



MK Guild Player Rules
Ver 2.4

What is the MK Guild?

The MK Guild is an organized play event for Dungeons & Dragons®. It uses the fifth edition (2014 & 2024) of the D&D rules, with some minor tweaks to help the fun along. You can play on Tuesday's at Wargames Workshop, MK, or on Wednesday's at The Plough, Simpson. You can create a character and bring that character to any game of the appropriate play tier (tiers of play are explained on page 43 of the 2024 Player's Handbook).

How to Use This Guide

This guide is divided up into three parts:

- **Part 1** is about creating a character. It covers what rules are allowed for characters and which version of the rules to use.
- **Part 2** is about the reward system for MK Guild games. It covers what to expect during and after a session and how to advance your character.
- **Part 3** covers player conduct guidelines.
- **Part 4** covers a summary of MK Guild rules and rulings for easy reference.

What You Need to Play

In order to participate you'll need the following:

- **The D&D player rules.** The basic version is available on DnD Beyond (<https://www.dndbeyond.com/>) for free. It contains all the basic rules of the game, and you can create a character with it. A more complete set of rules are available in the Player's Handbook and its accompanying supplements. The 2024 version of the PHB is recommended, but we can accommodate people who wish to use the 2014 one instead.
- **A character sheet.** You can use an official D&D character sheet, or any other D&D character sheet that suits you.
- **A Pen/pencil and a notebook/paper.** You can use these to write notes and track resources, without doing it on your character sheet.
- **A logsheet.** You'll use this to record each session of play, keeping track of your level, treasure, and other notes.
- **Dice.** Lots and lots of dice. In fact, prepare to become addicted to hoarding these little lumps of wonderful plastic.

Part 1: Characters

This section contains information on creating a character for play in the MK Guild.

Allowed Books

Characters are created using content for the fifth edition Dungeons & Dragons rules. All official fifth edition books are available, even those printed before 2024, however there are rules on legacy content. A list of all allowed books/sources is included at the end of this document.

Character creation options from the Critical roll books (Explorers guide to Wildmount & Tal'Dorei Campaign setting Reborn) are also available.

This document will often reference "Official" content. This refers to the content published directly by Wizards of the Coast. 3rd party content is typically not available to players, but there are some exceptions that have been listed.

2024 Characters

If you are using a base class (such as Fighter or Wizard) from a book printed in 2024 or later, you use the 2024 PHB rules for creating a character. All official 5E character building options (such as subclasses, species, backgrounds and feats) are available, however you must use the latest version of that option. For example, a player may choose to take the Gunner Feat from Tasha's Cauldron of Everything, as it has not yet been reprinted for the new rules. However, they could not take version of the Telekinetic feat from the same book, as that has been updated in the 2024 Player's Handbook. They must instead use the latest version.

2014 Characters

If you are using a base class that was released before 2024, then you use the 2014 PHB character creation rules. You may use any character creation options that were printed before 2024. For example, you can take the Warcaster feat, but you must use the version printed in the 2014 PHB, rather than the updated one.

If you are ever unsure if something has been updated, don't hesitate to ask on the discord for guidance.

Character Creation

To create a character for a game, follow the steps below. Special exceptions and unique rules are noted within each section. Characters begin play at **1st level**.

Choose a Class

All Official classes are available, including all ones in the Player handbook and the Artificer. You may also select Blood Hunter (<https://www.dndbeyond.com/classes/357975-blood-hunter>). Read through the class descriptions and choose one that you feel would be fun to play. You gain all of the first level features of the selected class.

Determine Ability Scores

You can generate your character's ability scores using one of the following two methods, Standard Array and Point Cost. Rolling for Ability Scores is not permitted for Guild characters due to balancing issues.

Standard Array: Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Point Cost: You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points.

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Assigning Ability Scores

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Fill in the ability modifiers as well.

