
d20play HOW TO

Herein is info to play online games I run. *You only need to complete the items on this page to be ready.* The rest is FYI.

1. Email your character sheet, log sheets, and PC image to me at tgchristy@att.net as far ahead of the game as you can (and no later than 48 hours before the game).
 - See the AL Players Pack for character creation rules: <http://www.dmsguild.com/product/208178>
 - Use any format you like (jpg, text, excel, word, pdf, fantasy grounds xml, dndbeyond link, etc.)
 - If the format you use leaves any necessary information off (a dndbeyond link leaves off personality info and background info for example), please add it manually or in the email
 - If your character sheet and logs are complete and error free and include the following when you email them the first time, **you will start with inspiration!**
 - list +1 source in logs
 - show changes to equipment in logs so that equipment on character sheet matches class plus background starting equipment plus changes shown in logs
 - fully identify adventure played in each log entry (including part/chapter/etc. number)
 - list magic item origin info in log entries (adventure (and page, table, roll if random))
 - Find an image you like for your character. Try to find one that is large (500x500 pixels or more), shows a full-body pose, and has a light background. I will use it to create your token and portrait.
2. Install Chrome or Firefox browser (Roll20 does not work well in internet explorer, I recommend Chrome). If you have technical issues, check here for possible solutions: https://wiki.roll20.net/Solving_Technical_Issues
3. If using Chrome, enable hardware acceleration
 - Launch Chrome.
 - Type "chrome://settings/system" into your address bar (no quotes).
 - Ensure "Use hardware acceleration when available" is enabled.
 - Relaunch Chrome.
4. Install Discord: <https://discordapp.com/>
 - Set up push-to-talk (if you don't have other quick way to mute), see "Discord Push-to-Talk" section below.
 - Set Discord so you can hear other applications. Right click on volume icon in task bar. Click Sounds. Click Communications tab. Click Do Nothing button.
5. Join roll20.net: <http://roll20.net>
6. I will set up your token and email you the **Roll20 URL and Discord channel** when it's ready.
7. When I send you the Roll20 URL, test your token macros for errors and to learn where they are.

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

Intended order: Senses > Defense > Abilities > Description > Gear > Features > Attacks > Spells
8. Five minutes before game, gather character info, join Discord channel, and open campaign URL I provided. There will be a 10-minute grace period before accepting alternates.

You are ready to play!

CONTACT INFO AND USEFUL LINKS

my email: tgchristy@att.net
my website: www.d20play.com
my schedule: <http://www.d20play.com/schedule.html>
my twitch: www.twitch.tv/d20play
my twitter: [@d20play](https://twitter.com/d20play)
my youtube: <https://www.youtube.com/c/d20play>
if you like this resource, please like and subscribe!

AL Players Pack: <http://www.dmsguild.com/product/208178>
AL pregenerated characters: http://media.wizards.com/downloads/dnd/StarterSet_Characters.pdf

D&D basic rules PDF: http://media.wizards.com/2018/dnd/downloads/DnD_BasicRules_2018.pdf

Discord: <https://discordapp.com/>

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

AL Facebook page: <https://m.facebook.com/groups/523568567768702>
Moonsea Pub Facebook Page: <https://m.facebook.com/groups/877895995581174>

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

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

AL Online Tools: www.alonlinetools.net <<< Where I post games
Fantasy Grounds Discord: <https://discord.gg/aAGJtH8>
Adventures League Discord: <https://discord.gg/x9yxM63>
Moonsea Pub Discord: <https://discord.gg/wCDHZdp>
AL Guildhall Discord: <https://discord.gg/4MG6XSs>

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

Here are my recommendations for upcoming seasons. If you like them, let Wizards and the Admins know.
AL Recommendations: <http://www.d20play.com/Rplaying/Downloads/Recommendations.pdf>

Are you fascinated by the Bible? Passages like the one below pulled me in. It reads like an epic adventure that will actually happen. Check out my notes if interested: <http://www.d20play.com/Rplaying/Downloads/Bible.pdf>

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

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

Ryan Devoto D&D Diorama: <https://www.youtube.com/watch?v=QZfaZoKWDQM>

READING MACROS

Here is a brief run-down of what you can expect to see when I have your token ready.

