

# Madison D&D Players Guide

This document serves as the rules for creating a character to play in the shared world campaign specific to the Madison D&D Community, as well as rules for advancing your character in levels.



# MADISON D&D

We are an organized play community working primarily in and around Madison, Wisconsin. A Discord server is also offered that allows for streaming and online play with people outside of our geographic area. The following are rules for playing in our shared world setting that is unique to Madison D&D and its venues.

## CREATING A CHARACTER

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For base character creation, follow the rules from Player's Handbook 2024 (pg. 33). Also refer to the *Allowed Sources* sidebar included here as well as the following notes. All characters begin at 1<sup>st</sup> level.

### ALLOWED SOURCES

This is Madison D&D, so therefore allowable resources will be D&D. For the beginning of the organized play program, the following resources will be allowed for character creation:

- Player's Handbook (2024)
- Free Rules (2024)
- Madison D&D Player Certs that allow specific rules

**Step 1: Choose a Class.** Class and Subclass should come from the list of *Allowed Sources*.

**Step 2: Choose a Species.** Species and Subspecies are chosen from the list of *Allowed Sources*.

**Step 3: Choose a Background.** In addition to the *Allowed Sources*, you may also choose to make a *Custom Lineage* using the section below as guidance.

**Step 4: Set Ability Scores.** You may set your ability scores using either a *Standard Array*, or by using the *Point Cost* method.

**Step 5: Choose Alignment.** Madison D&D doesn't allow for player characters to be of Evil alignment.

**Step 6: Determine Hit Points.** Madison D&D uses fixed hit points, granting full hit points at 1<sup>st</sup> level and calculated hit point gains per level based on hit dice.

**Step 7: Choose Equipment.** When generating your character, you may choose either the base equipment for class/background, or the set gold amount and purchase your equipment.

**Step 8: Fill in the Details.** Fill in all of the generated numbers (saving throws, armor class, etc.) and generate the personality for your character (bonds, ideals, flaws, etc.).

## CUSTOM LINEAGE

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Instead of choosing one of the game's species for your character at 1<sup>st</sup> level, you may use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them:

- **Creature Type.** You are a humanoid. You determine your appearance and whether you resemble any of your kin.
- **Size.** You are Small or Medium (your choice).
- **Speed.** Your base walking speed is 30 feet.
- **Ability Score Increase..** These are now handled in your Background. Remove this step.

- **Feat.** You gain one Origin Feat of your choosing. This must be taken from the list of Origin Feats.
- **Variable Trait:** You gain one of the following options of your choice: (a) Darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.
- **Language.** You can speak, read, and write Common and one other language for the Standard Languages table in the Player's Handbook (pg. 37).
- Your species is considered to be a Custom Lineage for any game feature that requires a certain species, such as elf or dwarf.

**Note:** The guidelines above adjust the language for the *Character Options* section outlined in *Tasha's Cauldron of Everything* to match the 2024 language and character building steps.

## USE THE MOST CURRENT CONTENT

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As the current source material for player creation is the Player's Handbook (2024), that source will have the most current source material. In the event of a rule reprinted from the Player's Handbook (2014), or an errata that appears in the future, use the most current version.

## RULES AS WRITTEN

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Madison D&D strives to give players a consistent experience at each of the tables they play at. To this end, we will be using Rules As Written (RAW) for our determinations. In the event where there is a question at the table, the DM makes the call. After a session is done, we will have a method on our Discord Community Server for asking rules questions of the Community Organizers, as well as a Rules FAQ channel where our clarifications will be posted.

# PLAYING ADVENTURES

Each Player Character is allowed to play in any adventure in which they are in the appropriate level range, provided that character has not yet played in that adventure previously.

## TIER BY CHARACTER LEVEL

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Each adventure will be run by tier. The tier of the game will be determined by character level using the following guidelines.

