Server Essentials

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Welcome to Macguffins, Ltd!

I know joining a west marches server can be overwhelming, so let me try and help you with this simple flowchart.



1. Join - You are here. You just joined the server and can only see a handful of channels.

2. Read Rules - You are expected to read the rules document thoroughly before accepting its terms. During this time you can ask any question you have on the `#welcome` channel. The deadline is 1 week.

3. Member - Once you accept the rules A LOT of channels will unlock for you. This is just so you can have access to the server in case you want to wander. At this point you're expected to create a character within 30 days. You now have specific channels for your questions. I strongly recommend reading the pinned messages on the channels you enter and change the server settings to only mentions. Maybe even mute all those channels you are not using yet.

4. New Character - So now you have a character. Yay! By this time you probably have read all the rule documents a couple of times, but may still have doubts. Don't be afraid to ask! At this stage the server is your home. Being very basic about it, there are 4 things you can do now:

- *Join a quest*. They are released the 1st and 15th of every month. Just read the announcements and "check" the quest you are interested in joining.
- Join the colosseum queue. The arenas don't have a release date. They just keep happening. You may "check" the queue and when your turn to go inside an arena comes, you will be pinged.
- *Use your downtime*. The 1st and the 15th your character gets 2 weeks worth of downtime.

  Check the downtime rules and see the different options available and take advantage of them!
- *RP to your hearts content*. Remember to respect the RP area rules. Specially two. Ask permission to join an ongoing scene, and don't be on more than three RP channels at once. You can always start or join a public scene.
  - You do not need permission to start a public scene or to post in `#rp-requests`.

- After approval you are given the New PC (not PC). The only difference is that the PC role can see more of the RP channels. To gain the full PC role, simply ping a sheet checker.
- When in doubt you can always look up `#start-here` and, type `/start` into Null.

And that's it! You can lurk everywhere and chat with the other members of the server at any time.

Welcome to the family!

(Written by Laendri)

The Rules

We created this server to enjoy 5e D&D anywhere, anytime.

We host homebrew quests, campaigns and server-wide roleplaying opportunities under a loose, shared setting.

Right now, you can only see some of the many channels in the server; This is intentional. We would like you to familiarize yourself with the rules before you jump in. Please read this entire document as it explains all of the next steps you need to take to become a member of Macguffins, Ltd. and what you will need to do to create your character, receive the PC role, and start playing!

Please be aware that many of these rules apply to channels you cannot see yet. This may be confusing right now, but it will make more sense once you've become a member and made your own player character. Thank you for your understanding on this.

If you have any questions about anything while you read this document or about the server in general, please ask any of our wonderful @Admins, moderators (on the server they're called the @Edgelords), and/or @Helper - Welcomer in `#Welcome`.

Server Guidelines

- **Macguffins, Ltd is a play-by-post server using the 5th Edition D&D play rules.**
  We err towards obeying the rules-as-written (RAW) of the system whenever possible.
- **Macguffins, Ltd is a PG-13 server.**
  This is not the same as a PG-13 movie. It is closer to an assumption that we have people of all ages on the server and should be accommodating for them; that includes limits on "adult activities" such as sexual content, drug usage, swearing, etc.
- **Macguffins, Ltd relies on a culture of respect.**
  Without our Admins, Edgelords, Helpers, and DMs, the server wouldn't function, so it's important to be respectful and helpful to them and to your fellow players whenever needed.
- **Important Role Definitions**
  - Newcomers are people on the server, but who have not posted the required message yet.
  - Members have joined the server by posting the required message, but haven't made a PC yet.
  - New PCs are Members that have made a character and followed all the instructions of their Helper. They would have access to a handful of RP channels.
  - PC are New PCs that have decided that they are ready to experience the rest of the server and have sent a message to Obrinx in the Tavern while pinging either a

Helper or a Moderator. A DM/Helper/Edgelord/Admin can still be a PC.
    - DMs are PCs/Helpers/Edgelords/Admins who have been on the server for at least 30 days, completed at least one quest, and have expressed an interest in DMing quests.
    - Helpers are members who have expressed an interest in one of the following areas: Welcoming new members, double-checking the character sheets of new members, running the NPC shop owners, sorting the math of downtime activities, and/or ensuring server statistics are maintained accurately for Avrae.
    - Edgelords are the moderators of the server. They perform similar functions to the admins, but with slightly less power. They cannot make new server rules, but they can enforce the existing ones.
    - Admins are the tip-top of the ranking order. They will always make the strongest attempt at being fair and just in all decisions, but what they say goes.

Server Rules

- **English only, please!**
  While players of all languages are welcome here, we rely on a single language between all players to facilitate play. If you want to speak with other players in different languages, please PM them.
- **No Cheating.**
  This should go without saying, but if you're caught manipulating your dice rolls or committing any other forms of cheating, you will be banned outright. Roll dice openly in the server's respective dice channels.
- **One character per player.**
  To create an inviting and inclusive environment we only allow players to control a single character at any given time. Characters may be retired or changed as detailed below. This also includes NPCs, players are not able to control NPCs during scenes but are allowed to have implied interactions off screen.
- **No Swearing.**
  This is a difficult rule for many people to adjust to, but we've found that banning swears promotes a healthier, friendlier environment and we want to keep it that way.
- **Separate In-Character (IC) from Out-of-Character (OOC).**
  Some channels are marked exclusively for IC and OOC use. Remember that IC channels are only for roleplaying. Any channel that is marked with -OOC is explicitly an out-of-character channel for a respective in-character channel.
- **Use the Proper Formatting.**
  Roleplaying actions should be done in the third person, while dialogue should be in the first person. Spells and attacks should be bold. A player's general actions (lower case a) should be in italics. "Speech should be bordered with quotation marks." Last, but not least, proper spelling and grammar are important!
- **PvP is Not Allowed.**
  With the sole exception of the PvP arena, player-versus-player combat is strictly prohibited. Do not attempt to engage or provoke PvP outside of the dedicated area, and

all PvP relies on mutual consent; other players can ignore aggressive actions if they'd like to.

- **Mutual Actions Need Consent.**
  We rely on a culture of consent for all of our actions between PCs. Please get the other person's consent before doing actions that directly involve them, especially sensitive actions such as touching, kissing, or fighting.

Rules Agreement

Once you've read and agree with all the rules, please copy (written, not a screenshot) the following statement, add any heart emoji to the end of it, and send it to the @Helper - Welcomer in `#welcome` . Other than including it in your message, don't mention or discuss the emoji in `#welcome`.

"I have read, understand, and am willing to comply with the rules and guidelines of the server."

Note: *This process is not automated and is handled by people*
After you have made this rules agreement, a Welcomer Helper will upgrade your role to Member, which will open up more server channels for you. From there, you will be able to make your own player character *using the information on the following pages* and be upgraded to the PC role. If you have any questions or simply want to say hi, then make sure to send a message in `#newcomer-space`. Be aware that you only have 7 days once joining to make this rules agreement, and 30 days after making the rules agreement to make a character. Please reach out to an Admin or Edgelord if you believe there would be a reason for you to be unable to comply with those time limits, and they'll be happy to do what they can to help you out!

Server Setting and Flavour

Macguffins, Ltd uses a loose version of the Forgotten Realms setting.

