

CONCLASH IV

CHARACTER

CREATION GUIDE

INTRODUCTION

This document provides you with the rules for creating characters for Conclash (formerly known as The Dead Wars), which holds the Guinness World Record for the most people playing Dungeons & Dragons.

Conclash characters exist in the world of Spearfall, where gods walk among mortals, and epic wars reshape the very fabric of existence. For more details on this world and its history so far, visit spearfall.com.

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CREATING YOUR CHARACTER

Use the character creation rules as presented in the 2024 *Player's Handbook* (PH), with the following notes. You begin play at 5th level.

Step 1: Choose a Species.

See *Allowed Rules* for available rules choices. Custom lineages found in *Tasha's Cauldron of Everything* are available.

Step 2: Choose a Class.

See *Allowed Rules* for available rules choices. All classes now choose their subclass at 3rd level, regardless of the source book used for that subclass.

Step 3: Determine Ability Scores.

Your ability scores are generated using one of the following methods:

- Standard set (15, 14, 13, 12, 10, 8).
- Point Buy variant: Customizing Ability Scores (PH).

Note that your +2/+1 (or +1/+1/+1) ability score increases are now determined by your Background, not your Species.

Step 4: Calculate Hit Points.

Use fixed values instead of rolling.

Step 4: Describe Your Character.

See *Allowed Rules* for available rules choices.

Alignment: Choose a non-evil alignment.

Background and Origin Feats: Choose a 2024 background to receive its specific Origin Feat. If you use a legacy background (pre-2024) that does not grant a feat, you must choose one of the following feats for your character: Magic Initiate, Skilled, or Tough.

Deity: You may choose any deity to worship from the list in the *Pantheon* section of this document. Clerics must choose a deity.

Faction: You may choose one faction at character creation. See the *Factions* section of this document for details.

You may only have membership in one faction at a time and cannot change it during a multi-table Conclash game.

Step 5: Choosing Equipment.

As a 5th level character, you may choose one of the following magic items to possess. You also receive your standard gear from your class and background, plus 500 gold pieces. The gold may be spent on mundane equipment, but not magic items.

You may start with a trinket of your choice from available rules choices. You can sell starting equipment using the rules in the *PH* and can buy equipment and spell components found in the *PH* or available rules choices.

- +1 weapon
- +1 shield
- +1 rod of the pact keeper
- +1 wand of the war mage
- +1 all-purpose tool (*TCE*)
- +1 amulet of the devout (*TCE*)
- +1 arcane grimoire (*TCE*)

- +1 bloodwell vial (*TCE*)
- +1 dragonhide belt (*FTD*)
- +1 moon sickle (*TCE*)
- +1 rhythm-maker's drum (*TCE*)
- Bag of holding

ALLOWED RULES

You can use non-optional rules found in the *2024 Player's Handbook*, the *Basic Rules*, and certain supplemental books listed below.

Core Rules

All characters must use the *2024 Player's Handbook* for core mechanics.

Supplemental Options

You may use subclasses, spells, and feats from the following books, provided they have not been superseded by a 2024 update:

- *Book of Many Things (BMT)*
- *Bigby Presents: Glory of Giants (BPGG)*
- *Fizban's Treasury of Dragons (FTD)*
- *Mordenkainen Presents: Monsters of the Multiverse (MPMM)*
- *Tasha's Cauldron of Everything (TCE)*
- *Xanathar's Guide to Everything (XGE)*

If you choose a species from a legacy book (like MPMM), you do not use the ability score increases listed in that book. Use the background-based increases from the 2024 Player's Handbook instead.

You may also use the rules found in the following digital publications, available on DMsGuild:

- *Elemental Evil Player's Companion (EEPC)*
- *Locathah Rising (LR)*

Additionally, the following variant or optional rules are available:

- Chapter 6: Customization Options (*PH*)
- Customizing Your Origin (*TCE*)
- Optional Class Features (*TCE*)
- Variant Human Traits (*PH*)

All characters must use 2024 rules where an update exists (e.g., Species, Backgrounds, and Classes.)

