



Campaign Profile:

Group:	Group 9: Tuesday 6.00pm, 14-17y.o
DM name:	Fox
Pronouns:	He/Him
Email address:	dnd5@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?	originally this campaign is from 1st edition but we will be playing it using 5th edition
Briefly describe the setting, plot, and lore for this campaign.	The catastrophic war of good versus evil continues in the second chapter of the Dragonlance chronicles. With the return of the dragon minions of Takhisis, the Queen of Dragons, the land of Krynn has become more dangerous than ever. But as the nations of Krynn prepare to fight for their homes, their lives, and their freedom, longstanding hatreds and prejudices interfere.

	Venturing bravely forward the heroes hear rumours in the south of ancient weapons that may be used to oppose the evil dragons and their cruel masters
<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	No
Xanathar's Guide to Everything	No
Tasha's Cauldron	No
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</p>	Players are restricted to Human, elf, dwarf and halfling player races

<p>/ custom characters are not allowed in AV D&D campaigns. Please see the player registration information for more details.</p>	
<p>About characters: which alignments do you allow?</p>	
<p>Lawful good</p>	Yes
<p>Neutral good</p>	Yes
<p>Chaotic good</p>	Yes
<p>Lawful neutral</p>	Yes
<p>True neutral</p>	Yes
<p>Chaotic neutral</p>	Maybe
<p>Lawful evil</p>	No
<p>Neutral evil</p>	No
<p>Chaotic evil</p>	No
<p>Unaligned</p>	Maybe
<p>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?</p>	<p>Players are encouraged to have back stories for their characters and they are free to disclose or keep secret as much of their backstory as they choose</p>
<p>About the DM</p>	
<p>About you as a DM: what is your general DM style?</p>	<p>I am a rather relaxed GM who is more interested in the story than the rules</p>
<p>About you as DM: what is your campaign style?</p>	<p>We will be mostly following a pre published campaign module that has been adapted for use in 5th edition</p>
<p>About you as a DM: what does your typical D&D session look like?</p>	<p>I am a graphic artist by profession so I like to utilise digital maps and media in my</p>

	campaigns
About you as a DM: how story-heavy is your typical session?	Dragonlance is lore heavy world with a rich tapestry of events, places and people.
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.
About you as DM: how do you manage player involvement and communication , both in combat and outside initiative-based order?	As long as players are not being distracted by outside stimuli, they are free to do what they please. I encourage my players to make use of the player discord chat and meme pages
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.	For the most part I do not use house rules or homebrew rules, the exception for that are the few instances where I have to modify the rules to keep the original campaign story in line with 5th edition rules
About you as a DM: what role do magic and spells play in your campaigns?	In the world of Dragonlance, while magic exists and is quite powerful, magic overall is very rare and looked upon with fear and mistrust
About you as a DM: what should players expect in their first D&D session in this group?	a fun and relaxed environment to be involved in, gaming sessions with me tend to work the way they would IRL, people rock up around the start time, we talk about anything interesting, maybe discuss a previous ruling or event from the last session. We will have a recap session and then we get into the game.
About you as a DM: is there anything that you do not allow in your sessions?	I am fairly flexible
About you as a DM: what do you do to make your game world inclusive?	I tend to leave real world politics out of my games unless they pose an immediate impact, in which case I will modify to suit
About the players	

<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>No</p>
<p>About the players: what D&D experience level is this session suitable for?</p>	
<p>Never played before</p>	<p>Maybe</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>Magic and divine worship is limited due to the history of the world, there was a great cataclysm which scarred the planet and all traces of magic both holy and arcane vanished for almost 400 years. It is only now that any heroes able to wield it are appearing</p>