Colville West Marches

Player's Guide

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Introduction

Matthew Colville recorded a video on West Marches that can be found here. West Marches is a campaign style coined by Ben Robbins (West Marches; Pt. 1, Pt. 2, Pt. 3, Pt. 4), though its basic principles reflect how D&D was typically played. This campaign is played using Discord and Roll20.

The Town of Farwater

Welcome to Farwater, a small outpost on the frontier of the newly discovered continent of Ofithar. Although not known to the inhabitants of Collabris, it cannot be said that no one has been here before. Great dangers lurk in the wilderness. Orcs, sahuagin, grung, yuan-ti and other vile things wait for the brave, curious, and greedy.

West Marches Campaign

General Information

This section covers the basic information and general rules of the campaign. Welcome and enjoy!

Contact @Helpers in Discord if you find any typos or inaccuracies.

General Rules

Before you start play, consider the following:

- **Don't be a wangrod!**
- Use common sense! Don't be that guy!
- **Timeout:** if you are uncomfortable with anything that happens in the game, just say "timeout" and the DM will take a break and give everyone a chance to address the issue.
- By default, PvP is not allowed. No non-consensual PvP. If the situation requires PvP, try to make it non-lethal. This includes touching other people's possessions.
- **#character_rolls** and **#general_bot** channels are not for chatting. **#character_rolls** should only be used for **!newchar** rolls, **!hproll**, and **!sgold**. Any other rolls belong in the game channel you are playing in or **#general_bot**.
- **#General** is for general chat only. Questions should go to **#Questions**. All channels have a purpose and their names are good indicators of what should go in them.
- Pinging of **@everyone** is reserved for **@Organizers** or **@Helpers** to ensure it is being used responsibly.

Character Creation

The Colvillian West Marches has guidelines for character creation. These rules help to keep the game fair and balanced for everyone involved. The rules are reviewed in Helper meetings and by DM voting. Currently only Wizards of the Coast content is approved, however we may consider Homebrew or Unearthed Arcana content in the future. Feel free to submit content for consideration to **@Helpers**.

Once you have created a character, you can find adventurers in either **#dm-quest-posting** or **#player-quest-request** channels. You are free to join any of these sessions (though we do try to prioritize players who haven't played in a long time) by messaging the DM or the player posting the quest, or asking in the **#request-discussions** channel.

The adventurers begin in the town of Farwater. The town has an inn and access to most goods. The town of Farwater has been fully upgraded. The **@Organizers** are currently reworking the continental and regional hex map. Players and their characters do not know the exact layout of the world, and thus must figure out the layout of the land based on their adventures.

Character Sheet

Dungeon Masters may run games using any variety of media. This may include their own Roll20 server, or in Discord using Avrae. As such, you are not required to create your character in any specific format, nor are you required to have any DM or Helper inspect your character sheet, however it must be in a format that is submittable via the link found under the PC Registration heading.

Paid Tools and CWM

Our West Marches game is open to all. While you are free to use a tool such as **Fantasy Grounds** to run your games, you must be able to offer that option free to players. This typically means having the Ultimate version in the case of Fantasy Grounds. You can always run your games on Discord using Avrae or over on Roll20. Other options may be possible and offered, so long as they cost the players no money.

Starting Level

All new characters start at 3rd level with 900/2700 XP. Upon PC death or retirement, where Dead/Retired PC's level is X, a new PC may be made at the lowest level of the level tier X is in:

- **Tier 1:** 3-4
- **Tier 2:** 5-7
- **Tier 3:** 8-11
- **Tier 4:** 12-15
- **Tier 5:** 16-20

The new character can also be the lowest level of a lower tier. *(i.e. Peggy dies at level 11, the new character can be a maximum of level 8, but could start at level 3, 5 or 8.)*

Ability Scores

Ability scores are rolled in the **#character_rolls** channel in the Discord. No chats are allowed in that channel and any questions should be asked in the **#questions** channel or discuss character options in the **#character_build** channel.

Use the **!newchar** command. This command will roll using the 4d6 drop the lowest method, rolling for all six ability scores. The scores are assigned to the abilities in order [Str, Dex, Con, Int, Wis, Cha].

Character Discovery

You may roll until you have two sets of stats as described above in Ability Scores that match the below criteria:

- You have rolled at least one ability that is 15 or higher, and a second that is 13 or higher.

