

The Drill D&D Club Rules

Welcome to The Drill Monday Night D&D Club.

Rules

We'll be running our campaign with the new D&D 2024 rules.

Characters

Characters will be created using the 2024 Player Handbook (PHB) rules and guidelines. Players can use up to 1 other sourcebook from which to choose creative options such as species, feats, spells, etc. However, any character choices made need to be based solely on these 2 sources.

- For species (formerly races) you can use those from 5e official source materials¹ available to you.
 - *If the species has a 2024 equivalent, you must use the newer version.*
 - *If a species has a flying ability / speed, players won't be able to use this until they reach Level 5.*
- For subclasses you can use those from 5e official source materials² available to you. However, please bear in mind:
 - *If the subclass has a 2024 equivalent, you must use the newer version.*
 - *Any subclass that would start at level 1 under 2014 rules will now start at level 3 (at which point you gain access to all feats that would have been awarded at level 1-3).*
 - *2014 subclasses may be underpowered compared to some of the newer subclasses.*
- For spells, you can use those from 5e official source materials³ available to you.
 - *If the spell has a 2024 equivalent, you must use the newer version*

New Characters:

- Creating a new character in addition to, or in replacement of a current character will have to start from level 1 again.
- **OPTIONAL:** If the player has had a character reach Level 3, following a character death, the player may choose to start from Level 3.
 - The condition of the rule is that their main character has died or is permanently retired.
 - All secondary characters must start at Level 1.

¹ I.e., no Unearthed Arcana or homebrew.

² I.e., no Unearthed Arcana or homebrew.

³ I.e., no Unearthed Arcana or homebrew.

There will be a maximum of 3 characters you can have at any single time.

- Characters not being played will simply work at the guild doing day to day business (cooking, cleaning, handy work etc) and gain no benefits following a set.
- Players cannot play a character if they have not filled in the **New Character Form** which adds them to the **XP Tracker**.

Upon death, the character's body and all its possessions are returned to the guild. Magic items may then be sold second-hand in the magic shop.

Quests

We will run the games as 3 sessions per quest, over the course of 6 weeks.

Quest descriptions on the notice board will be simple and to the point - they will avoid character names unless specifically relevant (e.g. during a character retrieval quest).

We will be part of an adventuring guild known as the **Questly Squids**: once started as a small mercenary group which has now become a fully-fledged adventuring guild. The guild is run by a group of elders and not all elders are known to the guild (allowing for each DM to create one or multiple leaders of the guild for any specific task or quest idea that they like), but they are in charge and respected. They are distinguished by the black robes they wear, whereas the rest of the Guild's employees are dressed in purple robes.

If a character goes missing in action during a quest (captured, kidnapped or disappeared) and the player wishes to continue playing the character, it becomes the quest DM's responsibility to facilitate a return:

- A timeline needs to be established for when the retrieval quest can take place.
- The retrieval quest can be DM'd by someone else but with the support of the original DM

Levelling

We will be using a custom levelling system, that is based on length of time adventuring to gain experience as opposed to difficulty. Difficulty, instead, will be reflected in the quest rewards (see *Rewards* below).

Each level up will happen after completing the amount of sessions as described in the table below. Level-ups won't be actioned until the end of a quest set.

- This means that if a Level 1 character has missed a session, they won't be levelled up until after the second quest.

Level	Sets	Sessions	Total Cumulative
Level 1	1	3	3

Level	Sessions
Level 1-2	3

Level 2	2	6	9
Level 3	3	9	18
Level 4	4	12	30
Level 5	4	12	42
Level 6	4	12	54
Level 7	4	12	66
Level 8	4	12	78
Level 9	4	12	90
Level 10	4	12	102
Level 11	4	12	114
Level 12	4	12	126
Level 13	4	12	138
Level 14	4	12	150
Level 15	4	12	162
Level 16	4	12	174
Level 17	4	12	186
Level 18	4	12	198
Level 19	4	12	210
Level 20	Complete		

Level 2-3	6
Level 3-4	9
Level 4-5	12
Level 5-6	12
Level 6-7	12
Level 7-8	12
Level 8-9	12
Level 9-10	12
Level 10-11	12
Level 11-12	12
Level 12-13	12
Level 13-14	12
Level 14-15	12
Level 15-16	12
Level 16-17	12
Level 17-18	12
Level 18-19	12
Level 19-20	12

Multiclassing

This will follow the 2024 PHB rules, but we would prefer some roleplay reasonings for why a character is choosing to do so.