While we use the Forgotten Realms as a rough grounding for our setting and our world, it is not explicit or definite. The "central hub" of the server is the fictional town of Luna Pine in central Faerun, but it is surrounded by places and people that may or may not exist in the default Forgotten Realms setting. As a player, feel free to either use or ignore the Forgotten Realms in your character's background, as long as you don't "break" the setting (like by having a character from the Star Wars universe). Our DMs may use Forgotten Realms canonical locations, events, or characters—and make up their own as they feel is needed.

Luna Pine is an intentionally Well-Defined Location.

Luna Pine is a very flexible town, as it can turn itself into anything a player needs it to be as necessary. There are few set locations, and no set maps or layouts of the town in order to allow the most freedom for player interactions. Feel free to create whatever is necessary to enjoy yourself in town, though be aware that it is unlikely that you will be able to get much "support" with it from NPCs or other figures, as such interactions would have to be run by an Admin or Edgelord. Please

be respectful and consistent with such creations, though; if you enter a scene that is currently defined as “the bakery”, don’t change it to “the shoe-shop”, for example. Additionally, if a DM is running a quest inside the city, their word is law for what is in the city and you must respect that.

Re-flavouring mechanics is completely allowed as long as the mechanics do not change.

“Re-flavouring” is a tool that we can use to make a race, item, feature, or general mechanic appear to be another one without changing what the item is. Re-flavouring can come in many different forms; for example, a character who wants to play a samurai could say that their longsword is a katana, or someone who wants to play a plant-themed Druid could say that their half-plate armour is made out of exotic hardwood instead of metal. Reflavouring cannot, however, change the mechanics of the item or feature in question. Even if your longsword looks like and is called a katana, it still follows the same mechanical rules as a regular longsword: it still is a martial melee weapon with the versatile trait that deals 1d8+STR slashing damage on a hit. If you have any questions about reflavouring, please ping either the Admins, Edgelords, or Sheet Checker Helpers in `#character-creation-discussion`.

Implemented “Variant” Game Rules

Below is a list of the variant rules presented in the PHB, DMG or SCAG that the server has implemented.

Please note that individual DMs may disallow certain variant rules that they don’t like in their games. DMs should try to make these individual rulings before a PC joins one of their quests.

Used across the Server

- **Action Options**: Climb Onto Bigger Creatures, Disarm, Overrun, Shove Aside, Tumble (DMG 271-272)
  - Only these actions are allowed. Look up the actions if you want to know what each one does.
- **Customising Ability Scores** (PHB 13)
  - We use the 27-point-buy system
- **Customizing Your Origin** (TCE 8)
  - You are able to customize your origin as outlined in TCE but not able to use Custom Lineage.
- **Diagonals** (DMG 252)
  - First diagonal costs 5 ft, second costs 10 ft, third costs 5ft, etc. We all know this one.
- **Dragonborn Variants** (EGtW 168 and FTD 11)
  - Draconblood and Ravenite are allowed.
  - Gem and Metallic are allowed.
- **Equipment Sizes** (PHB 144)
  - Mis-sized equipment must be properly resized.
- **Feats** (PHB 163 - 170)
  - You can take a feat instead of an ASI.
- **Half-Elf Variants** (SCAG 116)

    - Half-elves can choose which race of elf they hail from instead of taking Skill Versatility.
- **Hitting Cover** (DMG 272)
    - Chance of cover being hit (even if the cover is another creature) on a missed attack).
- **Human Languages** (SCAG 112)
    - You can choose the different local languages available in the forgotten realms.
- **Human Race Variant** (PHB 31)
    - You can choose to take the variant human option that gives a feat at level 1.
- **Inspiration** (PHB 125 and DMG240)
    - Player may be awarded an inspiration die to be used during a quest.
- **More Difficult Magic Item Identification** (DMG 136)
    - Magic items require the identify spell or experimentation with the item to determine their properties.
- **Multiclassing** (PHB 163 - 170)
    - Multiclassing is allowed.
- **Optional Class Features** (TCE 9 - 42)
    - Optional class features are available to any character.
- **Planar Effects** (SCAG 50 0 67)
    - In the unlikely event that planar travel occurs, the planar effects rules will apply.
- **Playing on a Grid and Using Miniatures** (PHB 192 and DMG 250 - 252)
    - Not really a variant rule, it’s pretty standard. Squares cost 5 ft of movement.
- **Svirfneblin Magic** (SCAG 115)
    - Can take the Svirfneblin Magic feat (gain the ability to cast a few racial spells).
- **Variant Backgrounds** (PHB 130 - 139 and SCAG 145)
    - All background variants are allowed as printed.
- **Warhorse Armour** (PHB 310)
    - Horses can wear armour. Pretty straight forward.
- **Tiefling Race Variants** (SCAG 118)
    - All Tiefling variants are allowed.

DM approval

- **Flanking** (DMG 251)
    - You gain advantage on attacks when flanking your target.
- **Massive Damage** (DMG 273)
    - Extra effects if the creature/PC takes half their health in damage from a single attack
- **Scroll Mishaps** (DMG 140)
    - If the caster fails to cast from a spell scroll, make a DC 10 Intelligence check or suffer consequences.
- **Skills with Different Abilities** (PHB 175)
    - With a good enough explanation, you can substitute one ability score for another on a skill check.

Unused

- Ability Check Proficiency (DMG 263)

- Action Option: Mark (DMG 271-272)
- Alien Technology (DMG 268)
- Background Proficiency (DMG 264)
- Cleaving Through Creatures (DMG 272)
- Crafting a Magic Item (Until downtime is established) (DMG 128)
- Encumbrance (Within reason) (PHB 176)
- Epic Heroism (DMG 267)
- Explosives (DMG 267)
- Facing (DMG 252
- Fear and Horror (DMG 266)
- Firearms (DMG 267)
- Gritty Realism (DMG 267)
- Healer’s Kit Dependency (DMG 266)
- Healing Surges (DMG 266)
- Hero Points (DMG 264)
- Initiative Variants (DMG 270)
- Injuries (DMG 272)
- Level Advancement without XP (DMG 261)
- Loyalty (DMG 93)
- Milestone Experience (DMG 261)
- Mixing Potions (DMG 140)
- Morale (DMG 273)
- New ability Scores: Honour and Sanity (DMG 264)
- Only Players Award Inspiration (PHB 12, DMG 240)
- Personality Trait Proficiency (DMG 264)
- Piety (DMG 23)
- Plot Points (DMG 269)
- Proficiency Die (DMG 263)
- Side Initiative (DMG 270)
- Slow Natural Healing (DMG 267)
- Speed Factor (DMG 270 - 270)
- Spell Points (DMG 288)
- Training to Gain Levels (DMG 131)
- Wands that don’t recharge (DMG 141)

Character Creation

Allowed Materials

Macguffins, Ltd uses official D&D material approved by the server, subject to the exceptions listed below.

The server's current ruleset is 5e 2024. Where an approved character option has received an updated 2024 version, use the current version unless a server ruling specifically says otherwise.

Approved 2014 material that has **not** been replaced may continue to be used alongside a 2024 character, following the compatibility guidance in 5e 2014 → 5e 2024 Transition.

This applies to character options including species, subclasses, feats, spells and other features. If you are unsure whether an older option has been replaced or remains compatible, check the **Carry-Over Compatibility Index** on that page or ask a Sheet Checker in `#character-creation-discussion`.

