

# Tyrol and Dragons, rules

– English version –

**Translation: Dunbar Finn**

VERSION 1.0 OF MARCH 30, 2021







# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
1.1	Foreword . . . . .	5
1.2	Tyrol and Dragons . . . . .	5
1.3	List of translated forum Topics . . . . .	5
1.4	How do I play in Tyrol and Dragons? . . . . .	6
<b>2</b>	<b>Player</b>	<b>7</b>
2.1	Flair profile . . . . .	8
2.2	Character creation . . . . .	8
2.2.1	TnD Characters . . . . .	8
2.2.2	Creation . . . . .	9
2.2.3	Abilities . . . . .	9
2.2.4	Tasha Cauldron's of Everything . . . . .	10
2.3	Game environment . . . . .	10
2.4	Leveling . . . . .	10
2.4.1	Milestone system . . . . .	11
2.4.2	Beta-testing your character . . . . .	12
2.5	Death of the Character, what now? . . . . .	12
2.6	Activities between Adventures - TnD Crafting System . . . . .	12
<b>3</b>	<b>Dungeon Master</b>	<b>15</b>
3.1	Becoming a Dungeon Master . . . . .	16
3.2	A couple of rules for DMing . . . . .	16
3.2.1	One-Shots . . . . .	16
3.2.2	Keep it Simple . . . . .	16
3.2.3	Your own character . . . . .	16
3.2.4	Death of a player character . . . . .	17
3.2.5	Gold, Treasures, Magic Items . . . . .	17
3.2.6	MAGIC ITEMS! . . . . .	17
3.3	Game Master Milestones! . . . . .	17
3.3.1	Special Milestones . . . . .	18







# Chapter 1

## Introduction

### 1.1 Foreword

This document contains the rules of the collaborative setup of Tyrol and Dragons, a D&D and RPG community in Tyrol, Austria. These rules allow to dynamically bring together different characters and players (DM included) over different sessions, and reduce the unbalance that could appear from different DM'ing styles.

The original set of rules is available in German, this is a translation to English to help the few international players to fully understand these rules.

Most of the translation has been made using the free version of the automated tool from [DeepL.com](#). From this base, multiple modifications have been made: the content has been reorganized (removal of duplicates, ordering) to fit better with the booklet format; many sentences have been rephrased to clarify the text as the automated translation is not always very pleasant to read.

### 1.2 Tyrol and Dragons

You can reach the community for help on the forum<sup>1</sup> or through the following channels:

- [Contact form](#)
- [Discord](#)
- [Facebook](#)

### 1.3 List of translated forum Topics

- ✓ [Spielregeln & PDF](#)
- ✓ [Wie steige ich Stufen auf?](#)
- ✓ [Wie spiele ich mit bei Tyrol and Dragons?](#)
- ✓ [Wie erstelle ich einen Charakter?](#)
- ✓ [Tod des Charakters, was nun?](#)
- ✓ [Aktivitäten Zwischen den Abenteurer - TnD-Craftingsystem](#)
- ✓ [Wie werde ich Spielleiter/Spielleiterin?](#)

---

<sup>1</sup><https://tyrolanddragons.at/>



- ✓ Einige kleine Regeln für Dungeonmaster
- ✓ SpielleiterInnen Meilensteine!

## 1.4 How do I play in Tyrol and Dragons?

**Source:** Wie spiele ich mit bei Tyrol and Dragons?

It doesn't take much to join Tyrol and Dragons and start playing. You first need an account on our forum<sup>2</sup> and then you can start right away!

The next thing you need is an exciting character to play. The rules for creating characters are explained in the rest of this document. If you don't know how to do this yet and you want to play Dungeons and Dragons for the first time, no problem! You can always find help on our platforms (see Section 1.2). Either a veteran will help you create your character or a game master will rush to your aid!

