



Campaign Profile:

Group:	Group 6: Thursday 6.00pm, 14-17y.o.
DM name:	Doyle
Pronouns:	He/Him
Email address:	dnd8@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?	D&D 5e Birthright (www.birthright.net)
Briefly describe the setting, plot, and lore for this campaign.	Birthright: Fallen Empire is a story based 5e D&D Birthright campaign game set on the continent of Cerilia. Here the various races compete for control of the empires in the hope of defeating the terrible Gorgon and his armies when they next rampage across the land. Our emerging heroes (the player characters) will deal with commoners and kings, thwart evil plots and shape the future of the empire. The campaign setting document will be

	emailed as each player signs up as it contains some additional items not in the regular source materials.
<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>	
The Player's Handbook	Yes
The Dungeon Master's Guide	Yes
Xanathar's Guide to Everything	Yes
Tasha's Cauldron	Yes
The Monster Manual	No
Volo's Guide to Monsters	No
Mordenkainen's Tome of Foes	No
Eberron: Rising from the Last War	No
Sword Coast Adventurer's Guide	No
Guild Master's Guide to Ravens	No
Mythic Odysseys of Theros	No
Arms & Equipment Guide D&D 3.5	No
Other resources / DM comments	
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</p>	<p>Fey, Dragonborn and Tieflings are discouraged, Drow do not exist. No psionics. Please see the campaign guide - available on request or download from http://www.birthright.net/</p>

characters are not allowed in AV D&D campaigns. Please see the player registration information for more details.	
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	Maybe
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 backstories should be no more than 500 words and emailed to the DM (CC DMA), some can be shared with other players in session 0, but most should arise naturally during the game. Where possible, I will link backstories with existing plotlines. Pre-gen character backgrounds are already woven into the storyline.
About the DM	
About you as a DM: what is your general DM style ?	I run a heroic story based game - sometimes it will be serious and scary, sometimes relaxed and funny. It will depend a lot on the players and the characters that they have chosen. I try to have multiple plot lines running so that I can increase or decrease to complexity to suit what the players can cope with.

<p>About you as DM: what is your campaign style?</p>	<p>The campaign is character driven with some dungeon crawling, some puzzles, some intrigue and some roleplay. How much of each is up to the players as a team, but I tend to favour first person roleplay.</p>
<p>About you as a DM: what does your typical D&D session look like?</p>	<p>I use miniatures and tokens on whiteboard tiles along with physical and digital maps. We use Discord for sharing documents and images</p>
<p>About you as a DM: how story-heavy is your typical session?</p>	<p>I love giving players a story-rich campaign: it's a large part of each session (at least 30 minutes total)</p>
<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>Combat and time critical actions needs to be in turn order so all players get a turn. General roleplay is more organic,</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 allow most of the optional rules from the source books listed and also have a 'critical fumble' chart that is used when players roll a '1'. I also refresh a used 'Inspiration point' if the players can roleplay their critical fumble well. House rules will be added only when needed. For example, the 2023 game required a 'how to deal with the process of becoming a lycanthrope' because we didn't want the player to lose their character just because it had been bitten.</p>
<p>About you as a DM: what role do magic and spells play in your campaigns?</p>	<p>Magic is both rare and a large part of the campaign. I stick to the rules for the mechanic of the spell but I do allow creativity. Birthright does have the mechanic for scaling spells upwards under special circumstances, so I'm happy to allow some flexibility.</p>

<p>About you as a DM: what should players expect in their first D&D session in this group?</p>	<p>The first session is very much an introduction of players and characters so that they can all be comfortable speaking up at the appropriate times.</p>
<p>About you as a DM: is there anything that you do not allow in your sessions?</p>	<p>I don't allow arguing over rules during a session. If there is a discussion needed, there is a place in the Discord for that.</p>
<p>About you as a DM: what do you do to make your game world inclusive?</p>	<p>One of the things that drew me to the Birthright setting in the 90s was that it was inclusive of race, gender, culture, and skin colour. Some stereotypes were retained alongside a challenge to that stereotype. For the campaign I run in this setting, the pre-generated characters have gender neutral names and backgrounds.</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>The Discord is often open between sessions for the purpose of communication, but it is not a requirement to use it outside of the session.</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>Maybe</p>
<p>Is there anything else that a player joining this group should know?</p>	<p>We use the Discord dice roller so that virtual rolls are public. I do treat D&D as a role play game where the players will need to work together as a</p>



	team to solve problems and combats - in character.
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