

The Iron Dragon's Den

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IMPORTANT NOTE: This server runs D&D 5e, however we will be moving forward with the 2024 rulebooks when they come out. As of now, we are already using the new Background and Race rules. We will wait for the official release of the Player's Handbook in September 2024 before using all of the new rules (including new class rules.)

Introduction

Hello everyone, and welcome to the Iron Dragon's Den! The Iron Dragon's Den (TIDD) is a Discord server setup to play Dungeons & Dragons: 5th Edition in a "West March" format. In this server, you will play as characters who are members of the titular *Iron Dragon's Den*, an adventuring guild in the Kingdom of Briarvale on the plane of Rath.

What is D&D and How To Play?

If you are new to Dungeons & Dragons, or tabletop roleplaying games in general, welcome! Dungeons & Dragons is about storytelling in worlds of swords and sorcery. Like games of make-believe, D&D is driven by imagination. It's about picturing a crumbling castle in a darkening forest and imagining how a fantasy adventurer might react to the challenges that scene presents. In this fantasy world, the possibilities are limitless. The full rules for D&D 5e are extensive, but the core rules for what a player needs to start are condensed into this 30 page [booklet](#). Of course, if you ever have any questions, feel free to ask your DM or reach out to the #player-questions channel.

What is Foundry VTT?

[Foundry VTT](#) is a virtual tabletop for playing tabletop games online. It handles character sheets, dice rolling, battle maps, lighting, and much more. For players, it is browser based, so no need to download anything. Players don't even need accounts, but they are free and easy to set up with an email if you wish to have one.

Why we're using Foundry over other VTTs like Roll20, is Foundry lends itself really well to using content without having to buy modules on the VTT. With Foundry Shared Compendiums, we can input new character options into our games without having to buy the books again. This is especially great for 3rd party content and homebrew that don't have official modules.

What is a West March

A "West March" style of gameplay is the diametric opposite of the normal weekly game. There are no regular meet times, there are no regular parties or DM, and little to no regular plot. Players sign up for jobs that start and end in one session, with some quests being "sagas" with a connected story.

Character Creation

When a player first joins TIDD, they can request a character sheet in the #character-creation channel, where an admin will add a character sheet for you in their Foundry VTT world. All the available character options are present in the TIDD Shared Compendium. If you're new to D&D or not used to using Foundry VTT, let us know when you request a character sheet and we'll be happy to help. A single player may have up to three characters at one time.

Race (Ancestry)

When creating your character, you will first choose your Race/Ancestry. A Race includes racial traits common to members of that race. This includes Age, Height & Weight, Size, Speed, any Subraces, and Special Traits. Do note that Ability Score Increase and Languages other than Common come from your background now, so ignore any entries involving those from your Race. Include any racial special traits (not creature type, size, speed, or life span) in the **Features and Traits** section of the character sheet. Building Restrictions are listed below:

- You are allowed to play Races from the [Rath Compendium](#). Additional races can be unlocked via [Guild Improvements](#)
- Any Race with a Flying Speed starts with a 15 ft. Fly Speed. Starting at 5th Level, you gain your total Flying Speed.
- When you choose a Lineage from the Guide to Ravenloft, you do not gain the **Ancestral Legacy** feature. Instead you gain proficiency in two skills of your choice. Please make sure to add what Race your Lineage is based off of in your character sheet.
- There are no longer "half races". If you'd like to play a child of two Races, choose two Race options that are humanoid to represent your parents. Then choose which of those Race options provides your game traits: Size, speed, and special traits. You can mix and match visual characteristics - color, ear shape, etc. - of the two options. Finally, your average lifespan is the average of the two parents' lifespan.

Background

Your character's Background is a collection of characteristics that represent the place and occupation that were most formative for the character before they embarked on a life of adventure. You gain the following features from your Background. Each feature must contain an element of story to it, and must make sense on why your character got that feature from their background. If you'd like ideas on types of backgrounds and characteristics (Personality Traits, Ideals, Flaws, and Bonds), look into the Backgrounds provided in the 2014 Player's Handbook and other 5E sources.

