

SET-UP GUIDE

This is intended to be a set-up guide for new players, guest players or players already in the group who need to start fresh for whatever reason, such as setting up on a new PC). Each section might also include a section about essential controls or session-specific set-up guidance, as applicable.

The core tools we will use for D&D remotely include:

1. D&D Beyond
2. A Virtual Tabletop (VTT), such as Foundry VTT or Roll20
3. The Beyond20 browser plugin to link D&D Beyond and the VTT
4. Discord for voice communication during sessions, as well as announcements, text messages and scheduling between sessions
5. Spotify for ambiance and music

D&D BEYOND

All characters are made on [D&D Beyond](#). This allows for the DM to have access to everyone's character sheets, as well as integration with the VTT of choice. This is completely free for the players.

A comprehensive guide to character creation is beyond the scope of this guide. D&D Beyond's character creation tool will automate a lot of the process for you. If you're uncertain what something means you can refer to the official [Basic Rules](#) that are free on D&D Beyond. Keep in mind that the DM might have specific guidance, put down restrictions or apply optional rules or rule variations. They will let you know, and if in doubt, ask the DM.

When the DM creates a new campaign, they will send you a link to join with a character. You might also be able to add an existing character if it's compliant with the restrictions of the campaign (e.g., which source material is enabled). Consult the DM if you have trouble adding a pre-made character to the campaign.

Both D&D Beyond and Beyond 20 (see below) have integrated dice rolling, and it can get confusing which is which. Therefore, it's recommended that you disable D&D Beyond's dice rolling feature in the character settings.

D&D Beyond offers more than just character and campaign management. You will also find all the D&D 5e source books available for purchase, but you probably won't have to pay to get access to them, as any source book owned by the DM is also available to you! Most importantly the Player's Handbook offers a lot more details about both character creation and game rules than the Basic Rules do.

BEYOND 20

This is a free browser plug-in that allows for integration between your D&D Beyond character sheet and the VTT. When configured properly, it will send neatly formatted dice rolls to the VTT and synchronise HP. There is a [Chrome extension](#) and a [Firefox extension](#).

Once installed you want to turn on "Add initiative roll to the Turn Tracker" in the settings (you will need to click "more options" to find this. Additionally, change "Roll20 Character Sheet Setting" to "D&D 5E By Roll20" to make the formatting of the rolls look nicer in Roll20.

VTT CLIENTS

As the name suggests, VTTs emulate the function of a physical tabletop and allow the DM to set the scene with maps and tokens, perform virtual dice rolls and facilitate combat. There are several options out there, so it's up to the DM which platform you end up using, either **Foundry VTT** or **Roll20**.

FOUNDRY VTT

[Foundry](#) is a very powerful tool for the DM, but for the players it is very simple to use. Foundry has lots of user-created modules that the DM can optionally add, so exactly which options are available to you as the player can be slightly different depending on the DM's choices.

The DM will send a link to join the session, where you select your user and join (the link may be in the form of an IP address, e.g., something like <https://192.168.0.1:30000>). The DM will have set up your permissions in advance, including the characters you can control (i.e., yourself and perhaps a pet or familiar).

FIRST-TIME SET-UP

Foundry should be more or less ready out of the box. However, depending on the modules your DM has installed, there might be some configurations you want to make. The DM will probably have installed a module to allow you to set your own panning and zooming options. This is particularly useful if you are using a touch pad. There is a settings menu in the top right where you can customise these.

ESSENTIAL CONTROLS

Zooming and panning your view. By default you use your mouse wheel to zoom and right click to pan your view. If the Zoom/Pan Options module is enabled by your DM you will have more options, such as the laptop-friendly pinch-to-zoom and two-finger click to pan your view.

Selecting a token you can control. Just click it!

Moving your character(s) token(s). When selected, you can move a token using the arrow keys or clicking and dragging it. There is also a more advanced method of preparing a movement with distance measurements, then activating pressing space. This can be useful if you're making complicated movements in combat and want to know exactly how far you can move before you move your token.

Indicating a target. You can indicate to everyone else a token you can't otherwise select, e.g. for indicating a target for an attack.

Measuring distances. There's a ruler tool to measure distances on the map in the left hand panel.