The source list below records which books and options are approved for use on Macguffins, Ltd. **Specific restrictions listed here override the general approval of a book.**

You can use material from any of the following official sources for your character:

- The Player's Handbook
  - Variant Humans
- The Dungeon Master's Guide
  - Death Cleric and Oathbreaker Paladin only
- The Elemental Evil Player's Companion
- The Sword Coast Adventurer's Guide.
- Volo's Guide to Monsters
- Xanathar's Guide to Everything
- Tortle Package
- Mordenkainen's Tome of Foes
- Backgrounds from Official Published WOTC Modules
- Ravnica Backgrounds do not provide expanded spell lists or passive income (note the factions are not present in Luna Pines)
- Guildmasters Guide to Ravinica
  - Minotaur, Centaur, Loxodons, Simic hybrid and Vedalken.
  - We use the TCoE versions of Order domain, Bladesinger, and Spores Druid.
- Eberron: Rising from the Last War / Wayfinder's Guide to Eberron
  - Changelings, Kalashtar, Shifters races, the House Agent background, Revenant Blade feat, and the Dragon Mark races are available for play.
    - When creating a Dragon Mark race, remember that our world does not have a Draconic Prophecy. Instead, try to work the Mark as either a birthmark or magical tattoo.
  - Artificers **are** allowed with some caveats.
    - The optional rule of firearm proficiency will not be allowed in the server at this time.
    - An artificers "Magical Tinkering", "Infusions", "Experimental Elixirs" and all other abilities that involve the creation of items can only be shared between an Artificer and their party members within a Quest, Colosseum (PvE), or Event (communicate this with your DM beforehand so that they can plan accordingly).
    - When creating an artificer keep in mind that this is a high fantasy fey themed setting and not a steam punk or Eberron setting, magical gadgets are not the norm. Therefore, you should emphasise the casting of spells through innovative means instead of creating a mechanical solution. In order to ensure your

character concept fits within Luna Pine's high fantasy setting please ensure you get it approved by our Admin.
    - Warforged are **not** allowed
- Explorer's Guide to Wildemount
    - Variant Races, Chrononurgy and Graviturgy Wizard subclasses are available for play.
    - Echo Knights are **not** allowed.
    - Leonin and Satyrs are allowed but should be tied to the fey-wild in our setting. Enquire within.
- Tasha's Cauldron of Everything
    - All subclasses, Optional Class features, Expanded spell lists.
    - All new spells and magic items
    - Feats (not Gunner)
    - Customizing your Origin is allowed but Custom Lineage is **not** allowed
    - Moving Races ASIs around (Custom races are **not** permitted to maintain the fey-fantasy theme of the server).
    - Warlock Talisman Boon - note: can only be shared between a Warlock and their party members within a Quest, Arena or Event (communicate this with your DM beforehand so that they can plan accordingly).
- Van Richten's Guide to Ravenloft
    - All races & subclasses
    - Races are allowed as primary races only not as an add-on to another race.
- The Wild Beyond the Witchlight
    - All races and backgrounds
- Fizban's Treasury of Dragons
    - All races and subclasses
- Strixhaven: A Curriculum of Chaos
    - All races and feats
    - Backgrounds are **not** allowed
    - All spells **except** Silvery Barbs are allowed.
- Monsters of the Multiverse
    - All fantastical races
    - Note: All standard languages are available, and all PCs are considered *humanoid*
    - **If a race exists in this book and a previous book, please use the version in this copy.**
- Astral Adventurer's Guide
    - All spells and magic items **except** Fish Suit
    - Backgrounds are **not** allowed
    - All races **except** Autognomes and Thri-Kreen. Note: the Giff's Firearm Mastery ability refers only to Crossbows
- Dragonlance: Shadow of the Dragon Queen
    - All races, subclasses and feats
    - Backgrounds are **not** allowed
- Acquisitions Incorporated
    - The Verdan race
    - All spells **except** Distort Value are allowed
    - Backgrounds are allowed

- Bigby Presents: Glory of the Giants
  - Path of the Giant subclass
  - All feats are allowed
  - Backgrounds are **not** allowed
- Planescape: Adventures in the Multiverse
  - Backgrounds are **not** allowed
  - All feats are allowed
  - All spells are allowed
- The Book of Many Things
  - Backgrounds are **not** allowed
  - Cartomancer feat is **not** allowed
  - All spells are allowed
- Custom Rulings for Battlerager
- Heroes of Faerun
  - All subclasses, backgrounds, and feats are allowed
  - All spells are allowed except for Sylune's Viper and Elminster's Elusion
  - Circle Magic is tentatively allowed but may be revisited
- Astarion's Book of Hunger
  - All backgrounds are allowed
  - The Dhampir species is allowed
  - All feats are allowed except for Vampires Plaything and Light Bringer
- Forge of the Artificer
  - The new Artificer class is allowed
  - Dragonmark and Greater Dragonmark feats are not allowed
  - All backgrounds are allowed
  - All species are allowed **except** for the warforged
- Ravenloft, Horrors Within
  - All species, subclasses, and feats (except Symbiotic Being)
- Lorwyn First Light
  - All of the new character options and content from the book (except the Lorwyn Changeling and other Lorwyn-specific species).

Disallowed Materials

You cannot use material from any of the following official sources under any circumstances:

- Unearthed Arcana material
- Extra Life charity material
- Grung
- Homebrew content is not permitted to be used for player characters. This includes character creation options (i.e. the Tressym familiar) are not allowed.

If you're not sure whether something is permitted or not, please ask a @Helper - Sheet Checker in `#character-creation-discussion`.

Character Sheet

Please make your character sheet using one of the three online character sheets that are compatible with our server bot, Avrae. Those character sheet options are as follows:

- Google Drive Character Sheet
- Dicecloud
- Dicecloud V1
- Dicecloud V2 (Preferred)
- D&D Beyond

When your character sheet is good-to-go, please link the sheet in `#character-sheet-checking` (make sure it's shared to view) and ping the @Helper - Sheet Checker, then wait for them to get back to you. They'll tell you what to do from there, so please listen to their instructions!

Level

Player characters start at level 3 with 900 XP.

At first level, you have your maximum possible HP (Class Hit Die + Constitution Modifier), and at each level after that you take the average HP for your class you took at that level + Constitution modifier.

Ability Scores

We use 27-Point Point Buy for allocating stats.

This can be found in the PHB on page 13, or can be referenced with this website. The minimum bought is 8 and the maximum bought is 15. Otherwise, the following table has the point cost of each ability score for easy reference:

Score	Cost to Increase		Score	Cost to Increase
8	0		12	4
9	1		13	5
10	2		14	7
11	3		15	9

Equipment

Take the Starting Items from your class and background plus 300 GP.

If you'd like, you can spend any GP you have on gear or equipment before your character "starts", You will buy items at PHB prices and selling items at half their PHB price.

You can also spend this money to copy spells into your spellbook or ritual book, if you have one. Please ask the @Helper - Sheet Checker in `#character-creation-discussion` for further information on this and the prices for doing so.

Character Creation Tips

Aarakocra are permitted, but not recommended.
While the Elemental Evil Player's Companion is an allowed source, we recommend against playing an aarakocra character. Within the server's history, we have had many players play as aarakocra and then change those characters very quickly because they were unhappy with aarakocra. It is difficult to make an aarakocra character that is fun and worth playing after the gimmick of "being a flying race" wears off, and because of that, we do not recommend you play as an aarakocra, even if being able to fly is super cool.

Evil characters might not fit in.
Like aarakocra, evil player characters are totally allowed, but we recommend that you do not play as one. The majority of the characters on this server and in the world are good people, and if you are a character who is openly evil, mean, violent, or just a jerk (especially to other characters) you may very quickly find yourself isolated and bullied by other characters, which is a bad experience for everyone. If you do play as an evil character, it is recommended to be at least a social and an agreeable one that won't make other players want to not interact with you.