- **Tier 1.** Character Level 1-4
- **Tier 2.** Character Level 5-10
- **Tier 3.** Character Level 11-16
- **Tier 4.** Character Level 17-20

## PLAYER AND DM ETIQUETTE

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Refer to the Madison D&D Code of Conduct as displayed on our website as well as in our Discord server. In addition to following the Code of Conduct, we expect all players (a DM is also a player) to be respectful, give every player/character a chance to shine, pay attention, be ready for your turn, ask for consent when needed, and check in on the enjoyment of others. A player is expected to follow the character creation rules to not impinge on the fun of the DM and other players. All players will also do their best to not disrupt the play experience of other players.

### RULES LAWYERING

If there is a question about the rules at the game table, the DM will make a ruling and the game will continue on. If a player has a question on the ruling or rule, they may check in with the DM after the game, so as to not disrupt game play. In the event of a question, the player or DM may also check in with the Lead Organizers on the ruling – after game play is over.

### METAGAMING

In the event a player has either played through an adventure previous to playing it, or has played it previously, they will notify the DM running at the table. While they can still play in the session, this will allow the DM to potentially make adjustments to change up the adventure. If they cannot, the player will make an effort to play through the module without using prior knowledge of it to preserve the play experience for others. Nobody other than the DM will have a copy of the adventure at the table, or a copy of content displaying the stat blocks of creatures being faced.

## SPELL ADAPTATIONS

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Most spells are instantaneous and will have durations that complete before the end of an adventure (long rest). Spells that require a time related task to complete (such as “cast once per day, every day for a year”) will require the use of downtime days to complete at the rate of 1 downtime day or every day required, rounding up.

Levels are gained by purchasing them using Hero Tokens, which are normally earned by completing adventures with a player character. A player is not required to level a character, even if they have tokens available for use. There will be alternative uses

### PRECASTING SPELLS

Spells with an extended duration (such as *Find Familiar*) will extend from adventure to adventure. Player characters, in general, will not be able to precast any spells prior to the start of an adventure. If an adventure specifically calls out a change, the ruling of the adventure overrides this ruling.

**Clone.** A vessel cannot grow another clone until the first clone is utilized.

**Find Familiar.** A familiar must be chosen from the list in the spell description. Other familiars can be chosen with specific class features (such as a Warlock’s Pact of the Chain), or with campaign certification for a specific type of familiar.

**Nystul’s Magic Aura.** The caster cannot place another illusion on an additional creature object until the spell’s duration has ended, or it is dispelled.

**Simulacrum.** A simulacrum cannot cast Simulacrum or any spell duplicating its effect.

**Teleportation Circle.** Player character permanent teleportation circles can only be established through a Bastion feature, or through a campaign certificate. If a player character owns property (such as a Bastion without the teleportation circle feature, or other property with a campaign certificate), they can establish a permanent teleportation circle by using downtime days to cast the spell there for the required amount of time.

**Wish.** This spell must be cast in the presence of a DM during the session and only affects characters at your table. Downtime days cannot be used to recover from stress and losing the ability to cast wish can only be undone by wishing for a reroll. The effects of any wish made for something other than duplicating the casting of another spell follow the guidelines for *Wish* outlined in the *Player’s Handbook* (pg. 342).

## PLAYER USE OF DM MATERIALS

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A player’s use of information from the *Dungeon Master’s Guide* (2024), *Monster Manual* (2024), or an adventure’s DM Information is limited to what is needed for their character’s class abilities and found in the magic item description or stat block.

## LOGGING PLAY

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Players are required to keep legible character logs to track rewards, changes to a character sheet, and adventures played with the player character. In addition, if the player has chosen for the player character to have a bastion, they are required to keep a bastion tracking log.

There are plans for adding an online tool for tracking character logs and potentially bastion tracking as well. Until such time as these are offered, we will have physical log sheets available at in-person events.

## LEVELING UP

for Hero Tokens in future events. The cost of leveling a character is as follows:

**Tier 1 (levels 1-4)** 1 Copper Hero Token to gain 1 level

**Tier 2 (levels 5-10)** 2 Silver Hero Tokens to gain 1 level

**Tier 3 (levels 11-16)** 3 Gold Hero Tokens to gain 1 level  
**Tier 4 (levels 17-20)** 1 Platinum Hero Token to gain 1 level

## REBUILDING YOUR CHARACTER

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Rebuilding of characters will be restricted to special documentation. Character rebuilds will not be done without special dispensation.

