

		AV D&D Campaign Profile: online holiday program	
Group:		online holiday program 10-17y.o. Michael	
DM name:		I use he/him.	
Pronouns:		dnd3@aspergersvic.org.au	
Email address:			
<p>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.</p> <p>These questions below are based on the feedback provided in the 2022 player survey.</p> <p>The information below has been provided by the DM for this group.</p> <p>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.</p> <p>If you have questions about anything in this document, please contact the DM for more information using the email address provided.</p> <p>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.</p>			
General campaign information			
Which edition of D&D does this campaign come from?		5e core books	
Briefly describe the setting, plot, and lore for this campaign.		<p>You are employees-in-good-stead (ie members) of the Deep Speech Dragon Guild.</p> <p>It's the best job you've ever had. The pay is okay, and you have prospects of career progression. The health benefits are astounding. Everytime you're sent out on a mission you get free healing potions and a weeks worth of high quality rations.</p> <p>You also receive a silver fob pocket watch depth finder or compass (your choice) which has a purple dragon inscribed and coloured on it.</p> <p>(so, add 2 healing potions and 7 rations and choose the type of dragon fob)</p> <p>The deep speech dragon guild is a small but esteemed faction of explorers, dungeon delvers, and tomb raiders in the Forgotten Realms.,</p> <p>The guild tells the tale of 3 progenitor dragons who created the world, but ended up all trapped together in a dimensional pocket when <Door Knocker> ate <Navigator> when <Peace Keeper> was distracted by the native creatures found in the caverns of the dimensional pocket.</p> <p>At your level of the guild, you have no idea if any of that is true - or even how it could be true. You're here for the adventure.</p> <p>You do know that the upper echelons of the guild are named after each of the dragons: Door Knockers of the Deep Speech Dragons, Peace Keepers of the Deep Speech Dragons, and Navigators of the Deep Speech Dragons.</p> <p>Again, at your level you have no idea of their function - and what secret missions they may be involved in.</p> <p>This past morning , you were gathered around the large kitchen table of your chapters headquarters... and thus your day begins ...</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.)			
The Player's Handbook		Yes	
The Dungeon Master's Guide		Yes	
Xanathar's Guide to Everything		Yes	
Tasha's Cauldron		No	
The Monster Manual		Yes	
Volo's Guide to Monsters		Yes	
Mordenkainen's Tome of Foes		Yes	
Eberron: Rising from the Last War		Yes	
Sword Coast Adventurer's Guide		Yes	
Guild Master's Guide to Ravnica		Yes	
Mythic Odysseys of Theros		Yes	
Arms & Equipment Guide D&D 3.5		No	
Other resources / DM comments		I allow all material published in physical form from the publishers.	
About characters			

<p>About characters: are there any races or character types / features which are not allowed in this campaign?</p> <p>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>	I allow all species.
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	No
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 love integrating character backstories, but, also, if you don't have one at all, I don't see it as a problem. Their backstory can unfold during the campaign as ideas come to you.
About the DM	
About you as a DM: what is your general DM style ?	I am an improvisational DM, but my adventures have "points in the game" to reach. Every one of my games has reached its proper ending at term or campaign end.
About you as DM: what is your campaign style ?	My style is light hearted with fantastic elements that adapt according to the individuals in the group.
About you as a DM: what does your typical D&D session look like?	I use a second camera with a whiteboard that I can use as maps, write notes, draw diagrams etc.
About you as a DM: how story-heavy is your typical session?	I love giving players a story-rich campaign: it's a large part of each session (at least 30 minutes total)
About you as a DM: what is your approach to rules in D&D?	I follow the rules as they're written.
About you as DM: how do you manage player involvement and communication , both in combat and outside initiative-based order?	I'm an improvisational DM, but also a support worker in my day job - I use a combination as I "see" the situation unfolding.
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.	I don't use homebrew rules as I believe it's important to learn the rules as written before "taking shortcuts" with your learning.
About you as a DM: what role do magic and spells play in your campaigns?	Once players have a handle on the game rules, I happily introduce magic into the game.
About you as a DM: what should players expect in their first D&D session in this group?	The opportunity to learn how to play the game at a slower pace.
About you as a DM: is there anything that you do not allow in your sessions?	I never allow PVP: to me DND is collaborative not competitive.
About you as a DM: what do you do to make your game world inclusive ?	I allow all diversity and encourage it where possible. As an improvisational DM, I often don't know the finer details of an NPC until "the character is on stage".
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 would love it if it did, via the campaign discord server, but there is no requirement (just opportunity)
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?	I love questions.