SPELLBOOK QUESTS

ORDO PLAYER'S GUIDE



SPELLBOOK

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WELCOME TO SPELLBOOK QUESTS

SPELLBOOK QUESTS is Discord's most inviting organized play community, where your time at the table earns epic treasure and builds multiversal legends. Join the ORDO, a guild of elite adventurers sworn to uphold balance, and discover your next adventure on the QUESTBOARD.

Your character can come from anywhere in the multiverse—and explore every corner of it. QUESTS welcomes every setting and domain, giving DMs the freedom to weave their chosen adventures into the ORDO's mission of balance. From DMsGuild adventures, official Adventurers League modules, to Legends of Greyhawk adventures or even homebrew campaigns, any adventure can become a QUEST.

A simple, universal reward system brings these adventures together, helping you build your character and trade magic items with fellow players. Every qualifying session of three hours or more earns you a chest code to open a LOOT CHEST in the SPELLBOOK App. Chase the stories that excite you without repeating the same adventure just to collect a particular reward.

The item you've been searching for could be in your next **LOOT CHEST**—or waiting for you at the Mercantile Market.

WHAT IS A QUEST?

A QUEST is an adventure undertaken by a party of adventurers and may span one or more sessions. You do not need to finish the entire QUEST to earn session rewards. For games listed on the QUESTBOARD, the DM provides adventure details and the number of sessions planned. For campaign play, speak with your DM about the expected length of the QUEST.

Each player must participate for **at least three hours in a single session on the SPELLBOOK Discord** to receive a chest code. Longer sessions may award additional codes: two for six hours, three for nine hours, and so on. Each **LOOT CHEST** has its own redeemable code, and unused hours do not carry over between sessions.

Our Discord bot, **WEAVER**, tracks gameplay sessions to keep reward tracking simple, consistent, and fair.

GETTING STARTED WITH QUESTS

1. Join the **SPELLBOOK Discord**.
2. Create your character on DnDBeyond.
3. Register your character in the SPELLBOOK App.
4. Find a game on the **QUESTBOARD**.

The SPELLBOOK App tracks your characters, sessions, rewards, and achievements and provides community resources.

The **QUESTBOARD** connects you with DMs and fellow adventurers looking for their next QUEST.

The **SPELLBOOK Discord** brings everyone together to meet, organize, and play.

PLAYER AND DM ETIQUETTE

Follow SPELLBOOK's Code of Conduct and treat everyone with respect.

Arrive prepared, pay attention, be ready for your turn, and share the spotlight. Strong characters are welcome and encouraged, but everyone should have meaningful opportunities to contribute. Respect fellow players, DMs, and their characters, including characters with disabilities. Character choices, alignment, and the ORDO oath never excuse sabotage or disruption.

Safety and Boundaries. QUESTS uses the **Red Card** safety tool. Any participant may call "Red Card" or use the agreed signal to pause play without explaining why. Stop, adjust the content, and resume when the group is ready. The DM will discuss sensitive themes before play.

Player-versus-Player Conflict. PvP is permitted only in adventures that explicitly include it and requires the informed agreement of everyone involved before participation. Otherwise, PvP is not allowed, and the DM will stop it.

Rules Decisions. The DM makes immediate rules calls to keep play moving, and their ruling stands for the session. Bring unresolved rules disputes to the Rules Chat Discord channel for review afterward—not during gameplay. Discuss disagreements respectfully.

CREATING CHARACTERS

Every QUESTS character is a member of the **ORDO**, a multiversal guild sworn to uphold The Balance. Read the ORDO Primer for its lore and your character's place within it.

RULES SOURCES AND UPDATED CONTENT

Use the **Player's Handbook** or **D&D Basic Rules** alongside QUESTS-approved content. Consult the Source List and Banned List when choosing character options. An adventure's inclusion in QUESTS does not automatically approve its character options or rewards. QUESTS has its own reward systems.