## REWARDS

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This section covers information on awards to your player character in the form of magic items, coins, mundane items, and special event awards.

### MAGIC ITEMS

One or more magic items will be awarded in each module played. These items will not duplicate and will be awarded at the table. The distribution of permanent magic items will be done in the following method:

**Step 1 (Description of Item)** The DM will describe the item, including it's properties and any restrictions on it (ex: can only be attuned by a bard)

**Step 2 (Interest)** The DM will ask which player characters are interested in the item.

**Step 3 (Tie Breakers)** In the event that multiple characters are interested, the DM will determine the tie breakers involved (see list below)

**Step 4 (Awarding Items)** Once the tie breakers are determined the item(s) are awarded.

### Tie Breakers

1. Least amount of permanent magic items.
2. Highest number on a D20 roll.

### Non-Permanent Tie Breakers

- Lowest amount of consumable magic items.
- Highest number on a D20 roll.

### PERMANENT MAGIC ITEMS

The definition of a Permanent Magic Item is any magic item that is not a potion, scroll, or bundle of ammunition. A bundle of ammunition is described as a group of 1-5 pieces of ammunition of the same type (ex: bundle of 4 *arrows +1*).

### MAGIC ITEM LIMITS

There is no set limitations to the amount of magic items a character can own. The limitation will exist in their ability to obtain new items in future adventures. This goes for both permanent and non-permanent magic items.

### TIER APPROPRIATE RARITIES

Magic Item availability will be controlled by awards placed in the modules, but will (for the most part) follow the guidelines of:

- **Tier 1:** Uncommon
- **Tier 2:** Rare
- **Tier 3:** Very Rare
- **Tier 4:** Legendary

### CHOOSING ITEMS

In the event that a module or adventure is made available that allows for players to choose a magic item, your choice must be a tier appropriate item from the *Dungeon Master's Guide (2024)*. When directed to choose a type of item (type of weapon, type of armor, etc.), you must choose a type of gear available for purchase from the *Player's Handbook (2024)*.

### PERSISTENT EFFECTS

If your character has already benefitted from a magic item that bestowed a persistent effect (ex: *ring of protection*), they cannot benefit from the same persistent effect given by a second item.

### COINS AND OTHER TREASURE

When treasure is acquired during the course of an adventure with a gold piece value attached to it (coins, gems, art objects, etc.), the DM will total the treasure at the end of the session and distribute an even amount to each character involved.

Mundane items (weapons, armor, etc.) will only be awarded in a module if outlined in the module itself. Mundane items can be claimed by players, or sold at half the cost listed in the *Player's Handbook (2024)* and the coins added in to the treasure to be split above.

### STORY AWARDS AND CAMPAIGN CERTIFICATES

Story Awards and Special Event Awards will come with Campaign Certificates that outline the effects of the award. Follow the text on the award. These awards will only be valid if the player presents the certificate at the game table.

### DEATH, DISEASE, AND CURSES

In the event of a character death, the player has the choice of magic done at the table to return the character to life, paying for spell casting services to have the character returned to life, or retiring the character. The DM at the table will facilitate the spell casting services if needed.

Diseases will persist with the character (possibly with a certificate for a Story Award associated with it), unless the player takes actions to remove it. It is possible for a character to continue after the session without being aware of the disease.

Curses will be handled in a case-by-case basis. For instance, a cursed magic item will persist from session to session until the curse is broken. Lycanthropy will need to be cured before the character can be played again. Either through spellcasting at the table or through spell casting services.

## DUNGEON MASTER REWARDS

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Rewards for dungeon mastering at an event will include venue rewards, special rewards and game rewards. Venue rewards are up to the venue and organizer for the venue (usually store credit). Game rewards will take the form of rewards to be assigned to one of your player characters (ex: Hero Tokens, magic items, etc.). The specifics for game rewards will be listed in the appendix of the module dedicated to DM Rewards. Special rewards are specific to each event and are determined by the organizer. These are usually in the form of gaming product donated by our sponsors or organizers.

