ground (of the base of a creature) in the right bubble (which is the "Value" field of Bar 2) with a foot marker appended. Leave at 0' if on the ground. If flying, add the "xangel-outfit" icon to the token.

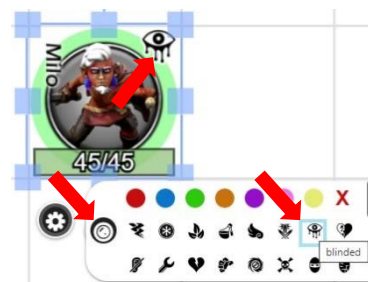
Backing Up: Once a creature begins acting (rolled a chk/atk/sv/etc.), moving (in 5' chunks), etc. we will not backup and insert something missed. We will only add it after the creature's current action, move (in 5' chunks), etc. (don't forget marks, hexes, etc.).

Bonus Action: We will declare what bonus action is taken before we start resolving it (important for monks whose flurry of blows and martial arts attack are both bonus actions and both start with an attack roll).

Button for That: If a token has a button for a feature (such as for flurry of blows or reckless attack) we will use it to indicate using that feature (see "Backing Up" if it is forgotten).

Challenge: I may increase the damage output of CR1+ monsters by 1.2x or more.

Condition/Etc. Tracking: Indicate conditions using icons on your tokens. Often used icons (concentration, hero point(s), inspiration) are shown first. Normally used icons are then in alphabetical order followed by some other icons that can be used for special or one-off situations. Save the red and green circles for failed and successful death saves. Use the red "X" any time a character is dying (so other characters know to help). Don't forget to add the prone icon when down too. The example to the right shows adding the blinded icon.



Cover: We'll use cover rules from DMG page 251 (choose 1 corner of 1 square you occupy or spell origin. Draw line to each corner of 1 square target occupies. 1/2 cover if 1-2 obstructed. 3/4 cover if 3+ obstructed. Line along edge/ corner of obstacle no block/ provide LOS). (This is also the same as 3rd and 4th editions used).

Double Button: If we hit a macro 2 or more times (due to a delay, error, etc.), we'll use the first.

Extra Creatures: Extra creatures include animated, conjured, summoned, etc. creatures. They will act in the same set order after their controlling character acts. The player chooses this order for extra creatures they start with. Extra creatures added later will go in the order in which they were added (with the most recently added creature last). They act on the turn they are brought forth. Spells that do not specify that the caster chooses what is conjured (such as conjure animals) conjure creatures determined by the adventure/DM. We will keep the number of extra creatures at a reasonable level and *normally leave behind any creatures that are nearly equivalent to playing a second character* (such as awakened/charmed creatures, golems, shield guardians, simulacrum, etc.).

Grid: We'll often use a grid. See PHB page 192 and DMG page 250-252 for details. Movement and range count diagonals as 5'. Areas and auras count diagonals as 7.5'. We'll resolve spell points of origin to the nearest grid vertexes if the spell specifies a "point you choose". We'll resolve cones to the nearest 45 deg angle and, if at a diagonal, we'll resolve them to a 90 deg arc rather than a 60 deg arc.

Hit Dice: We'll spend HD from highest to lowest unless declared otherwise before the roll.

Hit Points: Indicate current hit points in the left bubble (which is the "Value" field of Bar 3). Indicate maximum hit points in the "Max" field of Bar 3 (double click on token to edit this).

Inspiration: We have to declare the use of inspiration before rolling.

Macro Bar: From the collections tab, add basic dice (and use those when making rolls such as bless, bardic inspiration, guidance etc.) and any reference macros you would like.

Moving Token(s): When we use a grid, we will move token(s) one 5'-square at a time. We can drag and drop one square at a time, or we can use arrow keys (move diagonally by pressing two arrow keys simultaneously).



One Copy: Objects and creatures can be used/moved/manipulated at most 5 times during a round by using a different one of these action types each time: ACTION, REACTION, MOVE, BONUS ACTION, FREE ACTION. This will reset at the top of the round. This prevents anomalies such as 10 different creatures moving the same thing in the same round...

Reactions: Reactions will be timely. If about 3 seconds pass after a Reaction's trigger, the Reaction can no longer be used. (Pay close attention and watch PTT/unmute.)

Rerolling Attack: If a power gives a reroll on an attack roll, we will use the original damage roll.

Resource Tracking: We will track hp type resources on our token and other resources on the side (scratch paper or other).