Players and DMs use the most recent version of approved content. Older options remain available if they have not been replaced and are not banned. When an approved update replaces a character option, you have **10 days from its global release date** to update your character. New content becomes available when approved and announced through the SPELLBOOK App or our Discord.

RECRUITMENT INTO THE WATCH

Within the story of SPELLBOOK QUESTS, the ORDO observes potential recruits before approaching them. An act of courage, resistance to unchecked power, or the discovery of a dangerous truth may draw its attention. A senior officer eventually delivers a summons and directions to the Keep, hidden within the City of Doors.

The ORDO is a highly secretive guild with seemingly limitless resources. Generally independent of political allegiances, it intervenes where the balance is threatened. For more lore, players may read the ORDO Primer.

Recruitment is a character-creation prompt, not an invitation requirement for players. You decide how the ORDO discovered your character and why they answered its call.

Ask yourself: Who were you before the summons? What deed drew the guild's attention? What belief did you question? What do you hope to protect?

THE ORDO OATH

I stand where the balance falters.

I will guard the vulnerable, confront unchecked power, and judge the cost of my actions.

I will honor my companions and answer for my deeds.

Across all worlds, I serve the balance.

Upholding balance may mean restoring an ecosystem, stopping a tyrant, containing dangerous magic, or protecting innocent lives from conflict. It does not require preserving cruelty or creating suffering to offset a good deed. Members may disagree about what balance demands, but the oath never overrides player boundaries or cooperation at the table.

CHARACTER CREATION

Starting Level. Characters begin at **level 3**. Your level determines your character's tier.

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

Origin and Setting. Choose a home world and background from anywhere in the multiverse. The ORDO's base of operations is hidden within the City of Doors.

Languages. If your character's heritage language is not among the available choices, you may select it—for example, Infernal for a tiefling.

Ability Scores. Use Point Buy, then increase one ability score of your choice by **2** to represent your specialized ORDO training. This bonus may exceed the normal ability score maximum allowed at character creation. Your character must have an **Intelligence or Wisdom score of at least 10** to join the ORDO.

Alignment. Choose an alignment compatible with your character's oath and cooperation with the party. Good or neutral are suggested. Individual campaigns may have different expectations; discuss these with your DM before play.

Deity. Your character may follow a deity from their home setting or elsewhere in the multiverse. Gods go by many names, and service to The Balance takes precedence over religious allegiance.

Starting Equipment and Gold. Begin with your standard starting equipment and gold, plus a **1,000 gp stipend** for joining the ORDO.

Guilds and Factions. Your character may belong to other guilds or factions, provided those commitments allow them to honor their ORDO oath and cooperate with their companions. Membership does not automatically grant mechanical rewards. Your DM determines any story benefits or consequences within their campaign.

Permanent Class Choices. Once your character is created, their class and subclass choices are permanent. Choices made when gaining additional class levels or selecting a subclass are also permanent.

BEFORE PLAY

Resolve any character options flagged by the SPELLBOOK App before joining a QUESTS game. Consult the app's approved source list, banned list, and FAQ. If you need help, visit the **Ask Us Anything** channel on the SPELLBOOK Discord.

CHARACTER CHECKS AND SYNCING

The **SPELLBOOK App** attempts to sync with **D&D Beyond** whenever you open your character's page. It checks supported character data against QUESTS rules and flags restricted options for review. You can update your **D&D Beyond character link** directly on your character page.

A flag explains the issue and how to address it. It is a request to check or correct your character—**not an accusation of cheating**. We make mistakes, too. If a flag appears incorrect, request a review in the **Ask Us Anything** channel on the SPELLBOOK Discord.

A successful sync does not guarantee that every aspect of your character follows QUESTS rules. The app cannot verify every in-game effect or past reward, so you remain responsible for keeping your character accurate.

If you encounter an error, unexpected result, or suspected exploit, please report it in the **Report a Bug** channel. Your reports help us improve the app and keep QUESTS fair for everyone. I can neither confirm nor deny that big bug fixes have earned reporters bonus chest codes.

