

# Draft

## Rules Draft: Transition to the 2024 D&D Ruleset

### Section 1: Overview

This document outlines the official transition process and ruling framework for adopting the 2024 D&D ruleset on Macguffins, Ltd. These changes aim to balance fairness, simplicity, and functionality for both players and Dungeon Masters (DMs).

### Section 2: Key Changes and Rulings

#### 2.1 Feats

##### 1. **Mixing 2014 and 2024 Feats**

- Ruling: Players must use the 2024 version of any feat where reprints exist. In no reprint exists, the 2014 version may be used.

##### 2. **Warcaster**

- Issue: The 2024 Warcaster feat allows casting leveled spells as an Attack of Opportunity (AoO) on allies, doubling the caster's effective spells per turn.

- Ruling: AoOs granted by Warcaster are limited to hostile creatures only. Allies cannot trigger levered spells through AoOs.

##### 3. **Eldritch Adept**

- Ruling: only 2024 invocations that do not have any prerequisites (i.e. the Pact Boon invocations) can be selected.

##### 4. **Fighting Initiate**

- Ruling: This feat no longer functions RAW as 2024 Fighting Styles have been turned into feats themselves. Therefore we will remove Fighting Initiate from the game.

##### 5. **Origin Feats**

- Ruling: All Origin and Background feats are available for Custom Backgrounds:
  - Initiate of High Sorcery, Squire of Solamnia, Scion of the Outer Planes, Strike of the Giants, Rune Shaper, Strixhaven Initiate, Tough, Magic Initiate, Skilled, Savage Attacker, Healer, Alert, Crafter, Musician, Tavern Brawler, Lucky

#### 2.2 Species

##### 1. **Mixing 2014 and 2024 Species**

- Issue: Compatibility issues arise when combining 2014 species with 2024 backgrounds

(two sets of ASIs).

- Ruling: Players may continue using 2014 species that have not been reprinted in 2024 but do not gain ASIs from species.

## 2.3 Subclasses

### 1. **Mixing 2014 and 2024 Subclasses**

- Ruling: Players must use the most updated subclass available. 2014 subclasses used with 2024 base classes must align their feature levels to match the new progression system (i.e., gaining subclass features at Level 3). Subclass features from 2014 subclasses that do not work with 2024 spells / base classes (e.g. Shepherd Druid's synergy with old summoning spells) will NOT be homebrewed to fix them.

## 2.4 Classes

### 1. **Artificer**

- Ruling: Artificer will continue to be available using its most recently published version

### 2. **Warlock invocations**

- Players must use the list of Warlock invocations as provided in the 2024 rules set. This is due to fundamental changes in Pact Boons and Invocation requirements which makes 2014 invocations incompatible with the 2024 Warlock class.

## 2.5 Spells

### 1. **Mixing 2014 and 2024 Spells**

- Ruling: Players must use the 2024 version of any spell where reprints exist. If no reprint exists, the 2014 version may be used.

### 2. **Specific Spell Rulings**

- Conjure Minor Elementals: Damage scaling is halved to bring it in line with similar spells.
- Suggestion and Mass Suggestion: Maintain the "reasonable" clause to prevent overly creative abuse.
- Polymorph: Temporary hit points granted by the spell are lost when the spell ends or concentration is dropped.
- Armor of Agathys: The spell ends when the temporary hit points granted by it are reduced to 0.

## 2.6 Backgrounds

### 1. **Origin Feats**

- See 2.1.5 for available Origin Feats

### 2. **Custom Backgrounds**

- We will be using the official custom background rules in the 2024 Dungeon Master's Guide:

- Choose Abilities: Choose three abilities that seem appropriate for the background. (Includes explanation of the different abilities)

- Choose a Feat: Choose one feat from the Origin category. See the Player's Handbook for

examples of Origin feats.

- Choose Skill Proficiencies: Choose two skills appropriate for the background. There needn't be a relationship between the skill proficiencies a background grants and the ability scores it increases.
- Choose a Tool Proficiency: Choose one tool used in the practice of the background or often associated with it.
- Choose Equipment: Assemble a package of equipment worth 50 GP (including unspent gold). Don't include the Martial weapons or armor, as characters get them from their class choices.
- Players may choose a "background feature" from the 2014 rules if they so desire but this is optional.