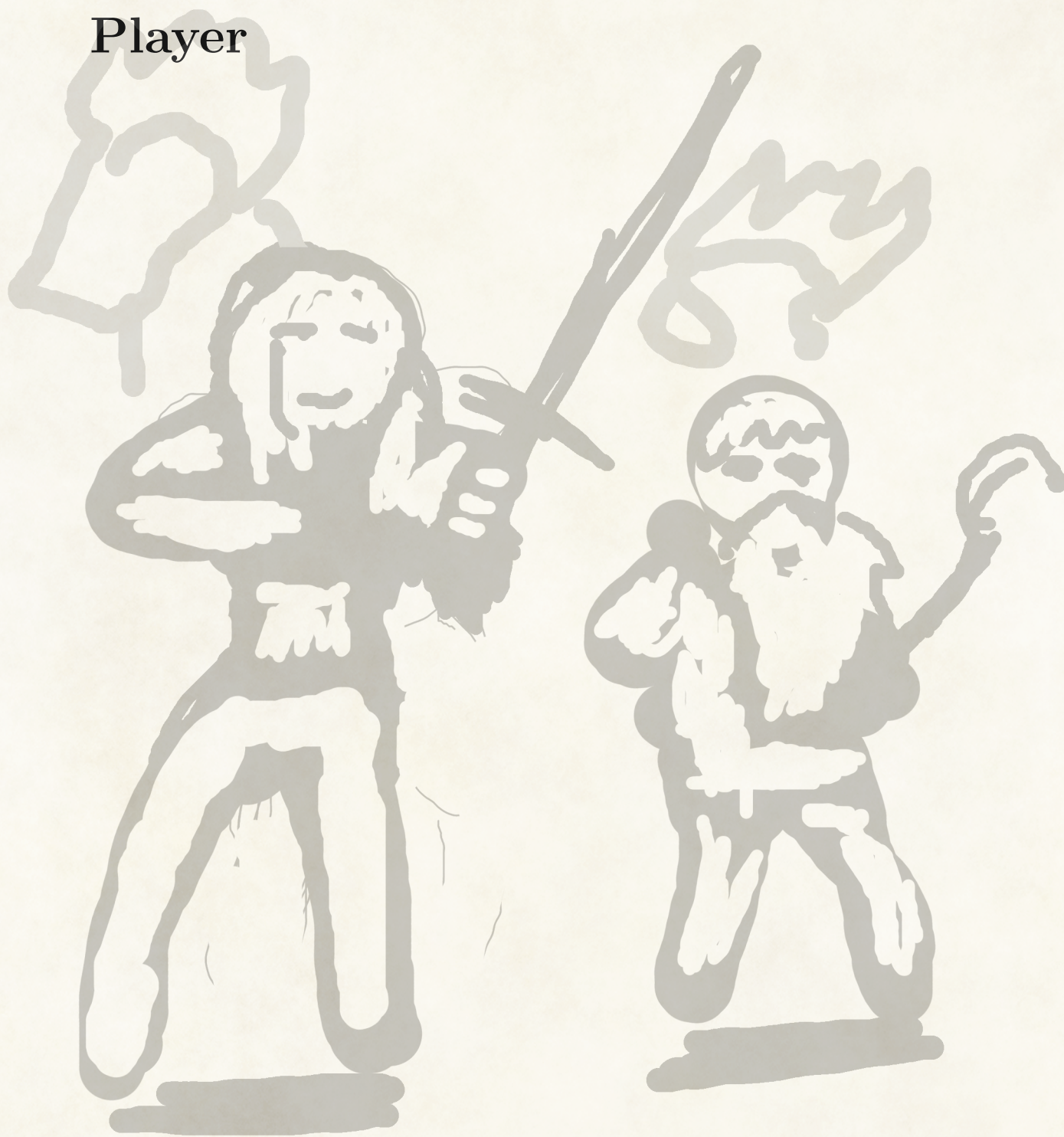
---

<sup>2</sup><https://tyrolanddragons.at/>



## Chapter 2

### Player





## 2.1 Flair profile

In TnD, player's activity is tracked using the forum's Flair profiles. You get +1 Flair either when one of your character plays or when you DM. Flair is counted separately for each of your characters and DMing. Figures 2.1 and 2.2 show some examples of Flair profiles. See section 2.4 on how Flair is used.

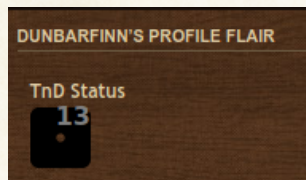


Figure 2.1: Dunbar has only one character and never DM'ed in TnD, all his Flair is allowed to his 1<sup>st</sup> character.

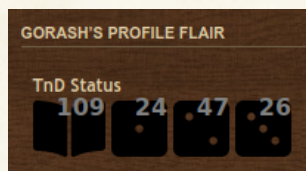


Figure 2.2: Gorash is a very active member, he DM'ed a lot and has 3 characters with various experience.

## 2.2 Character creation

**Source:** [Wie erstelle ich einen Charakter?](#)

**Source:** [Spielregeln & PDF](#)

To create a character, you basically only need a Player's Handbook for Dungeons and Dragons 5e. If you don't have one yourself, no worries! You can get in touch with the community to get some help (see section 1.2).