Don't worry about getting your character perfect.
Sometimes it takes time to get to know them. In order to make sure you get something out of the community, you may want to consider these four things to avoid creating a PC that won't fit in at all. When creating your PC, consider giving them:

1. A reason to have come to town.
2. A reason to stay in town.
3. A reason to go on quests.
4. A reason to hang out in public places.

Character Death or Retirement

If your character dies, the next character you make starts with the same experience as the old character but not the same equipment.

Character death is an uncommon occurrence on Macguffins, Ltd, but it's something that does still happen. When your character dies you may have the option to make a deal with a god to resurrect your character, or your friend have the option to pay to have your reincarnated or raised from the

dead if they manage to return your body to Luna Pines. If you prefer your character stays dead (or the previous option aren't possible) then you can make a new character.

If you get bored, dissatisfied, or just want to try out something new, you are allowed to retire your character. To retire a character, you must have permission from an Admin, so please reach out to them in a private message.

Making a new character

Your new character following death or retirement starts with the same Level as your previous character (unless you request to start at a lower level). You cannot pass on money, items, or property from your previous character to either your new character or other characters on the server. You new character starts with the same starting equipment and gold as other new characters, plus randomly selected magic items that are usable by your new character according to the expected number and rarity of magic items for a character of that level (Admin will roll your starting magic items from the table below).

Submit the new character's sheet in `#character-sheet-checking` and ping the Sheet Checker Helpers and the Admin who gave you permission to retire with an "@" message, and they'll take it from there.

Level	Exp	Expected Magic Items at Each Level				
		Common	Uncommon	Rare	Very Rare	Legendary / Artifact
3	900	3	1			
4	2700	3	1			
5	6500	3	1			
6	14000	6	4	1		
7	23000	7	4	1		
8	34000	8	5	2		
9	48000	11	7	4	1	
10	64000	11	7	4	1	
11	85000	11	7	4	2	
12	100000	11	7	4	2	
13	120000	13	9	6	4	1
14	140000	13	9	6	4	1
15	165000	13	9	6	4	1
16	195000	13	9	6	4	1
17	225000	15	11	8	6	3
18	265000	15	11	8	6	3
19	305000	15	11	8	6	3
20	355000	17	13	10	8	5

When picking a character after retirement, you may choose a previously retired character. The previously retired character must have been retired for 3 months or more, and will have XP equal to your current XP. You may either request to reroll all magic items and receive items similar to a new character of that level, or you may keep your previous items and be granted a number of motes equal to the difference between your current item value versus the server average (as determined by the server admins, if such an adjustment is needed). You may change your build as appropriate for a character of your level, and all PCs are subject to review by sheet checkers.

Down-levelling: XP is cumulative for the player across the lifetime of the server, but you may make a PC who is a lower level than the level defined by your server total XP. If you wish to create a new PC who is a lower level than your current level ("down-levelled"), include in your form when submitting for sheet checking the current level of your new PC as well as the current server total XP and level you have gained on the server. You may choose the level of your new PC, but it must be lower than the level defined by your server total XP. The down-levelled PC will have XP equal to

the minimum number of XP required for that level, and you will change your server role to the level of your current (down-levelled) PC. Any new XP gained on a down-levelled character will apply to that character as normal, and it will also apply to your total server XP which you should track separately. If you create a new character in the future, they may either be down-levelled following the rules above, or may have XP equal to your server total XP. You may still only have one PC at a time, and you can not down-level a previously retired PC.

Character Rebuilding

If needed, you may change parts of your character after they've been created, with Admin permission.
Similar to retiring a character, it's possible to realize you've made a mistake with your character sheet or feel like another option was the better choice for your character. That's completely okay! It happens. If you wish to rebuild or change parts of your character, please reach out to an Admin for permission. If you have permission to rebuild your character, submit the changed character sheet in `#character-sheet-checking` and ping the Sheet Checker Helpers as well as the Admin who gave you permission to retire with an "@" message, and they'll take it from there. Please include a list of the things you've changed in the rebuild.

When you rebuild a character, you do not lose any of your XP or items, unlike if a character is retired or dies. However, you don't have the option to rebuild your character indefinitely. Once you have gone past level 5, we expect that you will be happy with your character decisions and will have no need to rebuild them further. This also means we expect you to be diligent in choosing your character's features after this point. Exceptions to this rule can be granted with double Admin permission.

Other Important Information

While these aren't server rules or relevant to making a character, this information may be useful to you or important to know for your time on Macguffins, Ltd.

Safety Tools

While D&D is a useful tool for handling complex issues that also exist in reality, we want strive for our players to feel comfortable with their own personal boundaries. While we encourage open and clear communication with other players or your DM, we understand that sometimes these conversations are difficult to start. The :no_entry: emoji, ⛔ , is reserved for situations in which a player finds a situation personally uncomfortable for any reason and want to change the current subject of discussion. If you see this as a reaction to a post or in the OOC channel of RP or a quest, something about the current situation is too uncomfortable and hurting enjoyment for another player. In these cases, change the subject of the conversation and politely move on. A DM may privately reach out to a player if they need additional information about the subject matter to guarantee the player remains comfortable in a quest. If any player involved would like additional

information or support then we encourage them to reach out to the Admin and Edgelords.

Availability

Please make sure to communicate with your DM, Arena Master, or other players if you're going to be unavailable for some time.
Play-by-post pace varies between scenes and quests. The important expectation is communication: before joining, pay attention to the advertised pace, and if you will be slower or unavailable, tell the DM/other players as early as you reasonably can. Do not leave a group waiting several days without communication. Individual quests may set a more specific expected pace.

As always, if you have any questions about anything in the server, please reach out to an Admin, Edgelord, or Welcomer Helper in `#Welcome` or `#General Talk` with an "@" message. However, here are some of the most frequent questions that come up for new players.

The Three Timelines

Each player can be in up to three different RP timelines, in addition to quest, Colosseum (PvE), and downtime.
In order to facilitate as much overall playtime in a PbP environment, we use three separate timelines for our three major activities so that you can enjoy all of them at once. At any one time, you are allowed to be actively roleplaying in three Town RP or Edge of Town RP channel, one quest (if you're in one) and in the Colosseum (PvE). The PvP arena is considered part of the Town RP while the Shops are separate and don't count towards the timelines. Time is fluid, and you are free to decide how these timelines sort themselves out for your character. For example, you may RP in town as if you had not yet left on your quest until your quest is finished, and then you can "come back", or any similar methods.

Dying and Quests

Dying can be complicated.
The three timelines functionally mean that at points, you may have three different "versions" of your character at any one time. This can be an issue if something happens to your character and they die or are retired. If your character dies in the Colosseum (PvE) while they are also in a quest or vice versa, finish them with the same character and then "die"; though you can have made a new character to enjoy the other areas in the meantime. If your character was in a Town RP scene when they died in another area, it is recommended to end the scene as quickly as possible so that your character can fully die.

Inviting Others To Macguffins, Ltd

To get a server invitation for another person, please contact the Admins or certain Helpers can use the official invite pack.
Invitations are somewhat exclusive, as we like to run a tight ship on server population, so you need to get an admin to give you an invitation link to the server. We would like for you to be a member for at least 30 days before asking for server invites for other people.