- **Ability Scores.** When you determine your character's Ability Scores, increase one by 2 and another one by 1. Alternatively, you can increase three of them by 1.
- **Skill Proficiencies.** Choose two Skills. Your character gains Proficiency in them.
- **Tool Proficiency.** Choose one tool. Your character gains Proficiency with it.

- **Languages.** Choose one language from the Standard Languages or Exotic Languages tables AND one language from the Standard Languages table. Your character knows those languages.
- **Feat.** Choose one 1st-level Feat. Your character gains that Feat.
- **Equipment.** Your character gains 50 GP to spend on starting equipment. The character keeps any unspent GP as spare coin.

Class

Lastly, you will choose what class your character takes. Your Class is the primary definition of what you can do in and out of combat. It's more than a profession; it's your character's calling. Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and a wizard's spells. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve.

All characters start at 2nd level. This means you gain the features for 1st and 2nd level as well as Hit Points for 2nd level. When determining your Hit Points at levels above 1st, use the average rather than rolling, as shown in the class description.

Other Character Creation

Ability Scores

You have 29 points to spend on your Ability Scores via Point Buy Method. You cannot have an Ability Score higher than 15 before Background bonuses or lower than an 8. You can use this [Point Buy Calculator](#), using the Menu -> Custom Rules to set the Available Points to 29.

Alternatively, you can use this array of Ability Scores, assigning each number to a different Ability Score: 15, 14, 14, 12, 10, 8.

Name

When choosing a name for your character, please include some form of first and last name for bookkeeping purposes. It doesn't have to be a formal first and last name, just something that can easily identify you on the server. Whenever you are in a RP channel or on a job, change your Server Nickname (User Settings -> Profiles -> Choose the TIDD server -> Server Nickname) to *Discord Name/Character First Name/Class/Rank*. Here is an example: DemonSlayer730/Gale S./Wiz/Br2.

Token and Art

The following rules apply to character art and Foundry VTT tokens.

- No nudity/lewdness.

- No sexually suggestive themes.
- No inappropriate themes.
- No children or child-like forms.
- Circular adjacent tokens (can be created using [Roll Advantage](#)).

Biography

The Biography tab of your character sheet holds your character appearance, backstory, any trinkets/personal treasures they hold, etc. There are no mechanical benefits for these, so feel free to put as little or as much information here as you wish.

Character Approval

When your character is finished and you are ready for final approval, message in the #character-creation channel: *I would like to have my character, [Character Name], be reviewed, please.* An admin will verify your new character and, if everything is good, give you the @Bronze role, allowing you to start applying for jobs with that character! If you already have another character at Bronze rank, your Roles won't change but the Admin will let you know your character has been approved and bookkeeping has started for that character.

Beyond 2nd Level

Badges & Leveling/Ranking Up

As you adventure and complete jobs, you will receive **badges**. Two **badges** are given for a successful job. These **badges** work as experience points within the guild. To level up, you need to collect a certain number of badges, as seen in the table below. Once you reach the requisite number of **badges** for a new level, message in the the #level-request channel and an admin can help you wi When your character gains the Ability Score Increase feature, you can forgo that Ability Score Increase to gain a Feat instead.

Rank	Level	Badges
Bronze (br)	2	0-3 (4)
Iron (ir)	3	4-7 (4)
Iron (ir)	4	8-11 (4)
Steel (st)	5	12-19 (8)
Steel (st)	6	20-27 (8)
Copper (co)	7	28-35 (8)

Copper (co)	8	36-43 (8)
Silver (si)	9	44-51 (8)
Silver (si)	10	52-59 (8)
Gold (go)	11	60-65 (6)
Gold (go)	12	66-71 (6)
Platinum (pl)	13	72-77 (6)
Platinum (pl)	14	78-83 (6)
Mithril (mi)	15	84-89 (6)
Mithril (mi)	16	90-95 (6)
Orichalcum (or)	17	96-99 (4)
Orichalcum (or)	18	100-103 (4)
Adamantine (ad)	19	104-107 (4)
Adamantine (ad)	20	108+

Punch Up/Punch Down

Each job is designed and posted for a certain rank. A character that is one rank above or below the posted rank can still apply to a job. If you are one rank lower, you are considered **Punching Up** and gain 3 badges instead of 2. If you are one rank higher, you are considered **Punching Down** and gain 1 badge instead of 2.