### 2.2.1 TnD Characters

In TnD, you are allowed to have two characters, which you can use and play with freely! To get a 3<sup>rd</sup> character, there is an additional condition: you must have played at least total 30 game sessions, this includes the sessions of your characters and the sessions you have made as a game master (see *Flair* profile). To start with your 3<sup>rd</sup> character please use the [contact form](#) and contact one of the moderators. You will then receive a 3<sup>rd</sup> "session banner" for your profile. This "profile flair" will then count the sessions played for your 3<sup>rd</sup> character.

The following basic rulebooks of Wizard of the Coast are allowed:

- 5e Player's Handbook (PHB)
- 5e Elemental Evil Players Companion
- 5e Sword Coast Adventurer's Guide
- 5e Volo's Guide to Monsters
- 5e Xanathar's Guide to Everything



- 5e Mordenkainen's Tome of Foes
- 5e Tasha's Cauldron of Everything (see subsection 2.2.4)

The following variant rules of Wizard of the Coast are also allowed:

- Flanking 5e Dungeon Master Guide (DMG) eng. S. 251
- Multiclassing 5e PHB eng. S. 163
- Racial variants (Human variant PHB eng. p. 31; Tiefling Variants Sword Coast Adventurer's Guide eng. S. 118)
- Feats PHB eng. S. 165
- Tasha's Cauldron of Everything: Optional rules for PHB base classes.

An overview of everything you can play can be found in the following online tables:

- [List of playable Races and Subraces](#)
- [List of playable Classes and Subclasses](#)

### 2.2.2 Creation

To be able to play, your character needs a few things:

- Character Name
- Background
- Race
- Class
- Starting Equipment
- Ability Scores
- A character sheet, which you can find online here: [Character Sheet](#)

Ideally, you can think of a concept (maybe inspired from your favourite fantasy piece) and all the character's creation steps will come out of it.

### 2.2.3 Abilities

When you have decided which type of character you would like to play and picked up a race and a class and/or even a background, then it's time to decide about your character's stats. Check the PHB pages 12 and pages 175-178 for detailed descriptions of Attributes:

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom



- Charisma

In TnD, there are two ways to get them. The first one is called Standard Set<sup>1</sup>. It uses the following set of scores: {15, 14, 13, 12, 10, 8}. Spread them into the 6 abilities by freely assigning each value to an ability.

The other option is called Customizing Ability Scores<sup>2</sup>. With this method, you start with 8 in every ability and use points to increase each of them. See the book for details.

If you want to lower one of the values on purpose, this is also up to you and permissible. However, *you do not get any other bonus if you choose a value lower than the one given with the systems mentioned above*. However, make sure that you make a playable character, otherwise you and your fellow players will have no fun. (e.g. INT 1 = Braindead ;) )

Once your character is created, you can share it with the community, check this post ⇒ [Charaktere](#).

### 2.2.4 Tasha Cauldron's of Everything

TnD includes almost everything from Tasha's Cauldron of Everything:

- Artificier class
- all subclasses
- all optional rules for classes from the Players Handbook
- all Feats
- Magic items (see TnD-Item price list)
- All Spells
- Things that are not carried over from the optional rules:

There are a few things WotC are pointing out with the new book that have already been explained in other books. These are things we are not including as a general rule for TnD, as these are targeted for continuous campaign play.

These include what is not included as a rule: Customizing your Origin, Changing a Skill and Changing your Subclass).

## 2.3 Game environment

The game is set in the world of Toril - the official world of Dungeons and Dragons - which also includes Faern. But don't worry, you don't have to know the world to play. This is just to get a better orientation and to pick up some of the story and background from time to time. So make the world your own!

You can find the the DnD Wiki for the official world of Toril from WotC here: [Toril Wiki](#).

## 2.4 Leveling

**Source:** [Wie steige ich Stufen auf?](#)

<sup>1</sup>see English version of the Player's Handbook, p. 13, after the random allocation method)

<sup>2</sup>see PHB



### 2.4.1 Milestone system

Within the homebrew ruleset of Tyrol and Dragons, you can of course also level up with your character. Yey! However, progression is not XP-based but rather **Milestone**-based. The more often you as a player come to play the faster the faster your character will advance !

Each session brings your character closer to a level advancement. This is shown in your *Flair* profile (see forum<sup>3</sup>). If your profile does not get new Flair after a session, just write a ticket in the contact form.

