



Campaign Profile:

Group:	D&D Term 2 2024, Group 11: Friday 5.30pm, 14-17y.o.
DM name:	Elodie
Pronouns:	she/her & they/them
Email address:	dnd13@aspergersvic.org.au

To assist players to find the group best suited to their skills, experience, and interests, we have asked our DMs to tell us about their campaign. The questions below are based on the feedback provided in the 2022 player survey. The information below has been provided by the DM for this group. It includes information about the campaign in general, how their group runs, allowed source books for characters and general reference, and anything else that might be useful for a player to know.

If you have questions about anything in this document, please contact the DM for more information using the email address provided. They will do their best to respond as soon as possible, but please allow them a few days as all of our D&D team are casual team members and have various commitments outside AV including work, study, and family commitments.

General campaign information	
Which edition of D&D does this campaign come from?	5th Edition D&D mechanics
Briefly describe the setting, plot, and lore for this campaign.	This campaign will be set within the official D&D world of the Forgotten Realms, with creative liberties. Some of the lore is either player-driven or determined by prior events from Aspergers Victoria campaigns. In terms of lore there are some minor tweaks. For example, 'Half-Orcs' are simply a subspecies of orc.

<p>Allowed source materials: Please select all of the books players may use in this campaign. (Please stick to these: if you use other books, your DM may either decline that character or require you to work with them to make adjustments.)</p>	
<p>The Player's Handbook</p>	Yes
<p>The Dungeon Master's Guide</p>	No
<p>Xanathar's Guide to Everything</p>	Yes
<p>Tasha's Cauldron</p>	Yes
<p>The Monster Manual</p>	No
<p>Volo's Guide to Monsters</p>	Yes
<p>Mordenkainen's Tome of Foes</p>	No
<p>Eberron: Rising from the Last War</p>	Yes
<p>Sword Coast Adventurer's Guide</p>	No
<p>Guild Master's Guide to Ravnica</p>	No
<p>Mythic Odysseys of Theros</p>	No
<p>Arms & Equipment Guide D&D 3.5</p>	No
<p>Other resources / DM comments</p>	The Wild Beyond the Witchlight character options are also allowed.
<p>About characters</p>	
<p>About characters: are there any races or character types / features which are not allowed in this campaign? Note: Any notes here are in addition to the existing rule that monsters and homebrew / custom characters are not allowed in AV D&D campaigns. Please see the player registration information for more details.</p>	<p>The feats Lucky, Great Weapon Master and Sharpshooter are banned; as are the Outlander background and Goodberry spell. Anybody who has a problem with the ban list or houserules is more than welcome to discuss it with me and we can work out a new solution.</p>

About characters: which alignments do you allow?	
Lawful good	Yes
Neutral good	Yes
Chaotic good	Yes
Lawful neutral	Yes
True neutral	Yes
Chaotic neutral	Yes
Lawful evil	No
Neutral evil	No
Chaotic evil	No
Unaligned	Yes
About character backstories : If a player creates a backstory for their character, will you ask about it / will they have a chance to share all or some of it?	I will ask them to send me their backstories, and if they wish, I will attempt to weave backstory elements into the ongoing campaign. They may also share as much or as little as they wish in the Discord server.
About the DM	
About you as a DM: what is your general DM style ?	I try to include a nice balance of drama and comedy in my campaigns. My sessions are not intense, though I do try to push the pacing, plot and general fun/entertainment value.
About you as DM: what is your campaign style ?	I'm all about rule-of-cool, fun and story. I will throw in the occasional cinematic-style combat or dungeon-style puzzle/obstacle.
About you as a DM: what does your typical D&D session look like?	I sometimes use paper miniatures and a battlegrid, both to give my sessions a fun pseudo-tactile feel and to assist in visualising space.

<p>About you as a DM: how story-heavy is your typical session?</p>	<p>My sessions are story-focused and somewhat player-driven, though I make sure things keep moving along to avoid boredom, lack of engagement or the feeling of the game dragging.</p>
<p>About you as a DM: what is your approach to rules in D&D?</p>	<p>Rule #1 is the 'Rule of Cool'! I try to adhere to the rules, but if a rule is detracting from the game or a misunderstanding of the rules is slowing things down, I have no qualms about ignoring mechanics or adding houserules.</p>
<p>About you as DM: how do you manage player involvement and communication, both in combat and outside initiative-based order?</p>	<p>I am not rigid, but I do try to spotlight characters and players if they have had a while since their turn, either because other players are more outgoing or their characters have been more relevant to recent situations.</p>
<p>About you as a DM: do you have any house rules / homebrew rules that you use in all of your campaigns? If you don't use a rule for all campaigns, please mention that and why you would use / not use that rule.</p>	<p>I use a lot of minor houserules, for example: I allow players to decide whether to use inspiration on a roll after seeing the number rolled. I sometimes also assign small additional effects to spells if they serve both the story and the spell's flavour.</p>
<p>About you as a DM: what role do magic and spells play in your campaigns?</p>	<p>I allow player creativity when it comes to not only magic, but any character abilities or ingenious plans... On my end, I like to maintain somewhat of a mystical atmosphere in my worldbuilding. Magic may sometimes play a large role, but that doesn't necessarily mean it's well-understood...</p>
<p>About you as a DM: what should players expect in their first D&D session in this group?</p>	<p>An explosive intro scenario! I will try to teach the mechanics and conventions to inexperienced players as the story unfolds, and make sure I have the bases of a Session Zero covered between sessions.</p>
<p>About you as a DM: is there anything that</p>	<p>Generally speaking, there is little I disallow</p>

you do not allow in your sessions?	aside from bad attitudes and things that would be inappropriate in any paid/professional game.
About you as a DM: what do you do to make your game world inclusive ?	I actively strive to include a variety of genders and pronouns in my sessions, and generally reject racial stereotypes that D&D has set precedents for.
About the players	
About player engagement : does this campaign continue in real-time between sessions (ie: do players need to email you between sessions to provide character updates)?	I like to be in contact with players between sessions to get the most out of the campaign and discuss exciting things to incorporate, for example art and character backstories. This is far from required, however; simply something that some players enjoy.
About the players: what D&D experience level is this session suitable for?	
Never played before	Yes
Beginner (played 1-2 individual sessions, not a confident player)	Yes
Intermediate (played for a while, somewhat confident player)	Yes
Advanced (played for several years / confident player)	Yes
Is there anything else that a player joining this group should know?	