It is recommended, especially for new players, to keep your classes primary ability in mind whilst doing so. For example, a Barbarian will benefit greatly having their highest score in Strength, whereas a Bard will work best focusing on Charisma. Ignoring your class's Primary ability can be done, but will often result in a weaker character than what others will bring.

Choose a Species

For a 2024 character, all species in the 2024 players handbook are available, as well as any official species (races) in older books that have not yet been updated. If the species you select gives an increase to ability scores, ignore this feature.

A 2014 character can choose any official Species printed before 2024.

Choose a Background

For a 2024 character, you can select any background from an official source. You gain all features of this background. If you choose a background that does not include an Origin feat, then you can gain an Origin feat of your choice.

You may instead choose to make a custom background. Select three ability scores to increase by 1 each, or one ability score to increase by 2 and another to increase by 1. Select an origin feat. Select any two skills to become proficient in. Select a tool to become proficient in.

For a 2014 Character, you can pick any official background from before 2024, however you cannot select a background that includes a feat.

Starting equipment

You can choose to either get the standard starting equipment for your class and background, or to gain 150 GP to spend yourself. You also gain a free *Potion of Healing* as welcome gift, and you may role for a Trinket (PHB page 47) if you wish. You can buy mundane/non-magical equipment listed in the PHB for its listed price. There is also the Guild Shop, where other items can be bought for gold and other currencies.

Part 2: Sessions

This section contains information on playing a game in the MK Guild and how your character will advance at the end of the session.

Signing up to play

To play in a game, you must sign up for a player spot on the #event-signup channel on the discord. Player spots are made available at 10am on both Saturday and Sunday. The first set are for sessions on Tuesday, and the Second set are for the Wednesday ones. There are limited spots available each week, so if you want to play, avoid waiting to the last minute to sign up.

Adventures are split between 4 Tiers. This is so players in the same game will all be in a similar range of levels, and will be facing appropriate challenges. The tier a character can play in is determined by their level, and is as shown here:

- Tier 1 - Levels 1-4
- Tier 2 - Levels 5-10
- Tier 3 - Levels 11-16
- Tier 4 - Levels 17-20

Naturally, a new character will start in tier 1, and will advance through the tiers as they play and level up.

If you are signed up, and there are enough DMs for the players, you have a guaranteed spot to play in. If you are not signed up, you may still be able to walk in and play, but that is dependent on there being available space, and is not guaranteed.

General Session Info

MK Guild games follow the One-shot format, similar to Adventurer's League and other organized play groups. Each session is its own adventure that starts, plays out and ends in a 2-4-hour game session. Some Adventures can have plot hooks that lead on to another one, but each one will have its own self-contained story and set of challenges. There can be rare exceptions to this (see Adventure Arcs).

At the table, each game is led by the DM, and typically have between 3-6 players. At their discretion, a DM can choose to allow more or less players than this.

Each game will have some combination of combat, exploration, social and investigation challenges, often focusing on a couple of these. Some games will be more roleplay heavy, whereas others will be more focused on the mechanical side of the game. This is dependent on the adventure being run, and the DMs preferred style.

Allowed Adventures

The DM (the person running the session) can choose to run an official adventure, or a custom one.

Official adventures: These are ones that are either made by Wizards of the Coast, or are community made ones that have been approved for Adventurers League. All official Adventures will have an adventure code, which is used to identify the adventure and for logging character progress. These are typically found at www.dmsguild.com

Custom Adventures: These are made by people in the guild, that have been looked over and approved by the Council members. These ones are given a custom MK Guild code.

Rewards

After each adventure your character participates in, they will gain rewards. These rewards vary based on the adventure being run, and the tier, but there are 4 main types.

Renown

This currency is a measure of your reputation in the Guild. You gain 2 Renown after each adventure, however that is reduced to 1 if you gain a permanent magic item from the adventure. Renown is tied to you as a player, rather than a particular character. This means you can earn Renown on one character, and spend it on another. You can spend Renown on magical services as well as a curated list of magical items.