**Table 2.1**

Hit Dice	Average
1d6	4 HP
1d8	5 HP
1d10	6 HP
1d12	7 HP

With every new level, your character gains additional Hit Points (HP). In TnD, we use the "average HP" rule. Thus, instead of rolling for the HP increase, just add the average value of your Hit Dice to the total (see table 2.1). Do not forget to add your Constitution modifier as well ! The number of sessions required to progress between two levels can be found in table 2.2.

**Table 2.2.** Level progression

Sessions required	Cumulated sessions (Flair)	Level progression
1	1	from 1 to 2
1	2	from 2 to 3
2	4	from 3 to 4
3	7	from 4 to 5
4	11	from 5 to 6
4	15	from 6 to 7
5	20	from 7 to 8
5	25	from 8 to 9
5	30	from 9 to 10
5	35	from 10 to 11
6	41	from 11 to 12
7	48	from 12 to 13
8	56	from 13 to 14
8	64	from 14 to 15
9	73	from 15 to 16
9	82	from 16 to 17
9	91	from 17 to 18
9	100	from 18 to 19
10	110	from 19 to 20
<b>Character milestones</b>		
<b>Reaching level 7</b>		1.000 gold piece bonus
<b>Reaching level 13</b>		10.000 gold piece bonus
<b>Reaching level 18</b>		100.000 gold piece bonus

<sup>3</sup><https://tyrolanddragons.at/>



### 2.4.2 Beta-testing your character

Sometimes a character build does not work as expected, or new ideas come with the first games. If you are not happy with your character, you can change race, class or background up until the 4<sup>th</sup> session. However, after the end of 4<sup>th</sup> session, you must set these parts of your character. So starting the 5<sup>th</sup> session, you will play with your final character. This rule is intended to give inexperienced players some time to try different character styles.

## 2.5 Death of the Character, what now?

**Source:** Tod des Charakters, was nun?

Oh dear, your beloved character - Matilda, the Brave Shieldmaiden - died an epic death in the last adventure against the ice giant Gromrom! Even though it was epic, you'd like to keep playing her. Thank Pelor! There are clerics, after all, and so all hope is not lost when the character dies.

If the adventure group brings back the character's body, the resident clergy can bring him/her back to life. This costs the character **3.000 gold pieces**. If there is no corpse the undertaking is more difficult but not impossible. A true resurrection costs **10.000 gold pieces**.

If this is not possible, all is still not lost! A new character can enter the world. However, one loses half (rounded down) of one's played sessions for the new character and thus may create a character of the corresponding level. In addition, when the first character dies, you get starting gold for the new character, which is calculated from the remaining sessions (rounded up)  $\times$  50 gp. Alternatively, you can also create a level 1 character. This one starts without additional starting gold.

A character can not be robbed by the other players in the group in which he died, regardless of whether the character is revived or not. This condition is important to avoid difficulties in the TnD system.

## 2.6 Activities between Adventures - TnD Crafting System

**Source:** Aktivitäten Zwischen den Abenteuer - TnD-Craftingsystem

Even seasoned adventurers need some time to relax between adventures! However some of them prefer to relax actively, and may want to use this quiet time to create great things. They'll explore markets to collect items, search for arcane materials in dangerous caves, seek help from masters for crafting or put hours of work into a piece of craft, until finally reaching a satisfactory state and holding a new item in their hand.

During an adventurer's life, you can craft up to 4 times, each time at a higher Tier (see table 2.3).

**Table 2.3**

Level required	Craftable
4	Tier 1 item or Consumables worth up to 800 gold pieces
8	Tier 2 item or Consumables worth up to 5.000 gold pieces
14	Tier 3 item or Consumables worth up to 20.000 gold pieces
19	Tier 4 item or Consumables worth up to 200.000 gold pieces

You can create one item per Tier for half the price. The full price is listed in the TnD price list. Alternatively, you can create "consumables", which you can put together freely. The



quantity is limited to a value listed for each Tier and you only have to pay half the price. Even though you can mix different consumables, you cannot craft a permanent item. You do not have to create your item as soon as you reach the level.

We also keep a public list online ([here](#)) where you can see what you have created and how and which Tier are still available to you. This list will only be updated on a monthly basis.

If you want to buy magic items directly and they are not found in the adventure, they are 15% more expensive than the TnD item price list.