MUSTERING FOR THE GAME

Your DM has a **mustering channel** and a **voice channel** on the SPELLBOOK Discord. Each game has its own thread in the mustering channel. You'll receive a link on the app's notifications when you purchase a ticket or your RSVP is confirmed.

Before the game, share your character's mustering details in that thread so your DM and fellow players can prepare. Although your DM can access your character profile through your registration, posting these details keeps them readily available to everyone at the table.

To muster:

1. Open your character's page in the **SPELLBOOK App**.
2. Click **Copy Muster Info**, then paste it into your game's mustering thread.
3. Click **Copy Player Token**, then paste it into the same thread.

Mustering complete—happy gaming!

GAMEPLAY EARNINGS

Playing on the SPELLBOOK Discord earns rewards for you and your character:

- **Grim Tidings points:** Earn one point for every paid ticket purchased through the QUESTBOARD. Spend points to reroll LOOT CHESTS or attend Grimoire Gathering Special Events.
- **Advancement Notches:** Earn notches through qualifying QUESTS sessions and use them to level up your character. Campaigns may follow their DM's advancement plan.
- **Achievements:** Earn character-specific badges for memorable deeds, milestones, and accomplishments. Recorded in the SPELLBOOK App, achievements celebrate your character's story without granting in-game mechanical benefits.
- **Loot, Treasure, and Magic Item Cards:** Earn rewards through gameplay time to collect, spend, or trade. SPELLBOOK exclusive magic item cards can be collected in the character's logsheet.
- **Downtime:** Earn **10 Downtime Days for each completed QUEST**, or receive downtime at your campaign DM's discretion. Spend these days on downtime activities at your Bastion of Operations.

EARNING TREASURE

Treasure found during a QUEST may be used throughout that adventure's sessions. At the end of the QUEST, it is surrendered to the ORDO as evidence rather than retained as a permanent reward. Story-critical items may earn bonus coin at the DM's discretion.

After each qualifying gameplay session, you receive a **chest code** redeemable in the SPELLBOOK App. LOOT CHESTS contain random rewards, including coins, consumables, magic items, and limited-edition Magic Item Cards exclusive to SPELLBOOK QUESTS.

LOOT CHESTS replace adventure-specific magic item rewards, encouraging players to choose QUESTS for their

stories and challenges rather than a particular item.

MAGIC ITEM CARRY LIMITS

Your character's level determines how many magic items they may carry. You may own additional items, but they must remain at your Bastion of Operations—the Keep.

Character Level	Magic Item Carry Limit
3-4 (Tier 1)	5 Common items, plus 1 Uncommon or Rare item
5-10 (Tier 2)	5 Common items, plus 3 Uncommon items and 1 Rare or Very Rare item
11-16 (Tier 3)	8 Common items, plus 5 Uncommon items and 3 items of Rare or Very Rare rarity
17-20 (Tier 4)	10 Common items, plus 8 Uncommon items, 5 Rare items, and 3 items of Very Rare, Legendary, or Artifact rarity

LOOT CHEST REWARDS

A chest code's rarity is determined by the **level of the adventure in which it was earned**, rather than your character's level when opening it.

Magic Item Cards. Cards pulled from a chest may be added to your collection. Some represent items straight from the books; others feature additional properties, limited-edition artwork, or unique, one-of-one artwork autographed by the artist.

Gold Rewards. Chests award a random amount of gold based on your character's level when the chest code was earned.

Purchasing Magic Items. Magic items and consumables may be purchased at the Mercantile Market.

Other Supernatural Rewards. SPELLBOOK QUESTS does not award boons, charms, or blessings.

Advancement. Each qualifying session awards **one Advancement Notch**, regardless of its length or the number of chests allotted.

OPENING A LOOT CHEST

1. Sign in to the **SPELLBOOK App** and open your character's page.

2. Scroll down to **Loot Chest Codes**.

3. Click **Copy Code**, then **Redeem**.

4. On the Loot Chest page, paste the code into the **Redeem Chest Code** field and click **Redeem**.

5. Review your treasure and any Magic Item Cards pulled. Accept the rewards or spend **one Grim Tidings point** to reroll the chest.