Gold

Characters can gain gold from either finding treasure during the adventure, or as payment from completing it. Gold that is earned by a character, must stay with that character and cannot be transferred. It can be used to buy mundane equipment, as well as a limited range of magical items and services as shown in the guild shop.

Milestones

These are how characters can increase in level in the Guild. Each character gains 1 milestone after each adventure. How this works, is detailed below in "Level Advancement". Milestones cannot be transferred between characters, and cannot be banked for later use. You can however decline a milestone if you want to stay at the same level.

Magic items

During adventure, the group will often find magical items they can make use of. At the end of each adventure where one is found, there are a couple ways to determine who keeps it. The players can either decide among themselves, or roll off to see who gets it. The DM can override this if they feel strongly that the item should go to a particular character.

Level Advancement

As said above, characters advance in level by gaining Milestones. The number of Milestones required to level up is dependent on the Tier that character is in, and is as follows:

Tier 1 (Levels 1-4): **1 Milestone**

Tier 2 (Levels 5-10): **2 Milestones**

Tier 3 (Levels 11-16): **3 Milestones**

Tier 4 (Levels 17-20): **1 Milestone**

As you advance in level, you can either continue levelling as your current class, or you can multiclass. The details of multiclassing are found in the PHB and D&D 5e basic rules.

Part 3: Community Guidelines

Our community is one of inclusivity, friendliness, and shared adventures. By participating in games, you agree to follow these basic guidelines to ensure that everyone is able to have fun. If you witness anyone breaking these guidelines, or are at any time concerned by the behavior of any member of our community, please raise it with an admin or Wargames Workshop, who will serve as impartial arbiters in the event of a serious dispute, and may choose to remove those who refuse to follow these guidelines.

No harassment of any kind will be tolerated

Harassment includes, but is not limited to, offensive comments and actions related to gender, expression, age, sexual orientation, physical appearance, race, disability, ethnicity, and religion. It also includes displaying sexual images, deliberate intimidation, stalking, following, harassing photography, disruption of events, inappropriate physical contact, and unwelcome sexual attention. This harassment policy also extends into the games that are being played. Harassment of another player is not excused because such action is "in character" or because it is part of the confines of the game rather than directly to another person. Harassing behavior in "real life" is also forbidden between player characters in game.

Don't be a butt

This should go without saying. We all know what bad behavior generally looks like. But if in doubt, take a series of behaviors and ask the following questions:

Would you like these behaviors to happen to you?

What would you think if you saw a recording of someone else doing these behaviors?

What would you think if you saw a recording of **you** doing these behaviors? Try it and see.

If you and other people asked someone to stop a particular behavior, how would you feel if they do not?

Cheating

Cheating in DND can take many forms. It could be rolling the dice or sleight of handing the dice so you always get good numbers, whether it's for gameplay or loot. It could be equipping every magic item and feat and racial trait you can find. It could be rewriting or even making up magic items.

It's immensely disrespectful to the DM and kills the fun for your fellow players.

PVP

Meta-ing

So, you've guessed the entire story in the first 5 minutes. Or maybe you know exactly what type of monster you are fighting. Good on you.

What do you do next? Do you focus on how your character navigates this adventure? Or do you blurt out and tell everyone what's really what? If you chose the latter, you are "Meta-ing" Try not to do it. Just because you know something, ask yourself: does your character know it?

It can be hard not to; especially with DND flora and fauna so there's leeway there: for instance, most people in the world have heard of an elemental or a beholder, at least from stories told around campfires late at night.

But if you've sussed out the plot of the story from the get go, please keep it quiet.

tl;dr: would it be cool to yell out a plot twist in the cinema?

You are not alone

We're here to support you and answer your questions as you play. This is the bedrock of a pretty tight community. However you are also part of this:

You have 4-5 other people around you who, like you, are committing 3 or so hours of their life and, like you, want to have fun.

A DM is only trying to entertain you all; having spent time and mental capacity to do this.