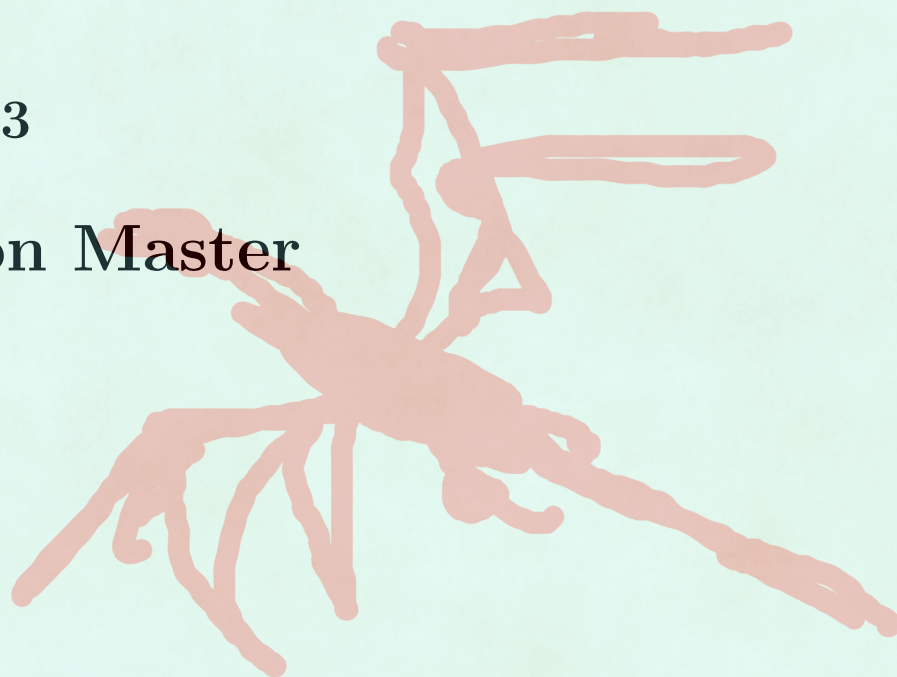






## Chapter 3

# Dungeon Master





## 3.1 Becoming a Dungeon Master

**Source:** Wie werde ich Spielleiter/Spielleiterin?

So you want to become a Dungeon Master (DM) for Tyrol and Dragons too? No problem! The more the better!

To become a DM, it is recommended to have played Dungeons and Dragons 5e a few times and to have played Tyrol and Dragons a few times. To keep the game experience similar there are a few rules we have agreed upon. Please ensure you have read the “Rules of the Game”.

After that, there is really only one thing left to do. Dungeon Masters get the mark ”DM” from other Dungeon Masters on the website. To do this, you just have to report briefly on one of our platforms (see 1.2) and someone will rush to your aid! Ta-da and then you’re a Dungeon Master!

## 3.2 A couple of rules for DMing

**Source:** (Einige kleine Regeln für Dungeonmaster)

In order for the Tyrol and Dragons project to work, there are a few basic conditions for all DMs so that everyone can pull in the same direction. Every game style is different and that is a good thing! Whether a Dungeon Master rolls dice openly or hidden, uses miniatures or just the fantasy, does a lot of fighting or just role-plays, everything is fine. The important thing is that is that everyone feels good and has fun!

The game is set in the world of Toril - the official world of Dungeons and Dragons - which also includes Faern. You don’t need to know the world to play. This is there to help you with some background information and storylines from time to time, but make the world your own!

### 3.2.1 One-Shots

In principle, the system of Tyrol and Dragons is based on One-Shots, meaning small adventures that last no longer than one session. This is often challenging, because the playing time is limited. You don’t need to play every moment, so feel free to elapse long journeys or similar events quickly.

### 3.2.2 Keep it Simple

The adventurers all play together in the world of Toril (Faern). Wherever in the world your adventure takes place, your players will arrive there. It is important that you limit the events of your story as far as possible to your one-shot. This means no apocalyptic scenarios that would permanently influence other game sessions. In this way, the fun can be preserved for everyone. Apart from that, there are no limits!

### 3.2.3 Your own character

As a dungeon master, it is certainly tempting to drag along your own character and and get levels for each session. That is clever, but not allowed in Tyrol and Dragons. You can only take one side at the table: player or Dungeon Master. It is also important not to give out items, recipes and other things in order to get them back to your own Characters. This break the balance between all players. It is forbidden and will be severely punished.



### 3.2.4 Death of a player character

A character can not be robbed by the other players in the group in which he died, regardless of whether the character is revived or not. This condition is important to avoid difficulties in the TnD system and problems between players. For what to do after a character death, see Section 2.5.