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



2. The macros are arranged in the following order:

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

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

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

Zrazz	
AC18	Studded (AC13), Dex (+4), FS (+1)
HP76	9(d10+2) 12
Death Save	19 14
NatExp	+4 Per in Forest

The roll on the HP line is a hit die roll. It includes the Con modifier (if you have multiple HD types, we will assume you use the left-most available one unless you state otherwise before rolling).

The death save has 2 numbers. The first is normally used. The second is for advantage/disadvantage.

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

Rusty	
Dex Check	5 20
Add	1 for Dex Check, Sleight o Hand (JackAT)
Add	3 for SAVE, Acrobatics, Stealth, Thieves Tools

The two numbers after the ability name are for an ability check. They include the ability modifier.

The first number is usually used. The second number is used if there is advantage/disadvantage.

Additional lines show what to add to the roll if proficient or have special features.

Notes are also included when appropriate.

6. Description. Prints description info to chat.

Rourke	
DESCRIPTION	Rourke is a NG Human Sorcerer8 (Storm). He is 21 years old. He is 5'10" tall and 140 lb. He has blue eyes and sandy blonde hair.
Faction/ Rank	Harper/ 2
Lang	Common, Giant, Primordial, Undercommon
Prof	CS, ChS, Arcana, Deception, History, Perception, Persuasion, Sleight of Hand, dagger, dart, sling, quarterstaff, light crossbow, dice
+1 Source	SCAG
Background	Noble
PositionOfPrivilege	Welcome in high society; people assume you have right to

Followed by "H" macro which prints adventure history and story awards to chat.

Galendril	
DDAL0-2C , 1-1ab/9, 3-15, 7-2abc. DDHC-SKT-3 , TYP-3/5. DDAO-16 . CCC-HULB1-1	
GratitudeOfHulburgsGangs	gratitude of Scarlet Fangs and Ship Guild (HULB1-1)
IndebtedToVerthandantalyx	u pledged a favor to ancient green dragon Verthandantalyx. (DDAL0-2C)

7. Gear. Prints gear to chat.

Jazreth	
SHIELD +1 / free	
splint, common clothes, order of gauntlet pendant, RING OF WATER WALKING , ROBE OF SCINTILLATING COLORS-A	
handaxe x2, longsword, WEAPON OF WARNING - TRIDENT-A	
pouch (coins, healer's kit (10ch), Poisons: Essence of Ether x2, Serpent Venom x3, Potions: Greater Healing x2, Healing x2)	
backpack (bedroll, crowbar, insignia of rank, mess kit, rations x10, set of bone dice, shield, tinderbox, torch x10, waterskin, 50' hempen rope)	
storage (TORTOISE SHELL SHIELD)	

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

Jazreth	
WeaponOfWarningTrident	uncommon, attune, DDEX2-3
<i>Trident of unusual, blue steel.</i>	
AD Init; u+ally in 30' no surprised/ awaken if sleeping naturally	
(wield); u feel oddly self-assured	

8. Features. Prints class and racial features to chat.

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

Followed by macro for each feature with an action.

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

9. Attacks. Prints weapons to chat.

Jazreth
ATTACKS Handaxe, Longsword, Trident

Followed by macro for each attack.

Jazreth
Trident-20'60' 26 8
Hit d6+5 11 6 mpiercing (FSDuel)

First two numbers (26|8) are attack roll. First is normally used. Second is used for advantage/disadvantage. Two damage numbers (11|6) are normal damage on left and additional crit damage (if applicable) on right.