That behaviors such as excessive meta-ing, or a 400 DPR combo **might not actually be fun for the 4/5 people sitting around you.**

Make everyone feel welcome

Everyone is welcome to play Dungeons & Dragons and we pride ourselves on our openness and inclusivity. Part of the reason for this is that our members are super accommodating and open. Even if there is friction, do feel free to initiate dialogue and discuss. Sometimes, a misunderstanding can escalate. However, if you are deliberately ruining other peoples' experience on a consistent basis, in defiance of requests to stop, then we as a community will have to escalate.

Make everyone feel comfortable

Sexual content, torture, and other controversial topics are discouraged for games played under this system. As a rule, if there is any chance that something you intend to do could offend or trigger the other people you are playing with, err on the side of caution and don't do it.

Everyone has the right to feel comfortable and happy whilst playing, and there are few reasonably justifiable reasons to ruin that

Ultimately, know your audience. If someone is new, tone it down. If you know your fellow players and have a rapport, let rip within reason.

Leave it at the table

Your character's conflicts are not your own. If you don't like what someone did as their character, raise it with them and/or the DM or admins respectfully, but don't hold it against them personally.

People are human

We play this game to escape; that is true for you and for others. Given this, some people make really suboptimal decisions. It happens. Whether someone does something that jeopardizes or even kills your character. That person probably had a bad day or just didn't think it through. In times like this, give people the benefit of the doubt, shrug it off and laugh.

You are safe

If you feel uncomfortable or upset, you do not need to suffer in silence. Talk to a member of the council, or another DM (we typically run more than 1 table) so that further discussion can take place.

Listen to each other

If someone says that something you did made them feel uncomfortable or upset them out of character, listen to them, apologize, and take steps to avoid a repeat. We're all learning and evolving so feedback can be a growth opportunity. Reach out to a council member if you'd like advice.

Speak up

We're here to pretend to be elves and fairies and dwarves doing epic stuff for a few hours. We forget deadlines, bills, failed ambitions and faded dreams. And we genuinely make new friends and lasting bonds, as several members can attest.

We can only do this if everyone is comfortable playing with us and if people feel value in coming back again and again.

Habits are hard to forge and easy to break. Once people stop coming, they often don't come back. Once DMs stop playing, the format dies.

So never stay silent about any issue that may prevent that, whether for yourself or for someone else. Your voice is secure. If you feel uncomfortable or dissatisfied about something, speak to a member of the Council. This allows Council members to be accountable as well.

I've read all this but whatever, I'm gonna do my thing

We're not here to exclude people, we're here to include people and pretend to be fairies, elves and dwarves for a few hours. But, as we know, inaction causes issues to fester, which leads to player and DM attrition and thus the format to die.

If DMs stop playing, the format dies. Full stop.

If we feel there is a problem, we will reach out and discuss. If, after several discussions, warnings, and escalations, inadequate behavior continues, we reserve the right to put you on a break. This means DMs will almost certainly not take you in future signups.

Ok, I did wrong, can I not be on a 'break'?

People change, learn, and grow, we get it. We'll discuss with you what we feel needs to change and invite you to try again as a Level 1 character without renown or items or gold so you can get back into the swing of things. If we feel there's been an improvement, you're welcome to sign up again with your other characters.

Trust is broken in a second and rebuilt in a lifetime.

Part 4: Rules Summary

Below is a list of our alterations to the standard rules of D&D to fit our communities play style.

Character Options

1: There is an expanded list of Origin feats available to 1st level 2024 characters. These are feats that were printed before 2024, but a character using the new rules is allowed to take them as an origin feat. These are as follows, separated by the book they were printed in:

Bigby Presents: Glory of the Giants

- Strike of the Giants
- Rune Shaper

Dragonlance: Shadow of the Dragon Queen

- Squire of Solamnia
- Initiate of High Sorcery

Planescape: Adventures in the Multiverse

- Scion of the Outer Planes

Strixhaven: A Curriculum of Chaos

- Strixhaven Initiate

2: The Bloodhunter is an available class for player characters. It functions as a 2014 character class.