Pick which set you like best of your two options, and use ✧ (:sparkles:) to denote your pick. Abilities will be confirmed by a Helper or DM.

Hit Points

You may either roll your hit points or use the average. If you choose to roll, please do so in **#character_rolls** using **!hproll** and you must keep what you rolled. Each level you may decide which way to generate the HP for that level.

Character Races

Character races have the following restrictions:

- Player's Handbook
- Sword Coast Adventurer's Guide
- Elemental Evil Player's Companion
- Volo's Guide to Monsters
- The Tortle Package
- Mordenkainen's Tome of Foes
- **Races with a flying speed (Aarakocra and Winged Tiefling) are allowed, but gain the ability to fly only at lvl 5;**
- **No monstrous races:**
  - (Bugbear, Goblin, Hobgoblin, Kobold, Orc, Yuan-ti)
- **No Unearthed Arcana races**

Character Classes

The following character classes are allowed:

- Player's Handbook
- Sword Coast Adventurer's Guide
- Xanathar's Guide to Everything
- Revised Ranger (UA 2016)

Feats

The following are the feats that are allowed:

- Player's Handbook
- Sword Coast Adventurer's Guide
- Xanathar's Guide to Everything
- Skill Feats (Unearthed Arcana)
- Racial Feats (Unearthed Arcana)

   NOT ALLOWED:

- **Lucky**

Spells

The following spells are allowed:

- Player's Handbook
- Sword Coast Adventurer's Guide
- Xanathar's Guide to Everything

Homebrew Rules

The following Homebrew rules are used on the server:

- You can use **Dexterity or Intelligence** as your initiative modifier;
- You can drink a potion as a **bonus action** (administering a potion is still an **action**.);
- If the spell is on your class's spell list, you can read the scroll and cast its spell without having to provide any of the spell's components;

- If any ability states that "Your group can't become lost except by magical means.", instead it will read "You gain advantage on Wisdom (Survival) checks to not become lost."
- The following spells have modified effect durations that fit the West Marches game better:
  - **Ceremony**
    - Time of the wedding effect from 7 days to the next 2 quests they share.
  - **Raise Dead & Resurrection**
    - **Change:** Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.
    - To: Every time the target starts a quest, the penalty is reduced by 1 until it disappears.
  - **Clone**
    - Time for clone to maturity reduced from 120 days to 30 IRL days
  - **Hallow**
    - Casting Time change from 24 hours to 1 Downtime while not in a quest
  - **Spells for Buildings**
    - A spell that must be cast every day for a year to take permanent effect only needs to be cast every day for 30 days within an area that you have ownership or have permission to.
    - A spell that must be cast every day for 30 days to take permanent effect only needs to be cast every day for 7 days within an area that you have ownership or have permission to.

Starting Equipment

Players may choose to use the starting equipment given by their characters class and background or they can roll the starting wealth. Either way, they also start with an additional 1d4x10 gp. To make this process easier, we have developed an Avrae command (**!sgold**) to handle the messy bits of starting gold at all levels.

   For characters starting at higher levels, refer to the following table which **!sgold** uses:

Level/Tier	Starting Gold
3	1d4 x 10gp, normal starting equipment
4	100gp + 1d4 x 10gp, normal starting equipment
8	1000gp + 1d10 x 100gp, normal starting equipment
12	5000gp + 1d10 x 250gp, normal starting equipment
16	10000gp + 1d10 x 500gp, normal starting equipment

Pantheon

The pantheon used in Farwater, and the continent of Ofithar is the pantheon of the Forgotten Realms.

Character Development

Character development relies heavily on the player. Please be sure your character has a reason for having come to Farwater. From there you can develop your character in the roleplay channels. You may also request quests that help to progress your characters story or goals.

Individual DMs are not likely to know the narrative of your character. You will need to share that with them if you expect it to be written into a quest.

Backup Characters

You may create a single backup character. That character may be used for roleplay purposes only until your primary character dies or is permanently retired.

Character Backstory
New characters must have a dissimilar persona and name from your previous 3 characters, at the discretion of the Organizers and Helpers.

PC Registration

If you have not yet filled out the PC registration, please register your characters here.

Questing

Questing is the primary source of experience and gold in the campaign. You may join a quest posted by DMs, but the spirit of a West Marches game is that the players decide what quests they wish to endeavor on.