10. Spells. Prints spell list to chat.

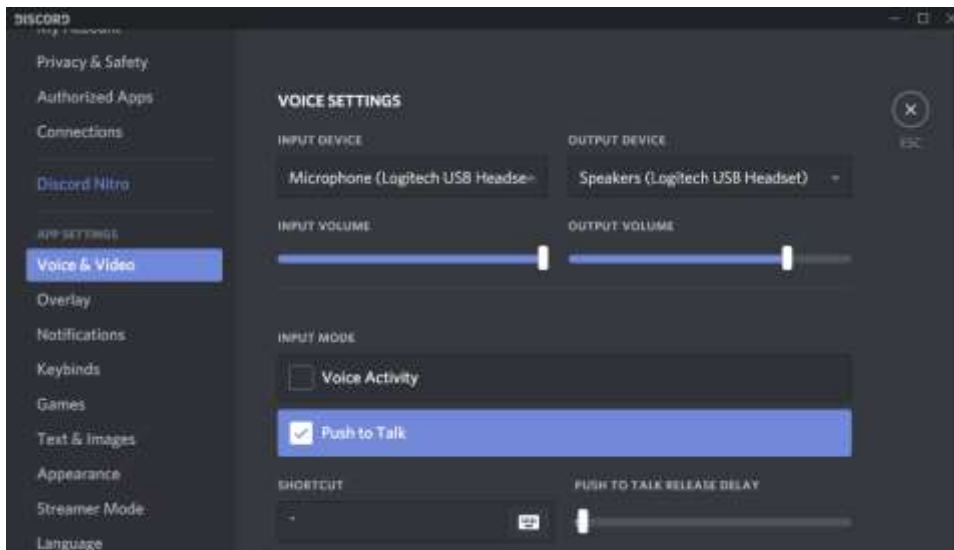
Rourke
SPELLS(+7/DC15)-4/3/2
Cantrips Booming Blade, Chill Touch, Fire Bolt, Poison Spray, Shocking Grasp
1st Chromatic Orb, Mage Armor, Thunderwave
2nd Misty Step, Shatter
3rd Lightning Bolt

Followed by macro for each spell.

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

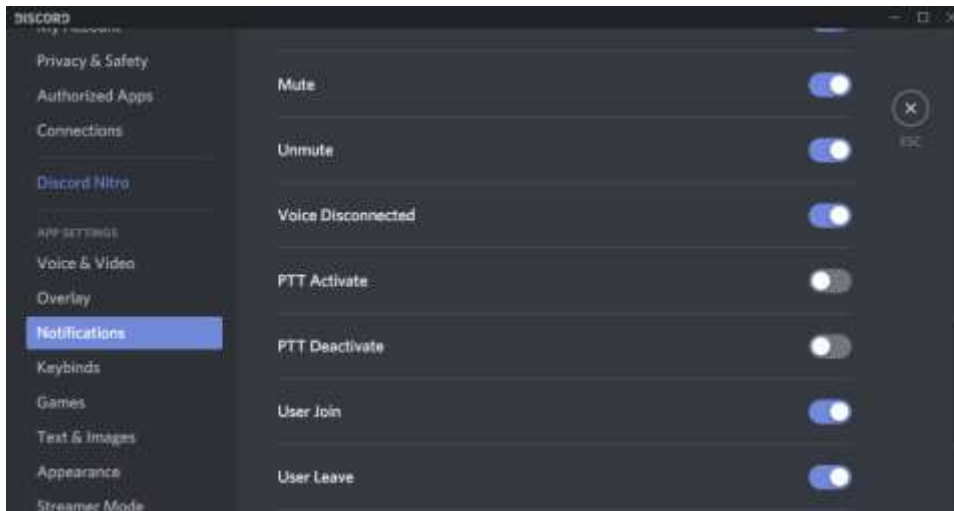
DISCORD PUSH-TO-TALK

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



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

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



ROLL20 NOTES

API's Used

- Custom Power Cards

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

Maptools Comparison (does anyone remember this?)

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

Fantasy Grounds Comparison

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

ABBREVIATIONS

Spell Line**NameLevelxx-range/etc.-action**

IS/IC: Intelligence Save/Check

WS/WC: Wisdom Save/Check

ChS/ChC: Charisma Save/Check

NameLevelxx abbreviations

The following are used after the level for spells

c concentration required

h can be heightened

r can be cast as a ritual

range/etc. abbreviations

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

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

T range touch

action abbreviations

<blank> standard action

B bonus action

F free action or feature

R reaction

XXmin XX minute casting time

Action Types:

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

BONUS: takes your bonus action

REACTION: takes your reaction

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

Saves and Ability Checks

SS/SC: Strength Save/Check

DS/DC: Dexterity Save/Check

CS/CC: Constitution Save/Check

Durations

D1h: Duration 1 hour

D1m: Duration 1 minute

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

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

Other

AD: Advantage

atk: attack

chk: check

CL: character level

cr: creature

DA: Disadvantage

dmg: damage

lv: level

msatk: melee spell attack

mwtk: melee weapon attack

mwpn: melee weapon

rng: ranged

rsatk: ranged spell attack

rwtk: ranged weapon attack

rwpn: ranged weapon

SL: spell level

sv: save

u/ur: you/your

v: versus

wpn: weapon

TABLE CONVENTIONS AND RULES INTERPRETATIONS

These are conventions and rules interpretations I use.

