



Campaign Profile:

Group:	Group 7: Friday 6.00pm, 18+
DM name:	Tarquin
Pronouns:	He/Him
Email address:	dnd4@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 Ed
Briefly describe the setting, plot, and lore for this campaign.	The setting and plot will be decided by the players in the group. After three years of the program if I have returning players mixed in with new, a 4th level set in Dragonlance will be run. If all new players are only in the group a level 1 adventure will be run in Forgotten Realms. Both worlds allow for standard builds.
Allowed source materials: Please select	

<p>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>	
The Player's Handbook	Yes
The Dungeon Master's Guide	Yes
Xanathar's Guide to Everything	Yes
Tasha's Cauldron	No
The Monster Manual	No
Volo's Guide to Monsters	Yes
Mordenkainen's Tome of Foes	Yes
Eberron: Rising from the Last War	No
Sword Coast Adventurer's Guide	Yes
Guild Master's Guide to Ravens	No
Mythic Odysseys of Theros	No
Arms & Equipment Guide D&D 3.5	No
Other resources / DM comments	Dragonlance Shadow of The Dragon Queen
About characters	
<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>	No monster races, no fae

About characters: which alignments do you allow?	
Lawful good	Yes
Neutral good	Yes
Chaotic good	Yes
Lawful neutral	Yes
True neutral	Yes
Chaotic neutral	Maybe
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?	Backstory can be shared and integrated into the game on a case by case basis at the will of the player of course
About the DM	
About you as a DM: what is your general DM style ?	Ranging from serious to funny dependant on the plot and circumstance
About you as DM: what is your campaign style ?	Again it depends on the plot. We might go a couple of weeks without a fight and just have heavy roleplaying and then have to spend a while session in one big fight
About you as a DM: what does your typical D&D session look like?	I use a mix of shared screen graphics and at table minitures using an extra camera with 3D scenery
About you as a DM: how story-heavy is your typical session?	All of the above really dependant on need or whim of the plot

<p>About you as a DM: what is your approach to rules in D&D?</p>	<p>I usually follow the rules but I can be flexible where needed.</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 use the initiative system in combat</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>Having run games over multiple editions there are some house rules. For instance when the roll is indeterminant and factoring in all modifiers I make the roll for the player</p> <p>For instance, listen checks at a door. If a player rolls high on a listen check they know they have passed, if they roll low they know they have failed and will want to reroll. If one player rolls high and the other low they know to go by the hight roll</p> <p>If neither player knows the rolled result they must guess. One hears a thump, the other hears nothing. Tbis encorages role playing instead of roll playing.</p>
<p>About you as a DM: what role do magic and spells play in your campaigns?</p>	<p>It can vary campaign to campaign and sometime magic can be used in odd ways</p>
<p>About you as a DM: what should players expect in their first D&D session in this group?</p>	<p>First after introductions and geting to know each other a bit checking of characters and making sure all the numbers add up, should that go well straight into the adventure</p>
<p>About you as a DM: is there anything that you do not allow in your sessions?</p>	<p>No bully behaviour. A light ribbing is one thing and might be expected but it can go too far</p>
<p>About you as a DM: what do you do to make your game world inclusive?</p>	<p>I like to think I am inclusve, challenging stereotypes is healthy and keeps playetrns in their toes</p>

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)?	No homework. We just run at the table
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)	Maybe
Is there anything else that a player joining this group should know?	Remember, it's just a game