## 2.7 General Mechanics

### 1. **Search and Study Actions**

- The 2024 requirement of an action for searches in combat will be adopted. DMs may overrule this where narrative demands.

### 2. **Tools Expertise**

- Expertise in tools (e.g., Rogue and Artificer proficiency) will provide either advantage OR expertise to checks made with them, players can choose when they make the check.

### 3. **Exhaustion**

- The simplified 2024 exhaustion rules will be adopted server-wide as the default. DMs may opt for 2014 rules for specific quests.

### 4. **Grappling**

- Grappling will use 2024 rules, using an initial saving throw and is integrated with Unarmed Strikes.

### 5. **Hiding and Invisibility**

- We will retain 2014 rules, DMs have discretion on when it is possible to hide and what the DC is. DMs are encouraged to use DC 15 as a default as per 2024 rules.

### 6. **Weapon Juggling**

- Players may equip or unequip weapons as part of the Attack Action as per 2024 rules as well as one with their free object interaction.

### 7. **Potion Miscibility Table**

- The "00" result on the Potion Miscibility Table will cause the effect to last until the end of the quest/arena/scene rather than being a permanent effect.

## 2.8 Group Initiative

### 1. **Increased Combat Complexity**

- Weapon Masteries and other changes in 2024 rules have increased the complexity of interactions between player characters and monsters, which may further slow down combat.
- DMs are empowered to make their own decisions and rulings on how to simplify and streamline combat for PbP to avoid excessive delays.
- Players are to respect these rulings **even if** they result in some features / abilities being less effective than expected. E.g. a DM may rule that they will not roll saving throws for

monsters until the end of the player turn which may result in players losing out on advantage from knocking an enemy prone.

- Players should make their intentions as clear as possible in combat posts, and are encouraged to include outcomes for 1st and 2nd d20 rolls when advantage/disadvantage is uncertain e.g. Barley swings his maul at the spider: **Attack: 17 / 14 Damage: 12 bludgeoning**

## Section 3: Implementation Plan

### 1. **Timeline**

- All new scenes, quests, arenas will use 2024 rules as of January 31st, 2025

### 2. **Existing Characters**

- Players will be encouraged to update their character to the new rules - this can include complete mechanical rebuild. This will occur in waves starting with Tier 1 (level 3-5) characters and proceed upwards. Announcements will be made to notify players when it is their turn to update their character.

- If you do not wish to convert your character, you may have a "Legacy 2014 character." All Legacy characters must use the latest version of spells and feats, but may choose one Origin Feat.

## Section 4: Supporting DMs

### 1. **Before Transition**

- Discussions will be hosted to explain key 2024 mechanics such as Hide and grappling and how they interact on the server.

- Provide standardized handouts summarizing changes, e.g., flowcharts for combat resolution and spells, etc.

- Playtests will occur in the pvp-arenas and potentially elsewhere if needed.

### 2. **After Transition**

- Establish a dedicated DM support channel for immediate clarification requests.

## Section 5: Ongoing Updates and Feedback

### 1. **Adapting House Rules (Section 2)**

- Players and DMs will be routinely polled for feedback to adjust house rules during and after the transition period.

- If Errata or subsequent publications by WotC clarify / alter affected feats/spells those will trigger a re-evaluation of the affected house rules.

### 2. **Resolving confusion or uncertainty**

- Edgelords & Admin will monitor #game-mechanics and #server-metadiscussion channels and adjudicate as necessary.

- Maintain a public-facing document detailing rulings and changes to promote transparency

- Keep server website up to date with rulings.

# Section 6: Can I Use This Crazy Combo?

## 6.1 Overview: The Spirit of the Rule

In line with the 2024 DMG, we want players to enjoy creative builds and explore the depth of D&D. Thus in general, we don't want to ban officially published material. However, we also recognize that some combos or strategies, though technically valid by the rules, can lead to outcomes that reduce the fun of other members of the server by trivializing encounters that DMs spend a lot of time creating, or causing one character to overshadow the rest of the party. Particularly when they involve exploiting loopholes or unintuitive rule interpretations or using features in ways they obviously weren't intended for.