Altitude: Indicate altitude on the label portion of your token (Alt X) (which the DM will need to turn on for you). Indicates lower edge of your token. (i.e. Alt 0 is on ground, Alt 5' is base 5' up (occupy the space between 5' and 10' (or 5' and 15' if large, etc.)).

Backing Up: Once you begin actually acting (rolled a chk/atk/sv/etc.), moving (in 5' chunks), etc. you cannot backup and insert something you missed. You can only add it after your current action, move (in 5' chunks), etc. (don't forget those marks, hexes, etc.).

Bonus Action: Declare what bonus action you are taking before you start taking it (important for monks).

Button for That: If the token has a button for a feature (such as for flurry of blows or reckless attack) it must be used (see "Backing Up" if it is forgotten).

Cover: Cover rules from DMG page 251 are used (choose 1 corner of 1 square you occupy or spell origin. Draw line to each corner of 1 square target occupies. 1/2 cover if 1-2 obstructed. 3/4 cover if 3+ obstructed. Line along edge/ corner of obstacle no block/ provide LOS).

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

Extra Creatures: Extra creatures include animated, conjured, summoned, etc. creatures. They always act in the same set order after their controlling player's PC acts. The player chooses this order for extra creatures they start with. Extra creatures added later, go in the order in which they were added (with the most recently added creature last). They act on the turn they are brought forth. Spells that do not specify that the caster chooses what is conjured (such as conjure animals) conjure creatures determined by the adventure/DM.

Hit Dice: HD spent from highest to lowest unless declared otherwise before the roll.

One Copy: Items and creatures can be used/moved/manipulated at most 5 times during a round by using a different one of these action types each time: ACTION, REACTION, MOVE, BONUS ACTION, FREE ACTION.

Reactions: Reactions have to be timely. If about 3 seconds pass after a Reaction's trigger, the Reaction can no longer be used. (So, pay close attention and watch PTT/unmute if you have Reactions.)

Results Final When Declared: Results of a roll (an attack roll, damage roll, save, etc.) will become final when you verbally announce what they are. After then, no optional modifiers can be added (so use caution).

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

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

Spell - Animate Objects: I always assume objects can find a way to walk/roll/etc (don't auto-fly).

Spell - Cloudkill: I have cloud move away from your current position each turn, not your position w/ you cast.

Spell - Conjure xx: I randomly determine creatures conjured. I have them act right after you in initiative.

Spell - Counterspell: Everyone knows what and at what level every spell is. Can counterspell while also casting a spell (except a reaction spell).

Spell - False Life: I do not allow the casting of false life over and over til you get the max (or rather, you can cast it over and over, but you never really know how much you got, so don't know w/ to stop)

Spell - Fire Storm: I rule that the whole face has to be adjacent, not just part of a face.

Spell - Guidance: I generally don't allow repeated continuous casting of guidance. But if you have knowledge of something coming up, you are good to go.

Spell - Healing Spirit: Making the decision to cause the spirit to restore hp or not takes some amount of time but, per the spell, no action. Per the "Other Activity on Your Turn" section of the PHB on page 190 it will be adjudicated as follows: the first time in a round is no action per the spell. For a second time in a round, it requires the use of the caster's reaction.

Spell - Heat Metal: It is my understanding that if PC makes the save they do not have to drop but still suffer the disadvantage if they don't.

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

Spell Components: You can cast a spell with M or S or M+S comps with a focus or material component in one hand (or on a weapon or shield in hand if your focus is a holy symbol or weapon). To cast a spell with a component with a gp value, you must have that component on hand.

Spell Level: Spell will be cast at minimum level unless you announce before clicking spell macro that it will be heightened and to what level (n/a for Warlocks).