You may use homebrew or additional content only with express permission from your Dungeon Master.

PANTHEON

Aether, the Goddess of Life, Nature, and Healing; symbolized by a Star with raindrops

Corvinus, the Goddess of Tricky, Thieves, and Spies.

Drez, the God of Protection, Religion, and Courage; symbolized by a suit of armor filled with aura.

Elina, the Goddess of Peace; symbolized by running water and waterfalls.

Glint, the God of Treasure; symbolized by a crown with gleaming gems.

Hellier, the God of Death, Afterlife, Affliction, and Blood; symbolized by a disembodied skull.

Retorum, the God of Combat, Destruction, and Vengeance; symbolized by crossed swords.

Tros, the God of Knowledge, Wisdom, and Intellect; symbolized by an eye.

Varthos, the Goddess of Elements, Oceans, and Weather; symbolized by the different elements.

Vitalia, the God of Fertility; symbolized by a flowering tree with fruit.

FACTIONS

Arcane Registry dedicates itself to understanding the forgotten magic of ages long past. They solve problems with magic and knowledge.

While there is a focus on research and scholarly duties, that does not remove the need for explorers and warriors.

Following the events of The Faction Wars, the Arcane Registry established a new seat of power in New Arcanum.

The Industrialists fight with steel and tech, believing that all can, and will, benefit from technological advancement.

Following the events of the Faction Wars, some of the Industrialists have fractured off into independent groups such as Mechanist Raiders who operate along the coast.

Nature's Pathway strives for balance in all things. As scouts, rangers, and guides, they strive to connect everyone to nature and to teach them how to live in harmony with the earth.

They have a World Tree which connects living things together.

The Protectors of the Old Gods believe that, in a world with gods and devils, our best chance at progress is to trust in the gods of old.

They have banded together, determined to burn bright and bring peace and healing to the world. Their allied victory in the Faction Wars, along with Nature's Pathway and the Unbound, allowed the resurrection and return of Elina, the Goddess of Peace.

The Unbound are a collection of farmers, builders, shopkeepers, and other workers.

The Unbound stands for the everyman, the farmer, or the builder. The power of the many and the backs of the working class will pave the way to the future; nothing more and nothing less.

After the Faction Wars, they earned their own governing seat in Kingdom Grand and their own military access to a Hero Serum. Some of the Unbound have split off into a new group called The Road, a thieves guild centered in Red Hawk.

RETURNING CHARACTERS

If you have a character from a previous Dead Wars or Conclash event, it is grandfathered in. You are not required to rebuild it using 2024 rules. You may keep your original 2014 stats, features, and species. However, any character above 5th level must be down-leveled to Level 5. Adjust your HP to the fixed 5th-level value and remove features gained above level 5.

LEGACY BOONS

If you have a returning character or proof of past participation, you may choose one boon for each year you served, based on the division or battle you served in.

Conclash I: The Dead Wars

Cavalry: Advantage on Wisdom (Animal Handling) checks.

City Guard: Advantage on Charisma (Persuasion) checks with humanoid guards.

Gatekeepers: Advantage on Strength (Athletics) checks to pull or carry an ally to safety.

Wall Defenders: Advantage on saves against being knocked Prone.

Conclash II: The Divine Wars

Veteran of Evenfell: Advantage on saves against being Frightened.

Veteran of the Divine Realm: Resistance to Radiant damage from spells.

Conclash III: The Faction Wars

Arcane Registry: You can cast *Detect Magic* once per long rest.

Industrialists: Repair a small non-magical object during a short rest, such as a weapon, shield, lock, or cart wheel.

Nature's Pathway: Advantage on Wisdom (Survival) checks.

Protectors of the Old Gods: Grant advantage on one Death Save to yourself or an ally (once per long rest).

The Unbound: Advantage on the first Constitution saving throw you make each combat.

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