Each chest may be rerolled **only once**, and the new results replace the original results completely. If you earned multiple codes, redeem each separately.

Good luck!

TIER-APPROPRIATE RARITIES

The tier of the adventure in which the Loot Chest was earned determines its maximum rarity.

Tier 1	Uncommon
Tier 2	Rare
Tier 3	Very Rare
Tier 4	Legendary

GAINING LEVELS

QUEST Campaigns. Campaign DMs may use a different advancement plan. Talk with your DM before play about how characters will gain levels throughout their planned QUESTS.

QUESTBOARD Sessions. Each qualifying session of **at least three hours** earns **one Advancement Notch**, regardless of its length. Record your leveling on your D&D Beyond character sheet. The SPELLBOOK App syncs your progress when you open or refresh your character page.

After earning **four notches at your current level**, you may level up immediately or wait until after a session of your choosing.

Additional notches earned while delaying your level-up **do not carry over**. When you advance to the next level, your notch count resets to zero.

GRIM TIDINGS

Every **paid ticket** purchased through the **QUESTBOARD** earns you **one Grim Tidings point**. Free-to-play QUESTS do not award Grim Tidings.

Grim Tidings belong to **you, the player**, rather than an individual character. The SPELLBOOK App tracks your points, and you choose where to spend them:

- **Loot Chest rerolls:** Spend **one point** to reroll any one of your characters' LOOT CHESTS. Each chest may be rerolled only once, and the new results replace the original rewards completely.
- **Special event games:** Spend **five or more points** to join a special-edition adventure run by a SPELLBOOK resident DM.

ACHIEVEMENTS

Your character's legend is built on more than treasure. **Achievements** celebrate memorable deeds, clever solutions, extraordinary victories, and unforgettable moments at the table.

Achievements fall into nine categories:

- **Combat Achievements:** Defeat powerful foes and accomplish exceptional feats in battle.
- **Epic Table Achievements:** Reach campaign milestones, earn recognition, and build a lasting legacy.
- **Exploration Achievements:** Discover secrets, navigate dangerous places, and overcome traps.
- **Funny and Weird Achievements:** Celebrate outrageous decisions, unlikely outcomes, and moments nobody will forget.
- **Healing and Support Achievements:** Protect companions, restore allies, and turn the tide through support.
- **Skill and Roleplay Achievements:** Uncover clues, keep promises, and resolve challenges through skill and personality.
- **Spellcasting Achievements:** Perform remarkable feats of magic through precision, power, and creativity.
- **Survival Achievements:** Endure deadly encounters, depleted resources, and brushes with death.
- **Teamwork Achievements:** Combine your strengths, set up your companions, and succeed together.

Each achievement has specific requirements and belongs to the **character who earned it**. DMs confirm gameplay achievements during or after a session; EPIC QUESTS organizers confirm community achievements. Awards are recorded in the **SPELLBOOK App**, creating a lasting record of your character's accomplishments.

Achievements provide recognition and **do not grant in-game mechanical benefits**.

DOWNTIME ACTIVITIES

Downtime represents the time your character spends training, studying, crafting, and preparing between adventures. Each completed QUEST earns **10 Downtime Days**, or your campaign DM may award downtime at their discretion.

Spend **one Downtime Day (1 DT)** for each day of activity requiring up to **eight hours of work**. Activities undertaken during an ongoing adventure or campaign require your DM's approval.

Copying Spells. Spend **1 DT per spell of levels 1–4** or **2 DT per spell of levels 5–9** to copy a spell found during an adventure. Your character must meet the normal requirements and pay the applicable gold costs.

Crafting Equipment. Follow the approved crafting rules for time, costs, tools, and proficiency requirements. Ammunition is crafted in the quantities in which it is normally sold.

Scribing Spell Scrolls. Follow the approved scribing rules for time, costs, and spellcasting requirements. Scrolls must be scribed at the spell's base level, not at a higher level.