Results Final When Declared: Results of a roll (an attack roll, damage roll, save, etc.) will become final when the roller verbally announces them. After that, no optional modifiers (bardic inspiration, sneak attack, stun, etc.) can be added (so use caution).

Same Space: A creature cannot take an action in a space/position it cannot end its turn in.

Secondary Rolls: Some spells do repeat damage or have other delayed rolls. These rolls are included in the macro. Ignore them when a spell is first cast and reroll them (by re-clicking the macro) when they come up.

Spell - Animate Objects: We'll assume the objects can find a way to walk/roll/paddle/etc. (they don't fly).

Spell - Cloudkill: We'll have cloud move away from caster's current position each turn, not their casting position.

Spell - Conjure xx: DM will randomly determine creatures conjured (with possible thematic influences). They will act right after caster in initiative.

Spell - Counterspell: We'll allow everyone who can see a spell being cast to know what it is and at what level so that there is no concern the DM will use info only they have access to in order to gain an advantage. Counterspell can be cast while also casting another spell (except a reaction or bonus spell).

Spell - Fire Storm: We'll count "adjacent" as touching in any way (even just a corner).

Spell - Guidance: We'll assume guidance is not continuously cast but also that it is precast any time caster has knowledge of something coming up in the immediate future (and they're not concentrating on another spell). (ignore this with current playtest version).

Spell - Heat Metal: If target makes the save they do not have to drop but still suffer the disadvantage if they don't.

Spell - Hunger of Hadar: Devil Sight does not see thru (it is blackness (and tentacles), not darkness)

Spell Components: Can cast a spell with M or S or M+S comps with a focus or material component in one hand (or on a weapon or shield in hand if focus is a holy symbol emblazoned thereon or a weapon). To cast a spell with a component/focus with a gp value, caster must have that component/focus on hand.

Spell Level: We'll assume spells are cast at minimum level unless caster announces higher level before casting.

Targeting: The fastest way to convey targeting is to verbally give cardinal directions from a named creature (with north being the top of the screen). Pinging is useful, but I am not always looking where you may be pinging. So, verbal should always be used even if a ping is used. And, no ping is required if the verbal directions are clear.

Targeting Area: If one says "normal order" for a number of rolls in an area, we'll assume it is in reading order.

Temporary Hit Points: Indicate temporary hit points in the middle bubble (which is the "Value" field of Bar 1) with a "t" appended. Leave the "Max" field of Bar 1 blank.

Testing: Don't hesitate to test macros by clicking on them. Just announce you are testing beforehand.

Wrong Button: If we hit the wrong macro, we'll ignore those rolls (good or bad) and redo it.



Contact Info and Useful Links

my email: tgchristy@att.net
my discord: d20play#8547
my website: d20play.com (some browsers block this, dismiss the block warning or use another browser to see it)
my schedule: d20play.com/schedule.html
my twitch: twitch.tv/d20play
my twitter: [@d20play](https://twitter.com/d20play)
my pinterest: <https://www.pinterest.com/christy69531917>
my youtube: youtube.com/d20play
if you like this resource, please like and subscribe!

AL Rules (primary source): wizards.com/ddal_general
AL Rules (secondary source): al-rules-compendium at <https://discord.gg/dnd>

AL Character Sheets: https://media.wizards.com/2015/downloads/dnd/DDALRoD_CharacterSheet.pdf
AL Logs (or list on character sheet): https://media.wizards.com/2020/dnd/downloads/S10_AL_Logsheet.pdf
AL pregenerated characters: https://media.wizards.com/downloads/dnd/StarterSet_Charactersv2.pdf
D&D basic rules PDF: http://media.wizards.com/2018/dnd/downloads/DnD_BasicRules_2018.pdf

Discord: <https://discordapp.com/> and my channel <https://discord.gg/WGK9srJ>

roll20: <http://roll20.net> and my campaign <https://app.roll20.net/join/11520415/j8z8eg>

roll20 tutorial: https://wiki.roll20.net/Getting_Started_Players
roll20 wiki: <https://wiki.roll20.net>
roll20 tech issue solutions: https://wiki.roll20.net/Solving_Technical_Issues
roll20 power cards api: <https://app.roll20.net/forum/post/4285059/script-powercards-3-thread-4>

AL Facebook page: <https://www.facebook.com/adventurersleague/>
Moonsea Pub Facebook Page: <https://www.facebook.com/groups/Moonsea.Pub>

Pinterest Fantasy Characters: <https://www.pinterest.com/topics/fantasy-characters/>
Pinterest Character Art: <https://www.pinterest.com/topics/character-art/>

Want to find an online game? Check out any of these sites.