Targeting: The fastest way to convey your targeting is to give cardinal directions from you or from an ally or a named enemy (with north being the top of the screen).

Targeting Area: If one says "targeting order" for a number of rolls in an area, that is in reading order unless otherwise specified (Top row. Left to right. Next row. Left to right. etc.).

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

Wrong Button: If you hit the wrong macro for a check/ atk/ etc., we will ignore those rolls (good or bad) and you will redo it with the correct macro

BATTLE ROYALE CONVENTIONS (NON-AL)

These are conventions and rules interpretations I use for Battle Royale games (not AL games) in addition to the conventions above.

- A "PC" is a AL legal player character.
- PCs enter with nothing in hands (except shield if desired)
- PCs enter with no spells precast or items used or activated
- PCs enter with no companions
- PCs enter in the designated start area at ground level (for this map it is the left edge outside of the cave)
- When multiple PCs enter, players pick and place their PC's in a randomly determined order
- Initiative is rolled at the top of any round in which a new PC enters
- Start with a Tier 1 PC
- When your Tier 1 to 3 PC dies (at 0hp) bring in your next higher tier PC at the start of the next round
- Special: If your Tier 1 PC dies before the end of round 2, you can bring them back in at full strength (but their points reset). You can do this 1 time.
- At the start of a round (only) you can surrender a PC and bring in your next higher tier PC
- When you don't have a higher Tier PC, you are out
- Map, I will put you on the map as early as I can so you can start planning.
- PCs cannot share gear and cannot be looted upon death.
- PCs are killed at 0hp.
-

- Players Gain Points For:
 - Kill Higher Tier PC +3
 - Kill Same Tier PC +2
 - Kill Lower Tier PC +1
 - Surrender PC -n
 - Kill a Wandering Monster +1
 - Find Treasure Cache +1
 - n = number of players - 1

COMPANIONS

Please consider leaving at home companions that would give you extra actions as if you had a whole second character. This shows respect for our fellow players by making sure we don't take too many more actions than them. Thank you for your consideration!

- Companions to Consider Leaving at Home
 - Simulacrum, Golem, Shield Guardian, etc.
 - Awakened Creature, Charmed Creature, etc.
- Companions You Should Bring!
 - Ranger Animal Companion, Paladin Mount, Wizard Familiar, etc. (but please consider leaving some at home if you stack multiples of those)
 - Conjured, Summoned, Animated creatures (but please don't overdo the numbers)

HOW I SET PARTY STRENGTH

I strive to provide an exhilarating and challenging adventure for you while, at the same time, giving you a set challenge that you can feel good about overcoming. So, I do my best to set the party strength up-front and let you know what it is.

I start by determining party strength based on the "Adjusting This Adventure" section of most AL adventures. Then I look at the players and their PCs and evaluate if I should increase or decrease the strength from there based on the following factors.

Factor	Strength Change
PLAYER Experience: Novice to Expert	-1 to +1
PC Builds: less effective in combat (charisma-based monk) to very effective in combat (sharpshooter, great weapon master, monk (T2+), paladin w/ spell resist aura (T2+), life cleric, moon druid (T1), wolf barbarian with other melee PCs, etc.)	-1 to +2
PC Resources: well below S8 to well above S8	-1 to +1
PC Quirks: very dangerous (likes to use wand of wonder) to none	-1 to +1
Party Composition: Poor (all/no clerics) to Perfect (1 each of cleric/wizard/fighter/rogue/extra and 1 each of inspiring leader/healer)	-1 to +1

I normally end up at the following party strength changes from baseline: -1 or 0 for groups with mostly novice players (who are welcome! the more we can build the hobby, the better) and/or a poor party composition and/or PCs who sacrifice effectiveness due to roleplaying reasons (which is cool with me!); 0 or +1 for experienced groups with a good party composition and PCs built for combat effectiveness; and +2 for expert groups with a good party composition and very effective PCs.

Finally, I look at specific builds for an ability to do high one round damage (enough to kill the worst opponents you will face). These are most often Sharpshooters or Great Weapon Masters with Action Surge and Precision or Advantage. If those are included, I will keep the party strength the same but maximize the hp of about 1 opponent per 2 hours per PC that can do this.