Quest Format

```
Name: "Quest Name"
Time and Date: "Time Zone / Time"
Run time estimation: 100 hours
Type: "Exploration/RP/Town/Raid"
Recommended Level: "Level Range: i.e: lvl 13-24"
Slot: "Insert Number"
Signup Deadline: "date"
Signup: Open/Closed
(DMs List the PCs once the application is closed)
Roll20 Game link if played on R20: "link"
```

- include ``` in the beginning and end to create a code block in Discord.

DMs are asked to prioritize players that have played less frequently. They should also not list players that have signed up until the close date for signups, so that players are not discouraged from signing up.

When you message a DM to request joining their Quest, if you can, include the date of the last game you played.

Requesting a Quest

Post your request in the **#player-quest-posting** channel. You may utilize the level tier roles (*e.g. @Lvl 3-4*) for pick–up games in the **#request-discussions** channel to find players to join your quest and **@DM** or **@TrialDM** to locate a DM to run the quest.

For Player Quests, you may collect the other players you would like to join in your quest or take people who request to join. Player Quests do not require prioritizing people who have played less frequently.

Quest Summary

Every player that posts a quest summary receives a DM Inspiration point that can be used in their next quest to reroll any Saving throw, Ability Check, Attack roll or Skill check. Session summaries are posted in the **#session-summaries** channel.

Downtime

If you aren't doing a specific downtime activity, it is assumed that you are earning enough money to pay for food and lodging.

How Do You Gain Downtime?

Each real time day, you gain one day of downtime for your character, regardless of the adventuring status of said character. These days can be used retroactively, but cannot be used in advance.

You cannot use retroactive downtime days to do downtime that has a gold cost if you have earned the money after gaining the downtime days.

Doing a Job or Operating a Business

You make enough to live a modest living. Period.

Crafting

Crafting can be done as per the rules in PHB. Crafting progress is 25 gp per day of labor.

Upgrading Mundane [Non-magical] Weapons:
Masterwork: Giving +1 to Attack(hit) Creation Cost: 300gp

- **Requires relevant proficiency:** Smithing for metal weapons / Carpentry for Wooden weapons.

A player can use their downtime to assist with the crafting of a magical item. Time can be sped up by 25 GP/day every additional player that helps you craft the item. This can reduce the total duration that it takes to craft the item to a minimum of 10 days (excluding consumables)

Crafting Magic Items

Crafting magic items is done at a rate of 25 gp/downtime day spent crafting. To be able to craft a magic item, you have to have studied it by attuning to it, spending a short rest with it or casting the spell Identify on it. **Homebrew Items cannot be crafted.**

CREATION COST LISTED MUST BE PAID IN FULL BEFORE THE CRAFTING BEGINS

Consumable items: You must have the relevant proficiencies or features.

- Herbalism Kit for Potions of Healing
- Poisoner's Kit for Poison Vials (any kind) (Requires poisonous harvested parts)
- Spellcasting Feature for Scrolls Level 1+

Magic Item Crafting Cost *(consumables are half as much)*

Item Rarity	Creation Cost	Minimum Level
Common	100 gp	3rd
Uncommon	500 gp	3rd
Rare	5,000 gp	6th
Very Rare	50,000 gp	11th
Legendary	500,000 gp	17th

Mine at the Yeti Mine!

Step 1: Spend 1 Downtime Day and 10 gold
Step 2: Get a witness and go to #bot-channel and roll a 1d100
Step 3: Keep what you need, sell the rest at 1/2 the value of the gems. Unless You are proficient in jeweler's tools. Then you can spend a downtime day to raise the value of the gem by 25gp/day up to a maximum of 100% gem value.
Note: Assume pearls were part of jewelry

1-10	Nothing Valuable
11-50	Ores enough to pay for the entry fee
51-70	Roll 1d4, then Roll that many 1d12's on the 10GP Gemstone List
71-90	Roll 2d4, then Roll that many 1d12's on the 10GP Gemstone List
91-99	Roll 1d4, then Roll that many 1d12's on the 50GP Gemstone List
100	Roll 2d4, then Roll that many 1d12's on the 100GP Gemstone List If you roll an 11, you get a diamond worth 100gp

Gemstone Table on page 134 of Dungeon Master's Guide.