D&D Discord: (looking-for-players and al-looking-for-players): <https://discord.gg/dnd>
Adventures League Discord (lfg_tavern): <https://discord.gg/x9yxM63>
AL Guildhall Discord (game-announcements): <https://discord.gg/4MG6XSs>
Moonsea Pub Discord (tier x): <https://discord.gg/wCDHZdp>
D&D Yawning Portal: <https://yawningportal.dnd.wizards.com/>

Do you have recommendations for changes to D&D AL? Your best bet to see change is to send suggestions to the Wizards Customer Portal: <https://dnd-support.wizards.com/hc/en-us/requests/new>

Are you fascinated by the Bible? Passages like the one below pulled me in. It reads like an epic adventure that will actually happen. Check out my notes on my Bible study website if interested: <http://www.allforetold.com>

"there was war in heaven...Michael and his angels fought against the dragon...the great dragon was cast out, that old serpent, called the Devil, and Satan."

Do you have any amazing gaming links? send them my way!

Great New Player Guide: dndbeyond.com/essentials
Ryan Devoto D&D Diorama: youtube.com/watch?v=QZfaZoKWDQM
Sly Flourish Encounter Design: slyflourish.com/5e_encounter_building.html
Fantastic Ravenloft Content: <https://www.youtube.com/channel/UCmrohObg7fLr1M9KqOWYLCQ/videos>
My Favorite Maps: <https://www.patreon.com/heroicmaps>
Cool Images (still and animated): <https://www.patreon.com/jamesrpgart>

Playtest Listing

The following lists provide source info for the latest playtest material. Character Origins (1), Expert Classes (2), Cleric and Revised Species (3), Druid & Paladin (4), Player's Handbook Playtest 5 (5), Player's Handbook Playtest 6 (6).

Race: Use latest published source (or, optionally, playtest source). Playtest sources are listed below.

Ardling (3), Dragonborn (3), Dwarf (1), Elf-Drow (1), Elf-High (1), Elf-Wood (1)
Goliath (3), Gnome-Forest (1), Gnome-Rock (1), Halfling (1), Human (1), Orc (1)
Tiefling-Abysal (1), Tiefling-Chthonic (1), Tiefling-Infernal (1)

Background: Use latest published source (or, optionally, playtest source). Playtest sources are listed below.

Acolyte (1), Artisan (1), Build a Background (1), Charlatan (1), Criminal (1), Cultist (1)
Entertainer (1), Farmer (1), Gladiator (1), Guard (1), Guide (1), Hermit (1), Laborer (1)
Noble (1), Pilgrim (1), Sage (1), Sailor (1), Soldier (1), Urchin (1)

Class: Use latest published source (or, optionally, playtest source). Playtest sources are listed below.

Barbarian (8), Path of the Berserker (7), Path of the Wild Heart (7), Path of the World Tree (8), Path of the Zealot (7)
Bard (6), College of Dance (6), College of Glamour (6), College of Lore (6), College of Valor (6)
Cleric (6), Life (6), Light (6), Trickery (6), War (6)
Druid (8), Circle of the Land (6), Circle of the Moon (8), Circle of the Sea (6), Circle of the Stars ()
Fighter (7), Battle Master (7), Brawler (7), Champion (7), Eldritch Knight (7)
Monk (8), Warrior of Mercy, Warrior of Shadow (6), Warrior of the Four Elements (6), Warrior of the Hand (8)
Paladin (6), Oath of Devotion (6), Oath of Glory (6), Oath of the Ancients (6), Oath of Vengeance (6)
Ranger (6), Beast Master (6), Gloom Stalker (6), Hunter (6)
Rogue (6), Arcane Trickster (6), Assassin (6), Swashbukler (6), Thief (6)
Sorcerer (7), Draconic Sorcery (7), Wild Magic Sorcery (7)
Warlock (7), Archfey Patron (7), Celestial Patron (7), Fiend Patron (7), Great Old One Patron (7)
Wizard (7), Abjurer (7), Diviner (7), Evoker (7), Illusionist (7)

Adventuring Gear: Use latests source (whether published or playtest). Playtest sources are listed below.

Net (8), Priest's Pack (8)

Feats: Use latests source (whether published or playtest). Playtest sources are listed below.