As an example, a level 3 Fighter wishes to multiclass as Rogue because they want sneak attack. Boring!

However, if their last mission was with a rogue and a ranger and stealth was a major part of the mission and the character chose to forgo their armour and sneak alongside these two, then it makes sense that they may wish to train in the sneaky arts. Awesome!

Downtime

This will be a period of two weeks between quests. Every first session of the new quest is dedicated to completing for the characters.

Following the rules in *Xanther's Guide to Everything* characters can spend their to learn a new skill:

- Characters can spend 25 gp a week to begin learning a new skill and take a total of 12 weeks to learn that skill.
- Total requirements: 6 sessions, 300gp
- New skills include a new language, tool, weapon, armour, proficiency etc.
- Characters must finish learning one new skill before being able to move onto learning another, otherwise all training for previous skill will be lost and you will have to begin learning from the beginning again.
- Whilst being a DM you will accumulate four weeks. These four weeks can be split among all of your characters.

For Players: please ensure you have the funds ready before starting out.

During downtime players can choose to work for one of the Guild's 4 major businesses to earn money:

- Northtower - Sticky Cobbler Farm (an apple and maple syrup farm)
 - *Requires a Constitution, Intelligence or Wisdom check.*
- Eastern Forest - Forest Finest Lumber (lumber yard)
 - *Requires Constitution, Dexterity, or Strength check.*
- South Port - Questly's Squids' Shipping Company
 - *Requires a Charisma, Dexterity, or Intelligence check.*
- Iron Grave - Questly's Squids' Mining Company
 - *Requires a Charisma, Strength, or Wisdom check.*

How much gold earned is determined by a relevant skill check: $1d20 + \text{Skill Bonus} = \text{GP Value}$

If proficient in any relevant tools (e.g., Masons Tools for a Strength (Athletics) check) players may roll with advantage.

On a Natural 20 money is doubled.

Rewards

Rewards for said quests will average 100 gp per character, which is issued from the guild as payment for completing a quest.

This value is adjusted based on the difficulty level of the quest itself:

Difficulty Level	Gold Reward
Easy	75
Medium	100
Hard	125
Deadly	150

Magic items

Magical items exist but will be rare. We will also use the attunement rule as described on page 361 PHB. This means characters:

- Can only attune to three magical items at a time, unless otherwise stated in their character's abilities.
- Can only hold up to 3 attunable items.
- Can only hold up to 4 non-attunable items.
 - This includes potions, scrolls and weapons. For weapons and potions they will also count towards other encumbrance rules
(*e.g., +1 sword is both a melee weapon AND a magic item*).
- All characters can carry a maximum of any 2 potions (unless a character's ability allows them to create potions).
- Characters with abilities that allow them to create magic items (potions, scrolls, etc.) receive 1 additional slot of the above limits.
- All DMs may hand out potions at the start of their quest, but these will count towards the maximum number of potions. Though they can be of any type and any level.
- Are encouraged to swap out Magic Items between each other.

Questly Squid's Logo

- All characters will receive an **Amulet of Swim Speed** at Level 2 (after their first quest).

- This can take whatever shape they wish and does not require attunement nor will it count to the magical item encumbrance.
- It will identify them as a member of the **Questly Squids**, bearing their logo.

DMs are:

- Requested to focus on magical items published in official 5e source materials – with the option to re-flavour.
- Encouraged to refer to the [Adventurer's League DM Guide](#) (p4) for rewards list to gauge what is appropriate.

However, homebrew D&D is part of the fun and is allowed.

- When a DM creates a magical item, it must first be vetted by the RTM to check for balancing. As such, the DM will need to create a full description on what the item is and does.
- DM's will be requested to add the item into a tracker.

Each magical item shall be written out on a card and handed to the player who has the item (if this card is lost, so is the item). The card will state:

- Which DM gave the item
- The date and quest the item was received
- The player/character who owns the item
- The item's name
- The book/page number of the official source (except in the case of homebrew items).