Measuring area of effect. There's a separate set of square, round and cone-shaped rulers for measuring out which tiles might be hit by an area of effect.

Dice rolls. These can be done in D&D Beyond through Beyond20, but it is also possible to make dice rolls directly in Foundry. These are functionally identical, so it's entirely up to you which you prefer.

On the right-hand side there's a panel with several tabs. Most important is the **chat tab** (speech bubble icon), in which all dice rolls are displayed. In the bottom there's a drop-down menu to change who are able to see the rolls you make. The **encounter tab** (fist icon) will display initiative order during combat. The **audio tab** (musical note icon) lets you change volume options. Finally, the **settings tab** (cog icon) lets you change miscellaneous settings.

ROLL20

[Roll20](#) is less user-friendly but offers much of the same core functionality as Foundry. Unlike Foundry, you will need to make a free account. The DM will invite you to a campaign on Roll20. Once you have joined the campaign you can press "Launch Game" to join the game session.

FIRST-TIME SET-UP

Roll20 should be mostly set-up out of the box, with a couple of exceptions. The player video/avatar size is quite big by default, so I recommend changing it to "Small" or "Names only". Also, since we use Discord for voice chat, you need to change both "I want to broadcast to others" and "I want to receive from others" to "Nothing (disable). Remember to click the Reconnect button right under to apply these settings.

ESSENTIAL CONTROLS

Panning and zooming your view. Use the scroll wheel to pan your view and CTRL + scroll wheel to zoom in and out.

Selecting your character. Select the first option in the top left menu and click on your character.

Measure distances. Use the ruler tool (fourth option in the top left menu) to measure distances on the map. You should toggle the visibility to Hide from others.

Highlight point. To highlight a point to others, such as which target you intend to attack, click and hold on the map with the select and move tool active.

Dice rolls. Making dice rolls in Roll20 itself is possible, but cumbersome. It's recommended that you use D&D Beyond with the Beyond20 extension. The only slightly tricky thing is when you roll for initiative at the beginning of an encounter you need to select your token before rolling for initiative on your D&D Beyond character sheet for the roll to be added to the ordered list.

DISCORD

[Discord](#) is a free application for voice and text communication, with persistent servers that you can connect to at will. The D&D group has a server set up, the DM will send you an invitation to join. There are several text channels and audio channels for different purposes, and what you can do will depend on your server roles. Only people with the DM role will be allowed to post in the announcements channel, for instance.

You can control yourself which text channels will send you notifications, including push notifications to your phone if you have the phone app installed. However, at a minimum it would be helpful for the DM if you enable notifications in the announcements channel.

SESSION SCHEDULING

In advance of each session, the DM will post a list of possible time slots in the announcements channel on Discord. Each option will have an emoji in front of it. You can then vote for each time slot by reacting to the post with the emoji corresponding to the time slots that you are available. There will also be an option to indicate that none of the options are suitable, and you can always reach out to the DM directly if you have anything more complicated to convey. Once all the votes are in, the DM will notify the group about the outcome of the poll. If you need a reminder about the time of the upcoming session, there will be an event listed above the channels in the left side panel.

MUSIC & AMBIANCE

To allow the DM to set the mood with music and ambiance remotely, we will use the [Spotify](#) "Listen Along" feature in Discord. This requires all players to have Spotify Premium! If you for whatever reason can't or don't want to pay for that you can discuss options with the DM.

LINK DISCORD & SPOTIFY

Linking your Discord and Spotify accounts is simple

1. Go to User Settings > Connections
2. Click on the Spotify icon in the row of icons. This will open a tab in your web browser.
3. Log in through the web interface.
4. In Discord there will now be a panel for Spotify settings under User Settings > Connections. You can toggle the "Display Spotify as your status" off between sessions if you don't want anyone to be able to snoop on what you're listening to.

There is no special set-up needed within Spotify itself, aside from installing the Spotify desktop application on the same computer that you are connected to Discord on.

JOINING A LISTEN ALONG SESSION

The DM will start a Listen Along session and post a link to join on Discord. You need to have Spotify running with a Spotify Premium account logged in. You simply click "Join" in the invitation, and you're set!

The DM can now control what is played through your Spotify. However, you control your own volume. You can mute the track or pause it entirely and you should synch up to everyone else as soon as you press resume.