Becoming a Server DM

We encourage members to become DMs once they have been here for 30 days and completed at least one quest.
DMs make the server run, and because of how important quests are in D&D, they're always in high demand. If you're interested in becoming a DM for Macguffins, Ltd, please reach out to the Admins or Quest Master if you've been on the server for at least thirty days and you have completed at least one quest of your own in the server here.

Server Discussions

The server continues to grow and change with our members to build the best community possible.
Occasionally the Admins will make a decision on game rules or something problematic and troublesome to the server. When this happens, the Admins will release a statement and open a discussion channel. This is an opportunity to clarify the idea, understand how our players perceive the new rule or idea, and then reassess things. We pride ourselves on being open to correction, and so we ask for thoughtful feedback and help in shaping our community. As always, we expect you to be courteous, respectful, and open to others' ideas during these discussions, even if you disagree with them.

The Difference Between the Arenas

There are two different types of arenas on the server:
Colosseum: A place where our DMs run organized monster combats vs. our PCs. Death is possible here.
The Arena: A place where our players can practice their combat skills against each other in PVP. No deaths.

Transferring Wealth Between Players

Players are currently able to transfer up to 500 gold to another player without permission. All other transactions of wealth (gold, mundane items, property, etc) needs to be approved by an Admin. Magical items are not available for transfer between players. This does not include the use of potions on another player or the temporary lending of an item during a quest.

Keep being awesome

New to PbP?

“When should I Post? When I am able to be at the computer for a while?”

This part can be very intimidating to many. The answer on when to post is…. When you can! PbP is inherently a strange critter. Sometimes scenes go very fast if everyone involved is online, sometimes it goes very sloooow when Real Life (RL) gets in the way (RL ALWAYS comes first!). Town RP is often VERY fast as the players involved are all online at that moment so the scene moves fast.

One of the biggest “OMG!” things I see is people log in and see “50+ New Messages” at the top of a chat channel. My Advice is… **DON’T PANIC!** If you have time/inclination, read all 50+ posts to see what has transpired. But if this is overwhelming, and/or impossible due to RL constraints, just read the last 5-10 (or more if needed) posts to figure out what is going on right NOW. Assume your character has tagged along, but was distracted by a butterfly, something shiny, a song stuck in their head, whatever. Using the recent posts find a way to jump back in to the scene. Whether it is a response to the last thing said, an action that your character would do based on the last action of a party-mate or whatever, just pick up from that point and move forwards.

Additionally, you might find that several RP channels are filled with 50+ messages and it is definitely okay to not read every channel or be a part of every story on the server. You are encouraged to meet other players and help get caught up on details you might have missed

> You do not need to be online continuously. What matters is matching the pace of the activity you joined and communicating when life gets in the way. Some scenes are rapid, some daily-ish, and some deliberately relaxed.

If you want more information then make sure to check out Macguffins guide to roleplay!

Frequently Asked Questions

DnD 5e ruleset has been designed with typically a campaign setting in mind, run within smaller groups. Translating this over to a West Marches style server may mean certain things are tweaked to create an enjoying, fair and balanced platform for all PCs involved while having access to multiple DMs.

Several of these questions are commonly asked and so we asked ourselves.. How can we help get these answers across quickly and succinctly.. Voila this FAQ was born!

Some of these are more technical and only apply to particular classes or items, feel free to skim these and come back to them if / when they apply to your character.

Homebrew

> **I saw this really cool homebrew class and/or race and I would really like to play it, can I?**

While we agree that having a robotic lizardfolk that can shoot lasers out of its eyes is really cool (pew pew!), we don't allow unofficial material in order to balance out all aspects of the server and bring a consistent, fair and fun experience to everyone. However there are plenty of official material that we know you can have fun with and are excited to see what you can come up with.

> **There is this great subclass that was just published in the new Unearthed Arcana (UA) document. Can I play, please?**

In the same vein as answer 1, often the UA material can be quite overpowered and difficult to balance. Since our vision is to create this balanced platform, we have decided to not allow UA material for similar reasons to homebrew material above.

> **Matt Mercer/Riot games/etc, have released a certain race, character, super fun thing that I must have! Can I choose it at character creation?**

We admit that there are some really awesome and famous content creators that come out with great material. All that being said, similar to the homebrew and UA, there are often questions and

concerns regarding balance and actual play testing for such material. Hence we consider such material to fall under homebrew and is not a fit for our server.

Character Creation

> **Why are some official character options restricted?**

As a server, we have decided that this particular class and race do not fit the setting that Luna Pines is striving for, despite them being official material. This is partly to maintain a consistent setting, and partly due to them having features which are difficult to handle in a west-marches server. More information can be found here.

> **Is X race or subclass allowed?**

The allowed materials sections of our server rules contains a comprehensive list of what published WoTC material we allow in Luna Pines! If you are still unsure about a particular WoTC official race or subclass then don’t hesitate to ask.

> **Do we roll stats?**

No, character creation uses point buy since rolling stats would lead to greater discrepancies in stats between characters. We find this works particularly well for the West Marches type servers but especially for us here at Luna Pines.

> **I don’t like my classes starting material and in the Player's Handbook it says that I can roll for gold. Can I do that?**

Unfortunately not. To keep a consistent and fair experience you need to choose your starting equipment along with the bonus 300 gold as outlined in the rules. Similar to our reasoning for point buy, we find this works particularly well for the West Marches type servers but especially for us here at Luna Pines.

> **Can I purchase magic items with my starting money?**

You are allowed to purchase spells or basic healing potions. After character creation, you can purchase magic items in the server run shops some of these can be purchased using gold, others require a special currency, Motes, which are earned by completing quests.

The Rules

> **I disagree with a certain rule, how can I bring it up?**

While we totally understand that you may not agree with certain rulings we have made, we hope you will give us the benefit of the doubt that it is there for a reason. In addition, we are always open to feedback on the server rules or simply ways to improve our server but we do ask that you present it in a clear and non-confrontational manner, preferably to an @ Edgelord or @Admin.

We are always happy to explain our reasoning behind certain rulings and we do occasionally review them based on player feedback or to ensure redundancy has not crept in over time. However that will be based on internal discussions and ultimately fall on Admin discretion.

> **I found this really cool exploit in the rules and need 1200 villagers, can I do this in character creation?**

Our server is largely RP focused and as such, Powergaming and rules exploitation is not encouraged or welcomed. Unrealistic expectations will be challenged and often denied by the DMs.

> **Can I conjure X?**

Certain spells like Conjure Animals and Conjure Woodland Beings are unclear as to how it is determined which creatures are conjured. In general, the caster may suggest what is conjured but the DM may veto it. However, in individual quests many DMs choose to determine the creatures by rolling on HB tables. Creatures conjured by theses spells may use the 5e statblock of a creature from any official WotC published source. However, the well known "broken" conjuration spell creatures - i.e. Chwingas, and Pixies - are generally not available.

Items

>

> **Can I flavor my equipment in a certain way without changing the actual mechanics? Eg. Can I reflavor the Longsword as a Katana?**

While we can certainly see the lure of such requests, these will be handled case by case. Be sure to get your idea approved by your friendly @Admin before you start working on your PC.

> **Can my pet / familiar / summons / companion / mount use equipment or magic items?**

In general any creature associated with a player character that is not humanoid cannot attune or use magic items, with the exception of administering potions or using magic items specifically designed to be used by mounts and then only if the creature is physically capable of doing so. However, individual DMs may allow this in their specific quest or arena so feel free to ask!