Ability Score Improvement (8), Actor (2), Alert (1), Athlete (2), Charger (2), Crafter (1), Crossbow Expert (2)
Defensive Duelist (2), Dual Wielder (2), Durable (2), Elemental Adept (2)
Epic Boon of: Combat Prowess (2), Dimensional Travel (5), Energy Resistance (5), Fate (4), Fortitude (2),
Irresistible Offense (5), Luck (2), Peerless Aim (2), Recovery (5), Skill Proficiency (2), Speed (5), Spell Recall (4), the Night Spirit (5), the Unfettered (2), Truesight (4), Undetectability (2)
Fighting Style: Archery (6), Defense (6), Dueling (6), Great Weapon Weapon Fighting (6), Protection (6), Two-Weapon Fighting (6)
Grappler (2), Great Weapon Master (2), Healer (1), Heavily Armored (2), Heavy Armor Master (2)
Inspiring Leader (2), Keen Mind (2), Lightly Armored (2), Lucky (1)
Mage Slayer (2), Magic Initiate (1), Medium Armor Master (2), Mobile>Speedster (2)
Mounted Combatant (2), Musician (1)
Observant (2), Polearm Master (2), Resilient (2), Ritual Caster (2)
Savage Attacker (1), Sentinel (2), Sharpshooter (2), Shield Master (2)
Skilled (1), Skulker (2), Speedster (2), Spell Sniper (2)
Tavern Brawler (1), Tough (1), War Caster (2), Weapon Master (5), Weapon Training (2)

Glossary: Use latests source (whether published or playtest). Playtest sources are listed below.

Armor Training (8), Attack (8), Blindsight (8), Climb Speed (8), Creature Type (8)
D20 Tests (8), Dazed (8), ~~Death-Saving Throws (6)~~, Difficult Terrain (8)
Expertise (8), Fly Speed (8), Grappled (8), Help (8), Heroic Advantage (8), Hide (8)
Incapacitated (8), Influence (8), Invisible (8)
Knocking Out a Creature (8), Long Rest (8), Magic (8), Move (8), Ritual Casting (8)
Search (8), Short Rest (8), Study (8), Swim Speed (8)
Telepathy (8), Teleportation (8), Tool Proficiency (8), Tremorsense (8), Truesight (8)
Unarmed Strike (8), Unconscious (8).

Spells: Use latests source (whether published or playtest). Playtest sources are listed below.

Cantrip: Acid Splash (**bc**), Blade Ward (**bc**), ~~Book of Shadows (5)~~, Chill Touch (**bc**), ~~Eldritch Blast (5)~~, Elementalism (**6**), Friends (**bc**), Guidance (**3**), ~~Pact Familiar (5)~~, ~~Pact Weapon (5)~~, Poison Spray (**bc**), Produce Flame (**bc**), Resistance (**3**), Shillelagh (**bc**), Shocking Grasp (**bc**), Sorcerous Burst (**7**), Spare the Dying (**bc**), Starry Wisp (**8**), True Strike (**bc**), Vicious Mockery (**6**)

L1: Divine Smite (**6**), Chaos Bolt (**5**), Cure Wounds (**8**), Find Familiar (**4**), Healing Word (**8**), ~~Hex (5)~~, Hunter's Mark (**6**), Jump (**7**), ~~Scribe Spell (5)~~, Searing Smite (**6**), Thunderous Smite (**6**), Wrathful Smite (**6**)

L2: Aid (**3**), Barkskin (**3**), Find Steed (**6**), Prayer of Healing (**3**), Glimmering Smite>Shining Smite (**6**), Spiritual Weapon (**3**)

L3: Blinding Smite (**6**), Conjure Barrage (**6**), Conjure Animals (**8**), Counterspell (**7**), Mass Healing Word (**8**), ~~Memorize Spell (5)~~, Sorcerous Vitality (**5**)

L4: Arcane Eruption (**7**), Banishment (**3**), Conjure Minor Elementals (**8**), Fount of Moonlight (**8**), ~~Modify Spell (5)~~, Staggering Smite (**6**)

L5: Banishing Smite (**6**), Conjure Elemental (**8**), Conjure Volley (**6**), Conjure Woodland Beings (**8**), ~~Create Spell (5)~~, Mass Cure Wounds (**8**), Sorcery Incarnate (**5**),

L6: Conjure Fey (**8**)

L7: Conjure Celestial (**8**), Power Word Fortify (**8**)

L8:

L9: Power Word Heal (**6**), Power Word Kill (**6**)

Weapons: Use latest playtest versions (**8**).