

You take the first turn and start with the d20. From then on, when you receive the d20, it is your turn.

On your turn roll the d20. You may ignore this roll and act as if it were a different number, but don't hide what was rolled.

1) **Disaster!** Communicating coherently, describe the threat that kills the characters. Tell each other player to describe their character's death. The game ends

2-4) **Monster!** A dangerous threat appears. Write down its statistics and describe it. Pass the d20 to the Warrior

5-7) **Trouble!** A deadly trap is sprung. Describe the peril it causes. Pass the d20 to the Troublemaker

8-10) **Sorcery!** Vile magic is unleashed at the heroes. Describe its horrifying effects.

Pass the d20 to the Wizard

11-13) **Discovery!** A secret is revealed or an opportunity uncovered. Describe what new possibility awaits the heroes.

Pass the d20 to the Wizard

14-16) **Treasure!** An object of great value or potent magic is found. Write down its curious nature and describe what it is worth or can do. Pass the d20 to the Troublemaker

17-19) **Battle!** The tide of battle has turned in the heroes' favor. Write down how the battle has changed and describe it to the players. Pass the d20 to the Warrior

20) **Victory!** Communicating coherently, describe a major success for the characters. Tell each other player to describe their character's reward. The game ends

- Play with a d20, seated at a table, and this sheet in front of you. Use empty space above to write and draw
- Use gestures and expressions, but don't speak or sign coherently (optionally use sounds, but not words)
- When writing or drawing use a utensil that won't leave a mark (eraser side pencil, capped pen, a spoon or fork)

## The DM

## 5E Compatible

When you receive the d20, it is your turn.

On your first turn write down your name and description.

On your turn roll the d20:

1) **Disaster!** Your magic has failed you. Write down how it altered you.

Pass the d20 to the DM

2-4) **Monster!** A monster has penetrated your arcane defenses. Write down your injury.

Pass the d20 to the Warrior

5-7) **Trouble!** Your magic solves a problem before anyone else notices.

Grin and pass the d20 to the Troublemaker

8-10) **Sorcery!** Your magic goes somewhat awry. Describe the unintended side effect.

Pass the d20 to the DM

11-13) **Discovery!** You discover a new spell.

Write it down. Pass the d20 to the DM

14-16) **Treasure!** Your arcane senses suggest this object is cursed.

Clearly you should give it, and the d20 to the Troublemaker

17-19) **Battle!** Unleash glorious battle magic upon your foes. Pass the d20 to the DM

20) **Victory!** Your magic saves the day, revel in it.

Pass the d20 to the DM

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## The Wizard

## 5E Compatible

When you receive the d20, it is your turn.

On your first turn write down your name and description.

On your turn roll the d20:  
1) **Disaster!** Your feat of daring goes poorly. Write down what it costs you. Pass the d20 to the DM  
2-4) **Monster!** For some reason, a monster comes after you. You deftly dodge and avoid it. Pass the d20 to the DM  
5-7) **Trouble!** In your element, write how you turn trouble to your advantage. Pass the d20 to the DM  
8-10) **Sorcery!** Oh no! Magical traps are the worst. Pass the d20 to the Wizard  
11-13) **Discovery!** You find a secret passage, let some else explore it. Pass the d20 the Warrior  
14-16) **Treasure!** You find valuables. Quick, write them down before anyone else notices! Pass the d20 to the DM  
17-19) **Battle!** Battle erupts around you. You don't belong here. Pass the d20 to the Warrior  
20) **Victory!** Your feat of daring is perfection itself. Write down who you have impressed. Pass the d20 to the DM

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## The Troublemaker

## 5E Compatible

When you receive the d20, it is your turn.

On your first turn write down your name and description.

On your turn roll the d20:

1) **Disaster!** Your weapon has broken!

Cross it out and draw another one. Pass the d20 to the DM

2-4) **Monster!** A horrid monster must be faced with bravery. Pass the d20 to the DM

5-7) **Trouble!** A trap is interrupting your combats. Pass the d20 to the Troublemaker

8-10) **Sorcery!** You have been cursed by some foul sorcery. Ask the Wizard for help, passing them the d20

11-13) **Discovery!** Your foe has revealed a secret. Tell the other players and pass the d20 to the Wizard

14-16) **Treasure!** Finally! You find a magic weapon or armor. Write it down. Pass the d20 to the DM

17-19) **Battle!** In the midst of battle, boast of your prowess. Pass the d20 to the DM

20) **Victory!** You have defeated all of your foes, for now. Reflect on the battle and pass the d20 to the DM

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## The Warrior

## 5E Compatible

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Designed by Mendel Schmiedekamp (he/him)

### Notes

When you wonder about why 5E Compatible works the way it does, roll the d20:

1) **Disaster!** Leaving no marks while writing is another way to communicate non-verbally.

2-4) **Monster!** The DM has permission to cheat. And the players can easily tell when it happens.

5-7) **Trouble!** The odds are that there will be about 30 total turns. But it is unpredictable, especially because the DM can cheat to make the game longer or shorter.

8-10) **Sorcery!** This larp is an examination of representing a TTRPG within the context of larp.

11-13) **Discovery!** This larp is also an examination of how representing a topic in larp changes the topic, in large and small ways.

14-16) **Treasure!** When the game is ending and the coherent communication begins, players have the chance to share their private recollections of the adventures they have (not quite) shared.

17-19) **Battle!** This larp violates the usual distinction between TTRPG and larp – it is a freeform larp that tries to meet all the category assumptions of a traditional TTRPG.

20) **Victory!** During your second play of 5E Compatible, consider allowing coherent verbal communication and leaving marks while writing and drawing.