> **When can I use an item with a recharge time of > 1 day?**

Items with a recharge time of > 1 day (for instance the Figurines of Wondrous Power) are assumed to be recharged at the start of a quest. For Colosseum fights usually it will be allowed to be recharged but double check with the DM to make their job balancing the encounter easier.

Beginning Thoughts

Joining a new server can be intimidating! You don’t know the rules, you don’t know what is found where, and (possibly) you don’t know how Discord (and Avrae) interact with D&D, or how a Post by Post (PbP) server works. I have been there, and I have some thoughts on how to begin, and WHERE to begin!

The Server

First off, welcome to Macguffins Ltd, and to Luna Pine! This is a magical place where pretty much whatever you want to see happen can, and will happen! Want to sail a pirate ship? It’s happened! Want to go to a different dimension? Done! Want to explore an ancient underground temple to rescue innocents from evil forces? Done!

Combat on a PbP Server

Arena RP is all turn based, so on your turn you can react/act/other as you see fit. You will be pinged on your turn and have 24 hours to make a move or you will be skipped, though we really prefer you take your turn ASAP to keep the flow going, but again, RL comes first! If you can’t make it for 23 hours 58 minutes, that’s what it takes. Quest RP is an in between. Sometimes scenes move fast, sometimes they go slow. Combat is similar to the Arena model (Pinged on your turn, 24 hours to respond).

Questing

We have mostly One Shot quests that cycle every 1st and 15th of the month run by our crew of highly trained DMs. Luna Pine itself is semi-well defined (More on that later) but many if not most quests take place outside of this magical town where almost anything goes. (The DMs are free to do what they want outside the boundaries of the town itself. Some become lore, some fades into the mists). So if you are interested in joining a quest, remember to keep an eye on #announcements-general which will notify you one day before the quest cycle what is available on the #quest-board fortnightly. Make sure to react with a **1**, **2** OR **3** for your first, second and third preferences, respectively. You can only choose one quest for your first, second and third preference. Also, give a :thumbsup: for any other quest that you are interested in. Make sure that your PC meets the quest requirements, we definitely don’t want to have our level 3 players accidentally face an ancient red dragon! If anything ever comes in RL or if you will need to post slow or not at all for several days or something with the quest just doesn’t fit right with you, just send a quick personal message (PM) to your DM and let them know.

Downtime

You can do a lot of fun and crazy things as outlines in our downtime document in #downtime-overview. Downtime is released on the 1st and 15th of every month and you get two weeks worth of downtime to earn a bit of cash, make great or poor connections or to try and craft something out there. Remember to wait for approval before rolling those sweet virtual dice!

The Channels

Ok, so you know how quests work, and how PbP work, what now? When you are given your @New PC tag a BUNCH of channels open up. As per instructions, read the lore page, and post in the town gates. From there, you are free to do what you please! A thought is, go to the tavern for a drink (Always a great place to start in any D&D town). Certain rooms are free for alls, but always, before entering an ongoing scene with people. Please ask permission to make sure it isn't a "semi-private" scene. Most of the time the people involved are happy to have more join in. If not, someone will RP with you, just be patient. It will happen! After that (Or before that) go to `#Arena-queue` and post a "Check". This enters you into the Queue for the Colosseum (PvE). When your turn comes up you will be pinged to enter the arena and if you have questions on how to work it, each DM is different on how they like to run things, so feel free to ask! (Or watch what others are doing and copy them! Well not word for word). After that, whatever tickles your fancy. Downtime? There is a place for that. Shopping? Yep, shops too! RP in the Grove, the Hills, the Horse Farm, the Guard Shack? Find your place and go for it! (Again asking permission to join if someone is already mid-scene).

Timelines

As per server guidelines, you are allowed 1 Quest Instance, 1 Arena Instance and 3 RP instances concurrently. RP instances include the shops, Arena PvP and the Town/Edge RP channels. There are certain times there may be an additional slot added to one or the other, but those are rare and not to be expected. You will be told when you are able to add a slot and where.

If you have a request for a certain quest you want to see for your character development, head on over to #request-board under the Quest tab and read the Pinned message on how to request a quest with the understanding it will be a full party quest most times though it will be telling your story. It may take a while to get to you (There is a loooong list) but in time, you will get your quest (Unless it is unreasonable, or too high a level).

Final Remarks

Luna Pine itself is a magical place that is intentionally undefined. We want people to see in their mind's eye what it looks like, not dictate what it is. Part of the magic of the town is it is different for everyone! There are some specifics, NPCs, certain locations, certain connections, and these are all

marked with a Pinned message in the channel. Always check the pinned messages in the channel! If there is something specific listed, then that is lore and needs to be kept in place. If there is nothing pinned and specifically noted, assume that anything you reasonably want to see, you can see (If it is unlikely to be there, try to keep it somewhat within the spirit of the place).

I honestly can’t think of anything else to pass along, but if something is unclear, or you have a question about something else, we have a group of @Helper to help you along the way. Feel free to ask questions! That’s what we are here for. There is also a #general-talk channel you can ask in, or even in the #character-creation-discussion channel. We have a wonderful player base willing to help where and when possible!

Happy Adventuring, and we hope you enjoy your stay in Luna Pine!

Avrae Tiny Survival Guide

So, you have made a character. You have entered Luna Pines. Someone has asked you to roll Perception and suddenly everyone is shouting strange things beginning with `!`.

Do not panic.

That is Avrae: our helpful Discord dice-rolling, character-tracking, spell-casting, initiative-running robot wizard.

You **do not need to memorise Avrae** before you can play here. Most of us have been using it for years and still occasionally stare at it like it has betrayed us.

Here are the important bits.

The “I just want to play D&D” commands

- Check which character Avrae currently has loaded: `!char`
- Make a skill check: `!c Perception`
- Make a saving throw: `!s Dexterity`
- Make an attack: `!a Longsword`
- Cast a spell: `!cast "Healing Word"`
- Take a long rest: `!g lr`
- Show a handy little summary of your HP, AC and character resources: `!qstat`

That will get you through a surprising amount of Macguffins.

Macguffins has some extra toys

We have a collection of **Server Aliases** (commands built to make common things easier) and **Server Snippets**, which are little modifiers you can add onto rolls.

For example:

`!c Stealth guidance`

adds Guidance to the check.

You may also see commands such as `!qstat`, `!xp`, `!bag`, `!rest`, `!dmi` and a small army of class-specific commands. Don't worry about learning them all at once.

If a server alias supports it, adding `?` will often show you its help.

Quests, Arena and the strange case of having two versions of yourself

If your character is doing more than one thing at once e.g. perhaps a Quest and an Arena match, we use **timelines** so the damage, spell slots and resources from one don't eat the other.

You will probably encounter:

`!qt`

There is a proper explanation in the full guide. For now, just know that timelines exist specifically to stop your Arena self and Quest self from fighting over the same hit points.

Want the proper explanation?

Head to **Using Avrae** in *Slightly Technical Stuff* for the full Macguffins guide.

There you will find:

- **Using Avrae** which includes rolls, combat, spells, `!qstat`, timelines and troubleshooting
- **Server Aliases** which includes Macguffins' collection of useful custom commands
- **Server Snippets** which includes handy modifiers you can add directly to rolls

And if what you need isn't Macguffins-specific, Avrae itself has extensive official documentation.

Most importantly: **you are allowed to ask for help.**

Nobody expects a new player to arrive knowing Avrae, every server alias, seventeen snippets and the ritual necessary to persuade Discord search to find a post from Tuesday.