### 3.2.5 Gold, Treasures, Magic Items

Every real adventure needs loot! Everyone is happy about a magic artefact, new scrolls or other useful things that you can take with you into the next adventure! As a Dungeon Master you can use table 3.1 to determine the amount of gold to put in your adventure. The value of gold pieces that an adventure may throw off is calculated from the level average (rounded up to the nearest number) of the group. The table is calculated once per player and once for a group size of 5 players.

**Table 3.1.** Level progression

Level	Gold per player	Gold for 5 players
1-2	80	400
3-4	160	800
5-6	320	1.600
7-8	680	3.400
9-10	1.200	6.000
11-12	1.800	9.000
13-14	2.400	12.000
15-16	5.000	25.000
17-18	10.000	50.000
19-20	20.000	100.000

It is important to say that these gold values represent the MAXIMUM amount of gold and it is not necessary to give all of it!

You can go shopping with the gold value. Take the PHB and equip your dungeon as you wish. These things could be rewards, weapons, tools, rubies, coins, statues, scrolls, potions or magic items! Keep in mind that it's not uncommon for enemy items to break during combat. Thus, they may not be available for looting to the party after the fight.

Please do not use homebrewed items. It makes it very difficult for other DM to know what these items are. Therefore, for TnD, please stick to the items that can be found in the books. Exceptions are items that do not leave the adventure, like "Coffee of Healing" that just goes bad after the adventure or quest items. This is to prevent confusion and create an equal level for all.

### 3.2.6 MAGIC ITEMS!

Every adventure needs some kind of cool magic items! You can of course put some in your adventure! Check the online document referenced in Section 2.6 to see their value and the book in which they are described.

## 3.3 Game Master Milestones!

**Source:** SpielleiterInnen Meilensteine!



Dungeon Masters put a lot of effort and time to prepare each adventure! In order to thank them, we came up with the following system!

For every session a Dungeon Master leads, he/she will get closer to one of the milestones. Reaching certain number of sessions unlock rewards for the DM characters. The full list is provided in table 3.2. Some milestones unlock special gifts which are described hereafter.

As a Dungeon Master, you can redeem the milestones as soon as you have collected enough sessions in your profile Flair! To do this, write to a moderator via the contact form. He/she will adjust the desired character sessions for you and note in your “Usernotes” that you have collected your milestones.

**Table 3.2.** DM Milestones

Sessions DM'ed	Milestone
4	+1 Session for one Character
8	+1 Session for one Character
12	+3 Sessions for one Character
15	1.000 gold pieces for one Character
20	+4 Sessions for one Character
25	+5 Sessions for one Character
30	6.000 gold pieces for one Character
35	+6 Sessions for one Character
40	Your place on the TnD map
45	VIP status on the forum
50	+10 Sessions for one Character
60	You qualify as DM for TnD events
70	+10 Sessions and 5.000 gold pieces for one Character
80	+10 Sessions and 5.000 gold pieces for one Character
90	+10 Sessions and 5.000 gold pieces for one Character
100	You get an additional “Flair banner” for an extra Character
125	+25 Sessions and 11.000 gold pieces for one Character
150	+25 Sessions and 11.000 gold pieces for one Character
175	+25 Sessions and 11.000 gold pieces for one Character
200	One character is given a place on the TnD map
250	+25 Sessions and 25.000 gold pieces for one Character
300	+25 Sessions and 35.000 gold pieces for one Character
320	You can add an island on the TnD map
350	+50 Sessions and 35.000 gold pieces for one Character
400	Unlocking Flair Omega

### 3.3.1 Special Milestones

**Your place on the TnD map** You may add your own place on the TnD map and thus immortalise yourself in history! Whether it's an abandoned mine where silver was once mined and now people offer guided tours, or an old hunting lodge that burnt down and was rebuilt but is now home to the last nobles of a dynasty. It's your place and your history.

**VIP status in the forum** Let everyone know that you are an important part of TnD. Your name gets a great new colour and you get the status VIP!

**You qualify as a TnD event DM** Together with our team, you create your very own TnD event whether it's a Midwinter Extravaganza or Summer Festival of Love/Doom, you hold the



reins for a time!

**You may add an island to the TnD map** A new land has appeared and you get to write its history! You can add a new island to the TnD map as you wish.

**Unlock the Omega Flair** Oh the Omega Flair, it's something very special. With this special flair you can now create your character at any level and then level him up and down as you wish. Your equipment and your gold, however, remain the same. This way you can easily participate in all events!