Manage copying, crafting, and scribing through the **Downtime Activities** section of your character page in the **SPELLBOOK App**. Select an activity, spend the required Downtime Days, and the app records the results automatically.

Trading Magic Items. Magic item trades cost Downtime Days, including trades between your own characters. Complete and record these exchanges in the app's **Trade** section, following the trading rules. Trading costs are handled there rather than through Downtime Activities.

TRADING AT THE MERCANE MERCANTILE

The **Mercane Mercantile** is the SPELLBOOK QUESTS community marketplace. Browse other adventurers' listings, discover treasures, and offer your own magic item cards for trade.

You may trade **one permanent magic item card for another of the same rarity**. Both items must have valid QUESTS records, and each character must be eligible to carry the

item they receive. You can perform trades between your own characters.

Record the exchange on both characters. Ownership transfers completely; the former owner retains no copy, and any expended uses remain expended if not rechargeable.

Trading characters do not need to share an adventure or home world. No gold fee to make a trade. Consumables cannot be traded.

Browse the Mercane Mercantile

DEATH, RECOVERY, AND RETURNING TO PLAY

Death, curses, and other consequences follow the **5.5e rules** during a QUEST. Some adventures carry greater risks than others; the DM will explain any heightened stakes before play.

Returning to Life. If your character remains dead at the end of an adventure and the party has preserved the necessary remains, the ORDO can arrange resurrection between adventures for **300 gp and 10 Downtime Days**. You retain earned rewards, but resurrection does not restore consumed items or undo the adventure's outcome.

Campaign Consequences. Continuing campaigns may use different recovery rules with prior player agreement. Discuss with your DM how those consequences affect your character's return to other QUESTS tables. Permanent retirement should be an informed choice made by the player.

Returning to Play. Between unrelated adventures, begin with the benefits of a **long rest** and recharge items according to their descriptions. Continuing sessions may preserve depleted resources and ongoing effects when the story requires it.

Downtime and Bastions. Each completed QUEST awards **10 Downtime Days**, unless otherwise noted. Spend these days on downtime activities at your Bastion.

SUPPORTING DUNGEON MASTERS

DMs bring QUESTS to life through preparation, storytelling, map setup, and countless details behind the scenes. By registering sessions in the **SPELLBOOK App**, they also make game logging largely automatic for their players.

Recognizing Your DM. After a game, you can rate your DM, send a private thank-you, or offer constructive feedback. Our roster continually works to improve the player experience and maintain consistent standards across QUESTS. If your session was especially memorable, tell us through the brief **end-of-game feedback form**. At the end of each season, SPELLBOOK rewards DMs who go above and beyond for their players.

Paid Games. SPELLBOOK roster DMs complete assessments and trial games. They set their own ticket prices and receive a substantial, fair share of ticket sales. Tips and gratuities are not accepted, though the sentiment is sincerely appreciated.

Supporting Your Table. Confirm your attendance, keep your character accurate and compliant with QUESTS rules, and treat everyone with respect. Arriving prepared and contributing to a welcoming table are some of the best ways to support your DM and fellow adventurers.

AFTER EVERY SESSION

1. **Approve your game.** Open your character page in the SPELLBOOK App and scroll to **Completed Games Awaiting Approval** near the bottom. Review the session, then click **Add to Adventure Log**.

2. **Update DnDBeyond.** Record spent consumables, gold, and significant character changes on your character sheet.

3. **Redeem your Loot Chests.** Open your earned chests and add any awarded magic items or consumables to your DnDBeyond inventory.

4. **Check your rewards.** Confirm that DM-approved achievements and your Advancement Notch have been awarded automatically. Grim Tidings are earned through **paid QUESTBOARD ticket purchases**, not session completion.

5. **Choose whether to level up.** If you have four Advancement Notches, you may advance or delay your level-up. Apply any level changes to your DnDBeyond character sheet before your next game.

6. **Sync your character.** Refresh your character page in the SPELLBOOK App to sync your D&D Beyond updates, then review the results for accuracy.