Pearl Diving

Requirement: Athletics: +2 or greater and Constitution Score of 15 or greater [If you have a swim speed, or can hold your breath for enough time, you don't need to meet this.]

Step 1: Take 1 downtime day off the week
Step 2: Notify a witness/dm/organizer. DO NOT ping a group
Step 3: Roll in #bot-channel the following: **!r 1d10000** Diving for Pearls
Step 4: Read results:

- 777 gain (1) 100 gp pearl
- 7777 gain (1) 100 gp pearl that also has 1 charge of the Identify spell

Gem stones can be sold for half value to NPCs or whatever is agreed upon between players.

Training

A skill/tool proficiency or a language takes 21 days of downtime to learn. Learning an expertise takes 28 days, every day costs 30gp. Once you've had any number of days downtime you can pay the cost for those days and gain that number of days trained. Once you have accumulated the full 21/28 days, you gain proficiency/expertise in a skill/tool of your choice or learn a language.

Training	Training Cost
Skill/Tool Proficiency/Language	21 days and 630 gp
Expertise	28 days and 840 gp

Submitting Ideas

If you have an idea that you believe would make our West Marches game better, please submit it using the Idea Submission Form. Your ideas are important to the improvements of the game we are building together.

    When submitting a suggestion, please consider the following.

- How does the idea improve our game?
- What are the role-playing implications of the idea?
- How does the idea mechanically operate?
- Have you discussed the idea with fellow players and DMs?
- Are others interested in the idea, or only a couple?
- Does the idea affect the entire campaign or just a session or two?
  - If it only affects a few games, take the idea to your DM

    Remember when submitting an idea, that the more details you provide the more likely for the idea to be accepted.

Example 1:
Player Controlled Farms

"I think that players should be able to buy and maintain farms. That way the town can be fed."
This is a weak suggestion, because it does not include very much information and has no mechanical effect on the campaign. You could easily say your character operates a farm for mechanical purposes. Operating the farm would make them enough money to survive, just as any other trade.

Example 2:
Monster Training

"Having a trained monster could be a fun and exciting option for players. Characters would be able to take trained monsters on adventures with them or leave them at home. Training the monster would require a series of Animal Handling checks equal to the monsters challenge rating multiplied by 3. The DM of the session may increase or decrease the base DC of 15 based on the monsters nature and current disposition to the trainer."
Though this example could use additional details and playtesting, it has enough details for the Organizers to work with when discussing the suggestion.

How Can I Help?

There are many ways you can help make the campaign fun and successful. Engaging with your fellow players is a fantastic way to start. Make everyone feel welcome! For all of the below, simply PM a Helper or Organizer your application, and it will be reviewed by the Helper team.

DM Application
    The bloodline of this server is held together by our wonderful DM's and we are always looking for more!

- What is your experience with GMing?
- What is your experience with D&D 5e?
- What makes a great DM, how do you know you have done a good job?
- Trivia Question: What happens to a devil's body when killed on the material plane?

Helper Application
    We are looking for friendly, active & interactive people to assist in the welcoming of new people to the server and front of house responsibilities!

- What is your experience with being a mod or admin?
- How have you been helpful in CWM and other communities?
- Why do you want to be a helper?

Organizer Application

- What is your experience with being a mod or admin?
- What is your experience with game design?
- What is your experience with 5e Homebrewing?
- What would you like to change about CWM?

    If you have ANY ideas, make a detailed suggestion (including exact rules of how it would work) to organizers and they will discuss it. If you feel the game is missing crafting rules or you want to establish a faction, don't expect anyone else to do the work for you - just write up rules for it and bring it to the organizers for review.

If you promise to do something and if you for any reason don't want to do it anymore, PLEASE tell someone!

Appendix

- [Avrae Commands](#)
- **Avrae Tutorial** - run **!intro** in the **#general_bot**
- [Google Sheets Character Sheet](#) - make a copy of this in your own Google Drive folder and refer to the "Help" tab to answer most questions. Otherwise, ping a **@Helper** in the **#questions** channel for help.
- [Advanced Dicecloud Character Creation](#)
- [Google Drive Folder](#)
- [Player Registration](#)
- [Farwater Shops](#)
- [Avrae Development Alias List](#)
- [Dicecloud Helper](#)

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