



Campaign Profile:

Group:	Group 1: Monday 5.30pm, 10-13 y.o.
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?	5e
Briefly describe the setting, plot, and lore for this campaign.	It will start as a basic D&D game, if I gave away more than that it would spoil it
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.)	

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 Ravnica	No
Mythic Odysseys of Theros	No
Arms & Equipment Guide D&D 3.5	Yes
Other resources / DM comments	Minsc & Boo's Journal of Villainy
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 evil alignment, Chaotic Neutral only after advisement 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?	Character backgrounds will be used on a case by case basis in game
About the DM	
About you as a DM: what is your general DM style ?	Plot tends to go at the pace the players set with minimal prodding. As to serious or funny that is sometimes hard to predict. The players can set the tone as much as the plot does
About you as DM: what is your campaign style ?	I like to think my adventures are a good mix of elements. We can go a couple of weeks without na combat and then have a whole session dominated by it. Again the plot can determine the answer
About you as a DM: what does your typical D&D session look like?	I use a mixture of minitures (with an accompanying camera) and computer graphics on a shared screen
About you as a DM: how story-heavy is your typical session?	Some sessions may be light on story, some sessions may be deep. Again it's dictaed by the plot
About you as a DM: what is your approach to rules in D&D?	I usually follow the rules but I can be flexible where needed but with a smattering of house rules
About you as DM: how do you manage	I use the initiative system in combat

<p>player involvement and communication, both in combat and outside initiative-based order?</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>Some hoiose rules. When a determination is unknown, (for instance listen checks) I made the roll for the player, (factoring in all their modifiers) and inform the player of the in game result.</p> <p>Players can use a high roll to know if they have succeeded and a low roll to determine they have failed. If a player listens at a door they don't know what's on the other side. Two players have also have two wildly different results. By withholding the number rolled but describing the result the player/s must react on in game indicators instead of a dice roll.</p> <p>Two players listen at a door, one rolls an 18, one rolls a 3. They know who is right. One hears a bang behind the door, the other hears nothing, who is right? Roll playing vs role playing.</p>
<p>About you as a DM: what role do magic and spells play in your campaigns?</p>	<p>It can vary from cmpaign to campaign. Some may be magic heavy, some light. Again it will come back to plot</p>
<p>About you as a DM: what should players expect in their first D&D session in this group?</p>	<p>Generally getting to know a bit about each other while finishing chartacter generation. If most of the character generation is done we can get right into the game</p>
<p>About you as a DM: is there anything that you do not allow in your sessions?</p>	<p>No bully behavior, jokes between friends is one thing, 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 believe I'm inclusive, bucking sterotypes makes for surprising adventures</p>
<p>About the players</p>	

<p>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)?</p>	<p>We just play at the table, no homework</p>
<p>About the players: what D&D experience level is this session suitable for?</p>	
<p>Never played before</p>	<p>Yes</p>
<p>Beginner (played 1-2 individual sessions, not a confident player)</p>	<p>Yes</p>
<p>Intermediate (played for a while, somewhat confident player)</p>	<p>Yes</p>
<p>Advanced (played for several years / confident player)</p>	<p>Yes</p>
<p>Is there anything else that a player joining this group should know?</p>	<p>You should make sure you have dice</p>