### What Does This Section Mean for You?

Combos or strategies that cause obvious chronic balance issues (like absurd damage outputs or that circumvent encounters or completely cripple boss enemies), are discouraged and frequent use may trigger an intervention. The intention of this section is to preserve the spirit of fun and fairness without heavily restricting player creativity.

We'll always let you know if something is problematic. And, in the rare cases where we do need to step in and stop something, we'll make sure the issue is addressed transparently.

## 6.2 Known Exploits

These are combinations, actions, or strategies that the server deems exploitative, unbalanced, or abusive in terms of game mechanics. You should assume the options listed here will not be allowed in general, however, certain DMs in special circumstances may choose to allow them to be used but those are the exception. Please don't use them in normal play. We know it exists, and don't want to ban it.

### 1. **Divine Intervention + Spells with Longer Casting Times**

- Overview: Spells that normally have longer casting times (1 minute or more) can be cast instantly when you combine them with Divine Intervention. These include powerful spells that are intended to require careful planning due to their long casting times.

For example:

- Prayer of Healing : Produces an instant short rest recovery for all party members in the middle of combat, including hit die healing, recharging class features, etc.
- Planar Binding : Enables turning temporary summons into near-permanent companions Divine Intervention by passes normal limitations.
- Magic Circle : Create a 10ft radius area where enemies can't enter or are locked within, can trap enemies with little/no means of escape.
- Hallow : Can give enemies in a large area vulnerability to a damage type.

### 2. **Spirit Guardians/Conjure Woodland Beings + High Mobility**

- Overview: Spirit Guardians causes radiant damage to enemies in the area of effect.

When combined with a high-mobility build, it can turn Spirit Guardians into a deadly zone

that hits every enemy on the field on the caster's turn and again with a held Dash action, without giving them a chance to react.

### 3. **Spike Growth + Grappler + High Mobility**

- Overview: Spike Growth deals 5 (2d4) damage per 5ft moved within the area with no save. When combined with Grappler and high mobility (e.g. Monk or Wild Shaped Druid) it is easy to do 50+ damage per move action.

### 4. **One-handed Two-weapon Fighting**

- Overview: because of the equip/unequip rules and changes to the Light weapon property it is now possible to use two-weapon fighting by swapping weapons held within a single hand, enabling a shield or other item to be equipped in the other, and allowing both Dueling and two-weapon fighting styles to apply.

## 6.3 Response to Common Concerns:

### **What if I accidentally use an exploit?**

Typically the DM will let you know that you've discovered something considered exploitative, they may ask you to revise your turn or simply let you know to not use it again in the future. Players that repeatedly use exploitative strategies will get referred to [@Edgelords](#) for an official warning, and if they persist after being warned they may be banned from participating in Quests / Arenas.

### **So do I just not take the spell at all?**

That is not our intention, simply be thoughtful about how you use it to avoid trivialising encounters or reducing the fun of others. You can always ask in OOC channels if other people in the scene are ok with how you would like to use it.

### **Nuh-uh, that isn't too overpowered! But this other thing is more powerful?**

The current list is a living document that we will update as more exploits are discovered or used on the server or elsewhere. If there is an exploit you think should be added to the list please reach out.

### **This breaks my build / ruins my fun!**

TTRPGs are based on the social contract between players so that everyone can have a good time. If you have a particular concept of a character that would be prevented by these rulings we or others on the server would be happy to find another way for you to realize your character concept.

## 6.4 General Guidance:

If any combo or strategy feels like it's undermining the fun or balance of a game, even if it's technically allowed, we encourage players to avoid using it. The goal is for everyone to have fun while maintaining a fair and challenging environment.

The [Edgelords](#) & [Admin](#) team will always step in if something is game-breaking or unintentionally overpowered. We aim to adjust and moderate based on community feedback while preserving the integrity of the game. We're here to make sure everyone has fun—and that means ensuring no one combo dominates play.