Roll some dice. Break something. We'll help.

5e 2014 → 5e 2024 Transition

Current Status - September 2026: the server now uses 2024 as its default ruleset. The staged conversion timetable below is retained for historical reference only

Transition FAQ

Q: What's happening?
We are officially transitioning the server to D&D 5e 2024 (about time, right?).

Q: What does that mean for me as a player?
We urge players that if any part of your character (class, species, background, spell, feat, item, etc.) has been updated in 2024, you should update and use the 2024 version of it once your level bracket is called for conversion.

Q: Do I have to convert right away?
Not immediately - we are converting level by level over several weeks. Characters in levels not yet announced can stay as-is until their turn.

Q: Can I mix and match between 2014 and 2024 rules?
 No. You must choose one system or the other for your entire character.
For example:

- 2024 Wizard + 2024 Wizard Subclass + 2024 Background
- 2024 Wizard + 2014 Wizard Subclass (not reprinted) + 2024 Background
- 2014 Wizard + 2024 Wizard Subclass

Q: What about subclasses that don't exist yet in 2024?
You can continue using the 2014 version of that subclass until its 2024 version is officially released. Once it exists, you will need to swap.

Q: If I am using a 2014 subclass does this effect levelling?
Yep! Moving forward, you do not get any of the subclass features until level 3 to keep in line with the 2024 subclasses. For example, the 1st level Cleric feature is now granted at 3rd level.

Q: Are magic items being changed?
Most magic items convert automatically - if a 2024 version exists, we use that. The vast majority

are either improved or functionally identical.
If an item change feels wrong for your character, we will handle it case by case. Make sure to reach out!

Q: What about spells and feats?
If a spell or feat has been reprinted in 2024, the new version replaces the old one.
If it hasn't been reprinted yet, keep using the 2014 version.

Q: What about races/species?
If a race/species has been reprinted in 2024, the new version replaces the old one.
If it hasn't been reprinted yet, keep using the 2014 version.

Note: Ability Score Improvements now come from your background, so when using a 2014 species you do not gain any ASIs from that species

Note: Languages now come from your character, so when using a 2014 species, you do not gain languages from that species, instead you gain common +2 standard/exotic languages.

Q: I really like my background, what do I do about that now?
You can still make custom backgrounds, but they now include a free origin feat!
Your background should contain:

- ability score improvement: +2/+1, or +1/+1/+1
- 2 skill proficiencies
- 1 tool proficiency
- Starting equipment worth 50 gold (excluding martial weapons and armour)
- Origin feat (See list below)

Q: Can I keep my old character?
Yes! But you will eventually need to choose whether to keep them in 2014 or convert them to 2024. The server itself will be using 2024 as the default standard going forward.

Q: Will this affect quests or DMing?
During the transition, quests will specify whether they use 2014 or 2024 rules. This is temporary and will fade out once the full conversion is done.

Q: When will conversions happen?
We will move through level brackets gradually:

- **Level 3** – two weeks
- **Levels 4–5** – one week
- **Levels 6–8** – one week
- **Levels 9–11** – one week
- **Levels 12–16** – one week
- **Levels 17–20** – one week

Conversions have been completed and now it is a case-by-case basis as new material is released.

Q: Where can I get help?
Ask in the #character-creation-discussion channel. Sheet Checkers and Helpers are here to make this transition as smooth as possible.

Class Feature Conversion Guide (2014 → 2024)

Carry-Over Compatibility Index

> **Legend:**
>
> - □ **Use 2024 Version** – Officially updated, replace old version entirely.
> - □□ **Use 2014 Version** – 2024 doesn't include it; it still functions.
> - ⚠ **Obsolete** – Removed or fundamentally incompatible.

□□ Barbarian

The angry beefcake now gets to stay angry longer and feel good about it. Rage damage scales better, and subclasses actually have teeth instead of flavour text about bears. You can now use Rage for more than just screaming - think tactical yelling. The 2024 Barbarian is the same mountain of meat you know and love, just slightly more emotionally stable.

Feature / Option	Status	Notes
Path of the Berserker, Wild Heart (Totem), World Tree, Zealot	□ Use 2024	Fully rewritten.
Ancestral Guardian, Battlerager, Beast, Giant, Storm Herald, Wild Magic	□□ Use 2014	Functionally the same.

□□ Bard

Still charming, still smug, now with a bit more oomph behind the lute. Inspiration is cleaner, Song of Rest retired to make space for more fun features, and College of Lore got the glow-up it

deserved. 2024 Bards are built for modern audiences - less “flirty poet” and more “charismatic life coach with combat rhythm.”

Feature / Option	Status	Notes
College of Dance, Glamour, Lore, Valor	□ Use 2024	All modernized for balance.
College of Creation, Eloquence, Spirits, Swords, Whispers	□□ Use 2014	No reprint yet but fully compatible.

□□ Cleric

Fewer gods, fewer headaches. Domains got slimmed down to the essentials, and class features are smoother than ever. Channel Divinity now does what it says on the tin, and the spell lists are cleaner. You’re still everyone’s favourite divine vending machine, but now it’s less bookkeeping and more smiting.

Domain	Status	Notes
Life, Light, Trickery, War	□ Use 2024	Fully rewritten.
Arcana, Death, Forge, Grave, Knowledge, Nature, Order, Peace, Tempest, Twilight	□□ Use 2014	Gain 1st level feature at 3rd level instead.

□□ Druid

Wild Shape finally went to therapy and came back with boundaries. Forms are streamlined and balanced - you no longer need a PhD in Beast Statblocks to transform. Spells are cleaner, and the flavour text leans more “mystical nature guardian” than “someone who never showers.” You can still turn into a bear though, don’t panic.

Category	Status	Notes
Circle of the Land, Moon, Sea, Stars	□ Use 2024	Fully rewritten.
Wild Shapes	□ Use 2024	Use Monster stat blocks from 2024
Dreams, Spores, Wildfire	□□ Use 2014	Gain 2nd level feature at 3rd level instead.
Shepherd	□□ Use 2014	Many features no longer do anything due to 2024 spell updates. Take caution when choosing it.

⚔ Fighter

Still the king of “I hit it with my sword,” but now with a few more brain cells. Fighters in 2024 finally have cool stuff to do besides rolling to attack - Tactical Mind gives you a splash of utility and Second Wind doubles as a mini-combustion engine. Battle Master’s got cleaner maneuvers and more toys, so even if you’re allergic to magic, you won’t feel left out at the table anymore.

Feature / Option	Status	Notes
Battlemaster, Champion, Eldritch Knight, Psi Warrior	□ Use 2024	Updated subclasses.
Arcane Archer, Cavalier, Purple Dragon Knight, Rune Knight, Samurai	□□ Use 2014	Not reprinted and are still valid.
Archery, Blind Fighting, Defense, Dueling, Great Weapon Fighting, Interception, Protection, Thrown Weapon Fighting, Two-Weapon Fighting, Unarmed Fighting	□ Use 2024 Version	Same effect; phrasing update only.
Superior Technique	□□ Use 2014	Not reprinted yet, counts as a Fighting Style Feat.
Maneuvers: Commander's Strike, Evasive Footwork, Feinting Attack, Lunging Attack, Parry, Precision Attack, Pushing Attack, Rally	□ Use 2024	Streamlined list of 16 core maneuvers.
Brace, Grappling Strike, Quick Toss	□□ Use 2014	Not reprinted yet.