If the item is to be swapped, traded, stolen, etc a new card will be issued to the new player again following said rules and at the bottom explained how the item was acquired.

DM:

Player:

Item:

Character:

Date:

Quest:

Book/page:

Acquired/stolen/traded from...

Crafting Magic Items

- Only characters proficient in Arcana are able to craft Magic Items with exception of the Artificer who is able to craft magic items even without this proficiency.
- Magic Item crafted uses the rules laid out in the DMG with regards to time, money and use of spells.
- Characters are able to create official items only based on the books they use for character creation (PHB +1).

- Each magic item needs to be run by the RTM before it is created.
- Each magic item needs a magic item card.

RMTs can provide Magic Item Cards to be filled in

Once crafted, it is also bound by the same rules as any other magical item (i.e., requires logging on the spreadsheet and a physical card to be kept by the player whose character owns the item).

Encumbrance

We follow the '24 PHB [Carry Capacity](#) rules.

We recommend using a website, app (such as D&D Beyond) to help you calculate both your carrying capacity and tracking whether you are still within your limit.

We will also be using a modified encumbered ruling to bring some realism to the game. There'll be a set amount of armour, weapons and items you can equip your character with:

- Melee Weapons x 4
- Ranged Weapons x 2
- Thrown weapons x 8
- Special Ammo x 20 - and tracked for usage
(*exploding or poisoned arrows/bolts*)
- A maximum of 2 potions, regardless of type (unless character abilities allows the character to create their own potions).
- A maximum of 3 attunable magic items.

You may also only carry one other set of armour to what you are wearing.

DMs may ask you to do a Gear Setup Check before the start of your quest.

To equip your character with anything else outside of these items you will need to use a full action.

If characters are sleeping, DM's will check to see if they are wearing their armour. If so, they will need to pass a Constitution Check or risk exhaustion for sleeping badly inside their uncomfortable armour.

For miscellaneous items:

- Items that require heavy lifting (two men tents, ladders etc) will not be able to be carried by one individual.
- Any item that is heavy will require a certain strength score to be able to carry it.
- We will ignore coin weight.

If a DM does not want to run any night-time encounters, they do not need to set watches. However, they can encourage roleplaying and in-character conversations during this short piece of downtime.

Special Events

The club will host two annual events – the Spring and the Autumn event to coincide with our Easter and Halloween respectively. The hosting DMs will theme these events accordingly and will usually involve a shared experience for the whole club.

During the Annual Events, special traders will come to visit **Baeldun**, which can range from magic items to exotic pets, or whatever else the hosting DMs can think of.

In the **Magical Items Shop**, characters will have the opportunity to buy magical items.

Birthday Cake

Any player who wishes to share their birthdays with the club will receive an in-game birthday cake which when eaten will reward a 1d12 temporary hit points to the character. If the character wants to share the cake can be divided as follows:

- 1d10 into 2 pieces
- 1d8 into 4 pieces
- 1d6 into 6 pieces
- 1d4 into 8 pieces

Cake pieces lose the rewarding benefit a minute after cutting unless consumed immediately.

Location

This setting is based on a small island known as Baeldun, in the world of Hwaelryne. Baeldun is a focal island in the Sea of Constant Drift. In this area many islands and continents exist by purely floating on the sea and not being connected to the plates of the earth itself. This means that they are in constant drift and move all the time.

Baeldun though is a focal island meaning it is connected to the plates and the core earth itself and does not move making it an ideal trading hub. This allows each DM to create their own world and own areas with the freedom of it not having to be tied down or canon unless they so wish to return to said place. Baeldun also being a focal island means it is safe guarded by an ancient pact which means all living people of this world agree this island shall come to no harm.

Baeldun has four towns Northtower (the major farming town), Easternforest (lumbering town near the densest forests), SouthPort (port town and main trading post) and IronGrave (mountainside town, major mining town). Each town has a town speaker that represents the town and takes care of the day-to-day business.

The guild is situated in the centre of the island and is an hour's travel to each town. The guild is respected by each town and has its own building in each town for a designated purpose: a shipping company in Southport, a farm in Northtower, a mining group in IronGrave and a lumber yard in Easternforest.