3: Feats, Subclasses & Spells from "Explorers guide to Wildmount" and "Tal'Dorei Campaign setting Reborn" are available.

4: The Dragonmark feats in "Ebberon: Forge of the Artificer" are available to Guild characters, removing the prerequisite that the character must be in an ebberon campaign. The dragonmark feats attached to the backgrounds (such as "Mark of Making") can be taken as standard Origin feats.

Equipment & Items

1: Characters cannot have magic items from a higher tier than they are in. The maximum rarity a character can have, based on their tier of play, is as follows:

Tier 1 – Uncommon

Tier 2 – Rare

Tier 3 – Very Rare

Tier 4 – Legendary

2: Creatures you control, such as Familiars, summoned companions and constructed servants can use and attune to magic items. The creature must be able to effectively hold and use the item. (Such as if the item casts a spell with a verbal component, the creature must be able to speak at least one language to use it).

Also, any attunements used by a creature you control, count against your own attunement slots. (A character will almost always have 3 attunement slots. A Beastmaster ranger can have their companion attune to an item, leaving the ranger with 2 attunement slots for their own items).

3: Crafting Magic items and consumables is not possible in between adventures.

Spells & Magical effects

1: Spells with a long duration do not persist from one adventure into another. For example, if a tier 4 character casts True Polymorph on themselves to turn into a dragon, they would be back to their humanoid form at the start of the next game. There is a small list of spells that are exempt from this:

- Find Familiar
- Find Stead
- Homunculus Servant

There can be exceptions as well for curses and similar effects. These effects that persist are up to the DM, and will be part of a story reward. They can be removed in the Guild Shop.

2:

General Rules

1: If a new player, that only has tier 1 characters signs up on a day where there are only higher tier games being played, an exception can be made. They can temporarily set their character to level 5, in order to play in a tier 2 game. This level change reverts after the session. The player can claim the Milestone, Renown and half of the gold reward. They cannot claim any magic items found in the adventure.

2: Abilities and magic items with cooldowns of more than one day, are recharged after the character's next adventure. In other words, these abilities are usable every other adventure. The character must play an adventure to finish the cooldown, even if multiple days pass during that adventure. Exceptions are made for adventure arcs, or adventures that take place over multiple days, where the Rules as Written cooldown can be used.

Class Specific rules

Artificer

1: Any magic item you make, must use the most up to date version of that item.

Barbarian

1: For Path of the Beast Barbarians, the magic item "Wraps of Unarmed Power" work for your natural weapons.

Bard

1: The Collage of Spirits bard has a 6th level feature that adds to healing and damage rolls of spells while using your spiritual focus as the material component. Since this applies to very few bard spells, you only need to hold the focus to get the benefit, regardless of the components the spell requires.

Cleric

-No class specific rules at this time-

Druid

1: When selecting known forms for your wildshape, you can only choose beast statblocks that represent an average example of that creature. For example, you can select "Cat" as a known form, but you cannot select "Onyx" the cat as one. This is because statblocks of individual creatures are designed for the adventure they are placed in, and not as a general use monster.

2: For Circle of the Moon Druids, you can choose the Owlbear as one of your known forms, once CR3 creatures are available to you.

3: While you are in Wildshape, the magic item "Wraps of Unarmed Power" work for your wildshape's natural weapons.

Fighter

-No class specific rules at this time-

Monk

-No class specific rules at this time-

Paladin

-No class specific rules at this time-

Ranger

-No class specific rules at this time-

Rogue

-No class specific rules at this time-

Sorcerer

-No class specific rules at this time-

Warlock

-No class specific rules at this time-

Wizard

1: Wizards can trade spells from their spell books, abiding by these following rules:

- . Both Wizards gain a new spell from the exchange
- . The spells are of a level that you can prepare cast
- . You both pay a fee of 20g per spell, as well as the scribing cost of each spell
- . You record the exchange in your character log as you would any other trade

Trading spells must happen between sessions, though you are of course free to discuss it in character prior to making the trade.