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 The staged conversion timetable below is retained for historical reference only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)

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