□□ Monk

Finally, enlightenment came in the form of not being weak. Ki became Discipline (same vibe, less confusion), and your abilities scale in a way that doesn’t make you feel like a mid-level intern. You punch better, run faster, and feel more like a cinematic badass instead of the backup bouncer.

Feature / Option	Status	Notes
Elements, Mercy, Open Hand, Shadow	□ Use 2024	Fully reprinted and modernized.
Ascendant Dragon, Astral Self, Drunken Master, Kensei, Long Death, Sun Soul	□□ Use 2014	Still works under 2024 Discipline rules.
Four Elements (2014)	□ Removed	Replaced by Way of Elements 2024.

□□ Paladin

Still the golden child of martial classes. Smite math has been streamlined (no, you can’t triple-smite in one hit anymore, sorry), and subclasses get their power earlier. You’re still the shining beacon of divine justice - or the passive-aggressive guy who reminds everyone he *could* have smote harder if he’d wanted to.

Feature / Option	Status	Notes
Oath of Ancients, Devotion, Glory, Vengence	□ Use 2024	Modernized and reprinted.
Oath of Conquest, Crown, Oathbreaker, Redemption, Watchers	□□ Use 2014	Still works fine.
Fighting Style	□ Use 2024	Uses universal Fighting Style list.

□□ Ranger

Congratulations, you are finally good now. Favoured Enemy and Natural Explorer are dead (and good riddance). You get spells that actually matter and a Companion system that doesn’t require a math degree. 2024 Rangers are competent wilderness badasses instead of lost tour guides.

Feature	Status	Notes
Beast Master, Fey Wanderer, Gloom Stalker, Hunter	□ Use 2024	Fully updated.
Drakewarden, Horizon Walker, Monster Slayer, Swarmkeeper	□□ Use 2014	Not yet in PHB 2024.
Optional class features (TCE)	⚠ Obsolete	Use 2024 class features only.
Fighting Style	□ Use 2024	Uses universal Fighting Style list.
Beast Master - Beast Companion	⚠ Obsolete	Use 2024 Beast Companion template

□□ Rogue

Sneaky’s back and smoother than ever. Cunning Action got a polish, and subclasses make you feel less like a one-trick backstabber. The 2024 Rogue is less “shadowy murder-hobo” and more “professionally clever problem-solver.” Still refuses to pay for anything, though.

Feature / Option	Status	Notes
Arcane Trickster, Assassin, Soulknife, Thief	□ Use 2024	Fully rewritten.
Inquisitive, Mastermind, Phantom, Scout, Swashbuckler	□□ Use 2014	Still fine.

□□ Sorcerer

Magic but make it messy. The 2024 Sorcerer finally gets rewarded for spontaneous casting, and Metamagic is easier to juggle. Spell selection’s cleaner and subclass flavour actually matters. You are still a walking explosion of raw energy - but now you explode efficiently.

Feature / Option	Status	Notes
Aberrant, Clockwork, Draconic, Wild Magic	□ Use 2024	Updated & modernized.
Divine Soul, Lunar, Shadow, Storm	□□ Use 2014	Gain bonus 1st level spells and 1st level feature at 3rd level instead.
Metamagic (all core options)	□ Use 2024	Unified list for all sorcerers.

□□ Warlock

Good news: you are still edgy. Bad news: your sugar-demon changed the contract. Invocations got rebalanced, and the infamous Hexblade got sent to the shadow realm. Pact Boons are more flexible and your spell slots recharge faster. The 2024 Warlock is less “I made a deal with Satan” and more “I took an internship with cosmic horror, and I’m thriving.”

Feature / Option	Status	Notes
Patron: Archfey, Celestial, Fiend, Great Old One	□ Use 2024	Core set reprinted.
Patron: Fathomless, Genie, Hexblade, Undead, Undying	□□ Use 2014	Gain 1st level feature at 3rd level instead.
Agonizing Blast, Armor of Shadows, Ascendant Step, Devil's Sight, Eldritch Mind, Eldritch Smite, Eldritch Spear, Fiendish Vigor, Gaze of Two Minds, Gift of the Depths, Gift of the Protectors, Investment of the Chain Master, Lifedrinker, Mask of Many Faces, Master of Myriad Forms, Misty Visions, One with Shadows, Otherworldly Leap, Repelling Blast, Thirsting Blade, Visions of Distant Realms, Whispers of the Grave Witch, Sight	□ Use 2024	Uses “Spell Slots Per Spell Level” — very different resource economy.

Feature / Option	Status	Notes
Aspect of the Moon, Bewitching Whispers, Chains of Carceri, Cloak of Flies, Dreadful Word, Far Scribe, Gift of the Ever-Living Ones, Grasp of Hadar, Lance of Lethargy, Maddening Hex, Mire the Mind, Relentless Hex, Sculptor of Flesh, Shroud of Shadow, Sign of Ill Omen, Tomb of Levistus, Trickster's Escape, Undying Servitude, Voice of the Chain Master	□□ Use 2014	See separate reference (post above).
Beast Speech, Beguiling Influence, Eldritch Sight, Eyes of the Rune Keeper, Ghostly Gaze, Improved Pact Weapon	⚠ Alternatives exist	Still useable but may not be the best option
Book of Ancient Secrets, Bond of the Talisman, Minions of Chaos, Protection of the Talisman, Rebuke of the Talisman, Thief of Five Fates	⚠ Obsolete	No longer functional

□□♂ Wizard

Still the galaxy brain of the party, but now less “homework” and more “hyperfocus.” 2024 cut down on the 12,000 subclasses and kept only a few schools that actually do distinct things. Spell prep is simpler, rituals make sense, and you’ll spend less time flipping through your grimoire asking, “Wait, do I have that prepared?”

Feature / Option	Status	Notes
Abjurer (Abjuration), Diviner (Divination), Evoker (Evocation), Illusionist (Illusion)	□ Use 2024	Fully reworked.
Bladesinging, Chronurgy, Conjuration, Enchantment, Graviturgy, Necromancy, Scribes, Transmutation, War	□□ Use 2014	Still fine; follow 2024 subclass timing.
Spells	□ Mixture	Use only 2024 spells if a spell has been updated. Otherwise, use the 2014 spell.

⚗ Miscellaneous

System / Rule	2024 Status	Guidance

Spell Lists	Mixture	Use only 2024 spells if a spell has been updated. Otherwise, use the 2014 spell.
Subclass Selection Levels	Standardized	Now at level 3. E.g. 1st level feature is now granted at 3rd level for Cleric.
Backgrounds	Use 2024	All feature a bonus Origin Feat
Feats	Mixture	Use the most up-to-date version
Magic Items	Mixture	Use the most up-to-date version
Species	Mixture	Use the most updated version of your Species/Race.

Origin Feat Options

Alert (2024 PHB)
Crafter (2024 PHB)
Healer (2024 PHB)
Lucky (2024 PHB)
Magic Initiate (2024 PHB)
Musician (2024 PHB)
Savage Attacker (2024 PHB)
Skilled (2024 PHB)
Tavern Brawler (2024 PHB)
Tough (2024 PHB)

Artificer Initiate (Tasha's CE)
Dungeon Delver (2014 PHB)
Initiate of High Sorcery (Dragonlance)
Runeshaper (BGG)
Scion of the Outer Planes (Sigil & Outlands)
Strike of the Giants (BGG)
Squire of Solamnia (Dragonlance)
Strixhaven Initiate (Strixhaven)