

RPGSports Rules Primer

FOREWORD

Welcome to RPGSports, a 4 player team PvP D&D5E online tournament using Roll20 with a \$5000 cash prize pool. Please note that many of these rules are for the Nov 10th tournament only, and are subject to change for later tournaments.

Creating this event has been the effort of a small team of independent RPG enthusiasts for several months of hard work. We hope that you enjoy the event, and will show your support to the contestants throughout. Now, roll initiative!

THE PREGENS

The Characters are useable via Roll20 during the Match. The D&D Beyond character sheets are for audience viewing & for use in conjunction with the D&D Beyond Twitch Extension.

[Rolvenom - Tiefling Paladin](#)

[Gregor - Dwarf Paladin](#)

[Grudall - Half Orc Barbarian](#)

[Sashir - Human Druid](#)

[Ronin - Human Fighter](#)

[Reyna - Human Ranger](#)

[Davos - Elf Monk](#)

[Petyr - Half Elf Rogue](#)

[Cralen - Half Elf Wizard](#)

[Xune - Elf Sorcerer](#)

[Darris - Dwarf Cleric](#)

[Ciaphas - Human Cleric](#)

[Omrie - Halfling Bard](#)

[Sleck - Tiefling Bard](#)

[Pobis - Gnome Warlock](#)

A. TOURNAMENT FORMAT & BROADCASTING SCHEDULE:

RPGSports is a single elimination, best of 3 matches competition in the heats. The Grand Finals is a best of 5 matches battle.

Day 1: November 10th at 12pm PST

Heat 1

Team Kobold vs. Team Mindflayer

Day 2: November 17th at 12pm PST

Heat 2

Team Tarrasque vs. Team Beholder

Day 3: November 24th at 12pm PST

All Stars Charity game for 826LA foundation

Day 4: December 1st at 12pm PST

Grand Finals

Drafting Phase:

Each game begins with a Drafting Phase that will determine the Characters played during the matches. There are 15 Pregen D&D5E Characters at Level 4 to choose from. These are available for review before the game. At the start of each game, the Captain from both teams rolls a D20. The team which rolls highest chooses first pick or 2nd pick.

Each Team has 2 Bans each with the following format:

A	B
Ban 1	Ban 2
Pick 1	Pick 2
Pick 4	Pick 3
Ban 4	Ban 3
Pick 6	Pick 5
Pick 7	Pick 8

B. HOW TO PLAY:

After the Draft phase, the first match begins. We enter into the Roll20 Battle Map and the Characters are placed in their spawn points. The Maps are available for you to look at on Roll20 before the game.

Each Match lasts a maximum of 45 minutes. Once 45 minutes is reached, we play until the end of the current round of combat.

RPGSports uses the standard *Dungeons & Dragons 5th Edition* rule set, with RAW (Rules as Written). This means that there are no house rules aside from those listed in **Section C: Additional Rules** of the *RPGSports Rulebook*. Familiarise yourself with the Standard D&D5E rules in the *Player's Handbook*. Free Starter rules can be found [here](#).

At the start of the match all players roll initiative to determine the Turn Order in which they act.

There is a Dungeon Master who is the rules referee & describes the environment your characters see and are engaging in. When you wish to take an action, as one would in a normal D&D game, you inform the Dungeon Master of the action you are taking eg. "I attack the opposing Player with my sword".

Use the Character Sheet in Roll20 to perform the Dice Roll action which determines the outcome of the action.

Win Conditions:

The aim of the game is to eliminate the opposing team. Your team wins when:

- When one team has eliminated all of its enemy PCs at the same time, they win the match.
- If a match ends because time has run out, and both teams have PCs that are not currently Eliminated, the team who eliminated the most enemies wins the match.
- If a match ends because time has run out, and both teams have eliminated an equal number of enemies, the team who dealt the most total damage to enemy PCs wins the match.
- In the case that this fails to break the tie, the team with the Most Remaining Hit Points wins the match.
- If all of the above conditions still do not yield a winning team, 10 minutes of Overtime is added. Initiative is rolled again, and the game is picked up with the same Statuses & Effects in play. The next team to score an Elimination wins the match.

*Damage Dealt to Eliminated Players does not count towards this number.

*Friendly Fire & Team Kills do not count towards tie-breakers, but do count towards the main win condition (all Teammates being Eliminated at the same time).

Dynamic Events:

To make combat more dynamic, Dynamic Events will trigger throughout each match.

Rounds 1-3: Magic Items are available on the Map during this time at set spawn locations on the Map. Find a list of the Magic Items available below.

Round 5: Traps become active on the Map at this time.

Round 6: Environmental Hazards become active on the Map at this time.

Traps & Environmental Hazards:

Traps become active at Round 5 into the Match. They are hidden from view unless they are sprung, or you spot one via a (Wisdom) *Perception* check. Traps are single use - once sprung they are deactivated. Taking a bonus action to spot a trap is made with *Perception* check. You will spot all traps within 30 feet on a success. They may be disarmed with a *Sleight of Hand* check (DC 12) while within 5 feet of the trap.

Environmental Hazards enter immediately at Round 6. They reduce the playable area on the Map. Entering into these areas deals damage upon entering into the space, and at the end of each of the players turn. It is important to note that Traps & Environmental Hazards damage does not count towards Team Kills or Damage Dealt.

Magic Items:

While all Characters start with no Magic Items, the following items are available at these locations on the Map for the first 1-3 Rounds of each match.