Slow Mode

If you are enjoying a certain Rank/tier of play, you can choose to take the **Slow Mode** when completing a job, earning one less badge than you normally would. This does stack with Punching Up and Down, meaning if you Punch Down on **Slow Mode**, you'll earn 0 badges. You must inform the DM you are doing **Slow Mode** before the end of the job, when the DM updates bookkeeping.

Getting Jobs

You've finished your character creation and fully joined the guild. Congratulations! Now you're ready to go on jobs. When a DM is ready for a game, they will open a new channel under the Jobs category. The first post will include who is the DM, the job name, the estimated length, the

rank, tags, a [chronus](#) link for the start time or window, and the number of players for the main list.

If you want to play the job, you will post a numbered list in the channel. An example is provided below. You will @ yourself in the first slot. If another player wishes to join you in the job, they will message you directly, asking to be added to the list. You will edit your message, @ing the new player. If all spots in the main list are filled, you can add the player to the waitlist. A waitlist can have no more than two players on it. The waitlist is the backup. In the case anyone from the main list drops or otherwise can't make the job, the first player in the waitlist gets bumped up to the main list.

Main list

1. @demonslayer730 // PC Name

2.

3.

4.

Waitlist

1.

2.

Before The Job

If there are multiple filled lists, the DM will roll to randomly decide which list gets the job. Do note, you can only be on one main list for a job. When the list is chosen, the DM will ping the group in the channel to let them know. The GM will import the characters' json file into their world.. Feel free to discuss characters or strategy in the job channel.

About 10 to 15 minute before the start of the game, join the #high-bit voice channel (or #low-bit if someone has slow internet connection) to have an in-game introduction of players/characters. This pre-game RP chat takes place at the guild, and shows how the party came together for the job (meeting at the board, etc.)

During The Job

Table Etiquette

- No BAD metagaming
 - *The bad kind:* Sharing info about monster stat blocks, PCs reacting to their own rolls, overly paranoid PCs, Omniscient PCs, Omnipresent PCs, Attempting to trick the DM
 - *The good kind:* Missions are meant to be beaten, Puzzles have solutions, The DM can make mistakes, The DM is not trying to kill your character. Not everything is plot relevant, PCs should want to go on the job, Failure is part of the game.

- Try not to talk over each other or hog the spotlight. Gives others room to play their character. This includes telling or even suggesting players what to do. If someone asks for suggestions, then feel free.
- The Dm is right, please do not rules lawyer. If there is an issue with the DM, don't let it ruin your game. If you believe the DM is cheating or misinterpreting the rules, message admin to let them know.
- There will be no PVP during games. You must have consent from the player to perform hostile actions towards other players. This includes, but not limited to: attacking, forcing them to make a saving throw, charming them, or using any of their gear while they are unconscious.

Item Restrictions

A player may only bring 2 of the same magic item on a mission (eg. x2 +1 daggers or x2 unbreakable arrows). Consumables are special. You can bring any number of consumables, but may only consume a number of consumables with the same name equal to your proficiency bonus. Meaning, you may bring any number of Potions of Healing, but can only consume 2 potions at 2nd level, 3 potions at 5th level, etc. However, **you can bring and use any number of +X ammunition.**

After The Job

Feedback

After the job is completed, the DM will ask for some feedback. This can be feedback on the job or the DM themselves. There is a difference between feedback and insults. If you would like, you can fill out this [anonymous feedback form](#).

Bookkeeping

After a job has ended, you can update your character sheet in Foundry VTT with any gold or magic items you may have acquired from the job. You can update the number of badges you have in the Experience slot on your character sheet. All characters will earn equal gold, and any magic item(s) earned during the job will be randomly rolled for in #reward-rolls. Any GP spent, consumables lost, trinkets gained, etc. will be messaged in #in-game-records. TIDD also maintains a [bookkeeping sheet](#) and their own json, so do not try to cheat. Don't forget if you need a new rank role to message in #rank-request.