## BETWEEN PLAY SESSIONS

Player actions between sessions are limited to the following:

### BUYING, SELLING, AND TRADING GEAR

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**Sell and Buy.** You can purchase items, or sell mundane items off using the rules in the *Player's Handbook (2024)*. Spell scrolls from Cantrip to Level 5 can be purchased for double the crafting "Spell Scroll Costs" table in the *Player's Handbook (2024)*. Potions of appropriate rarity can be purchased for the consumable prices as described under the *Dungeon Master's Guide (2024)* "Magic Item Crafting Time and Cost" table. Any player character can purchase a spell scroll, even if they aren't the intended caster, but they may not purchase them upcast (e.g. 5<sup>th</sup> level *cure wounds*).

**Loan.** Equipment and consumable items can be lent to other player characters during play, but must return at the end of the session (unless consumed, lost or destroyed).

**Trade.** Permanent magic items, except for Unique and character-created magic items, can be traded with other characters. Permanent magic items will be traded on a one-for-one basis, with the items being of the same rarity. If the item is a certified item, certificates are required for the trade. At events where a Trading Post is offered, the rules of the event may be different and will be posted at the event.

### BASTIONS

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Bastions may be created once a player character has reached 5<sup>th</sup> level as outlined in the *Dungeon Master's Guide (2024)*. The creation of your Bastion will require the use of our Discord server and will use the following guidelines.

- **Request a Location:** Post to the Bastion Discord channel to request a location for your Bastion.
- **Create Your Base:** Start with one Cramped Basic Facility and one Roomy Basic Facility. Choose your Special Facilities as per your level.
- **Fill Out Bastion Form:** Fill out a form listing your bastion facilities (will be pinned in the Bastion channel).
- **Create a Bastion Map:** Post a full map of your Bastion with your form.

**Bastion Turn.** Once you have an approved location and a set Bastion, you can take a Bastion Turn after each completed adventure. To do so, post to the Bastion Turn channel in Discord with the player name, character name, module completed, venue played at, DM running and what your Bastion Turn involves. An

admin will run your Bastion Turn online. Each Bastion Turn is assumed to take 7 days as represented by the cost of 7 Downtime Days to complete.

**Orders.** No facility's order can result in the same product twice in a row. When making a Craft: Magic Item order, the item created must be as described in the *Dungeon Master's Guide (2024)*.

**Rebuild a Bastion:** You may rebuild one Bastion facility (replacing an existing facility with a new one), provided you adhere to all requirements on special facilities and pay any increased GP and time costs. If the rebuilt facility requires more time than currently available, you must wait until the time cost is paid before using the facility. Facilities with orders that have yet to be fully resolved may not be rebuilt.

**Group Bastions:** Characters within a group that wish to build a Group Bastion may do so, combining them within the same map and sharing copies of their Bastion sheet with all players sharing in the Bastion. All members of the Group Bastion may utilize the benefits from those Bastions in the sessions they play together.

### DOWNTIME ACTIVITIES

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Downtime Days are earned during the rewards from modules. Each module will list the downtime rewards in their specific reward section and will be given out by the Dungeon Master. The following activities are allowed:

**Crafting Equipment.** You can craft items that require time to complete using the "Crafting Equipment" section in the *Player's Handbook (2024)*.

**Copying Spells.** Using the guidance from the *Player's Handbook (2024)* section "Expanding and Replacing a Spellbook" to copy spells found in adventures, using 1 downtime day per spell up to 4<sup>th</sup> level, and 2 downtime days per spell 5<sup>th</sup> level and up. Copying spells from another character's spellbook can be done immediately after a session of play where both players are present.

**Scribing Scrolls.** As per the guidance in the *Player's Handbook (2024)*. Spell scrolls may not be upcast (e.g. 5<sup>th</sup> level *cure wounds*).

**Trading Teleportation Circle Locations.** After playing a session where both characters are present, each character who created a permanent teleportation circle spends 10 downtime days to trade the circle location and sequence with each other.

**Special Events.** Interactives and other special events may offer downtime activities. In such cases, refer to the event documentation for the specifics.