To acquire a Magic Item, you must spend a Bonus Action interacting with the Object to pick it up. Activating a Potion is a Free Action, while the Aura of Defence & Power are automatically

in effect once picked up. Magic Items are soulbound, meaning that they cannot be interacted with or transferred to another player.

1. Potion of Speed
2. Potion of Slipperiness
3. Potion of Heroism
4. Potion of Heroism
5. Aura of Power
6. Potion of Speed
7. Potion of Slipperiness
8. Aura of Power

Potion of Speed: Until the end of this match, you gain 15ft increased movement speed.

Potion of Heroism: Until the end of this match, you gain 10 [Temporary Hit Points](#). For the same [Duration](#), you are under the effect of the bless spell (no [Concentration](#) required). This blue potion bubbles and steams as if boiling.

Potion of Slipperiness: This potion's container looks empty but feels as though it holds liquid. When you drink it, enemies have Disadvantage to Attack Rolls against you. The effect ends early if you [Attack](#) or [Cast a Spell](#).

Aura of Power: Until the end of this match, you receive one use of Inspiration.

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C. ADDITIONAL RULES:

Turn One

On the first Round of combat, all Characters have their movement speed doubled.

Communication:

It is assumed that all of your Characters are equipped with a magical sending stone which allows them to communicate with the rest of the team. As this is a competitive format, in character vs. out of character knowledge is not an important distinction. As such, there is no DM Inspiration for impartiality.

We strongly encourage you to have a private team chat channel (text or voice) to use throughout the match. You are often audible to the opposing team, and as such will need a private channel in which to coordinate strategy.

Turn Timers

On their Turn, each Player has a total of 45 seconds to declare their action to the Dungeon Master. We don't count the time that it takes to move tokens, roll dice and work out results etc. It looks like this:

- The DM announces a player's turn. A 45 second turn timer begins. Keep in the mind that the opposing team can hear you during this time.
- Player announces their action(s) to the DM. (eg. "I'm going to move 30ft and cast Magic Missile").
- The DM responds, for the purpose of clarification or alteration (eg. "No, you can't do that").
- Once the DM approves the actions, and reminds you of any relevant Statuses or Effects. (eg. "Remember, you have Advantage").
- The turn timer finishes. The player is now free to take their time.
- The player rolls the dice and the results are announced.
- The DM announces the next PC's turn to both teams.
- There are two Roll20 Operators, and they alternate turns in the Initiative count so that as one actively works, the other is "catching up" on changing HP/statuses/etc, to avoid falling behind and making mistakes.

Tracking HP & Statuses:

Our independent Roll20 operator will be tracking the HP changes & statuses on your Characters eg. Blind, Grappled, Prone. It is important that you track your own statuses, as well as statuses which you have placed on other Characters in order to assist the Dungeon Master.

The Dungeon Master is also tracking these. In the case where a Status is not taken into account, be sure to notify the Dungeon Master.

Lighting & Line of Sight (LOS):

Use the Ranging Tool on Roll20 to test distances. The Dungeon Master has the final ruling on whether you have LOS. Cover rules are disabled. In addition, the Hide action is disabled in this format.

Readied Actions

Readied Actions are disabled in this format.

Elimination, Healing & Resawning:

When a PC is reduced to 0 Hit Points, it becomes Eliminated. So long as a PC is eliminated, its turn is skipped in Initiative (there are no Death Saving Throws in RPGSports). Eliminated PCs and their items may only be interacted with, or targeted by, a healing spell. This means items cannot be looted, bodies may not be moved etc.

When an Eliminated PC is healed, it respawns back at its team's Spawn Point with a number of Hit Points equal determined by the healing spell. The revived Character has their movement speed doubled for the first round after revival.

Timeouts & Disconnects

If a team needs more time to communicate, they may call a 3 minute timeout to discuss tactics privately. Each team has a maximum of 1 timeouts they can use per match.

If a Player disconnects, that team can call for a Pause by informing the Dungeon Master. The game pauses for a maximum of 5 minutes. If the disconnected player fails to return within the allotted time, another member of the Team can take control of their Character until they return.

D. THE GOLDEN RULE:

The Dungeon Master is the referee whose rule is final in the case where there is a judgement called that needs to be made. RPGSports is designed to have as few of these moments as possible, though it is always a possibility in a game such as *Dungeons & Dragons*.

If the Dungeon Master forgets a status, effect or other such ruling, please remind them on the correct Turn. If the Turn has passed upon which this ruling may have affected the outcome (eg. forgetting that you should have rolled with Advantage), there will be no adjustments after the fact.

Courtesy & Etiquette:

While this is a competitive tournament, what is ultimately important is that you have fun! If we're not all having a good time playing D&D together, we're doing it wrong. Please be courteous and respectful to other player's, crew and of course the Dungeon Master who has a very tough job! The D&D Community is known for it's positivity and co-operative nature, and as ambassadors of the hobby, we expect you to emulate that.

Please note that anything you can do to help facilitate play is greatly appreciated! Being punctual, ready to play, and having swatted up on rules not only helps you to win the \$5000 pool but also helps the game to flow fluidly.

Disqualification:

If a player or team is found to have been purposefully breaking the rules, this will result in an immediate disqualification. Furthermore, failing to uphold our courtesy & etiquette guidelines could result in a disqualification for a player and/or team.