If You Die

Death is something that many adventurers will come face to face with. If your character dies, there are a few spells that can bring them back. Revivify, Raise Dead, Resurrection, True

Resurrection, and Reincarnation are the main spells that can be used to bring someone back to life.

If another character in the party is able to cast a revival spell, they can cast it immediately, choosing to charge a fee or not. If another party member is not able to cast a revival spell right away, the character must wait until they come back to the guildhall to request a revival from another player. The reviving character must spend **1DT** to revive the character. Again, the reviving character may choose to charge a fee or not.

Things To Do Outside of Jobs

Buy, Sell & Trade

The **#trade-board** is where player characters are able to buy, sell, and trade items and spell services. Players can sell and trade both magical and mundane gear. Below are some rules for trading and how the “economy” works.

- All items have a minimum selling cost. Mundane gear has a minimum equal to half the listed cost from the handbook. Magic items have a minimum depending on which [table](#) it comes from, as shown below.
- When a magic item is sold, 10% of the gold goes to the guild, eg. If an item is sold for 100 gp, the buyer pays 100 gp but the seller gets 90 gp. This is to help remove money from the system and prevent weird inflation from happening.
- A player cannot sell items to themselves, one character to another. Don't sell to a friend and then back to yourself. Don't sell items/services at outrageous prices to gift gold to a friend. Don't sell off all your magic items for the minimum just because you're retiring a character. **Don't abuse the economic trade system of the server.**

Table	Minimum Price (Permanent)	Minimum Price (Consumable)
A	10 gp	10 gp
B	25 gp	13 gp
C	100 gp	50 gp
D	250 gp	125 gp
E	750 gp	375 gp
F	1,500 gp	750 gp
G	3,000 gp	1,500 gp
H	6,000 gp	3,000 gp

I	10,000 gp	5,000 gp
J	20,000 gp	10,000 gp

Marketplace

The Iron Dragon's Den guildhall rests outside Emberdale, a large city of Briarvale. There are plenty of markets and shops that you can browse to find all the mundane gear you will need. Below are the general rules for what you can buy and sell at the #marketplace in Emberdale.

- All mundane gear available in the 2024 Player's Handbook is available to buy and sell. This includes weapons, armor, and adventuring gear (including common potions of healing.)
- Items are bought at market value, as shown in the PHB. Items are sold at half price. For example, you buy Splint Mail for 200 gp, but sell it for 100 gp.
- Costly spell components can be bought and sold at full price.
- To buy items, post in the #marketplace channel something along the lines of: *Character would like to buy A, B, C, for XXX gp.*

Downtime

While time passes in the real world, your characters will accumulate downtime in game in the form of **DT**. This is a great way for players who are less active to still feel like they're growing and participating in the guild. Every character earns **4DT** every week (usually on Sundays), even if your character doesn't participate in a job that week. The full rules are detailed in this [Downtime Rules document](#).

Guild Improvements

At the time of creation (02/22/2024), the Iron Dragon's Den guild is still really new, with a fairly basic guildhall. All the guildhall has to offer its adventurers is a small tavern space with a job board, a simple kitchen, and modest living chambers. Fees given to the guild by inter-guild trading and job posters is able to maintain the guild, but in order to improve the guild, donations from adventurers must be given to the guild. The list of available improvements are given [here](#).

RP Chats

There is a category of channels devoted to roleplaying. If players wish to roleplay as their character, these are the appropriate rooms to do so. As of now, there's only one RP channel/location, the #guildhall. More may be opened later as the guild is improved and expanded. Here are the rules to follow while roleplaying, these rules apply in game as well as in RP channels.

- **NO Erotic Roleplay.** No sex, no sexual innuendos, no “fading to black”, etc. Don’t make it weird. Don’t do anything you wouldn’t want your family to see.
- You can RP as your living characters, your familiar, or your steed. You cannot RP a dead or retired character; gods, patrons, or any other NPC; or another player’s character.
- No substance abuse, self harm, or hostile actions towards other player characters or NPCs.

Watching/Listening to Games

You are always welcome to hop into the game voice channel while a game is going on, but stay muted at all times. Be courteous and respectful to the players and don’t interrupt the game.

Flavor is Free

Erratas and Rules Changes

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