



Campaign Profile: Holiday Program 10-13y.o.

Group:	Holiday Program 10-13y.o.
DM name:	Carrick
Pronouns:	he/him
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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.	<p>The setting is basically similar to the Forgotten Realms (the most common DnD 'classic fantasy' setting), where we'll be starting off in a warm snuggly tavern and getting a strange request from a very sheepish figure.</p> <p>This adventure will have, but isn't limited to, well-dressed bears, a magical staff, legendary wizards, pet wolves, a sleeping dragon, and hopefully some heroes.</p> <p>This setting has a combination of magic and</p>

	mediaeval technology, with forests, oak-tree towers, carriages, mercenaries, monsters, apprentices, fantasy races like orcs and elves, and so on. This will be a very 'lore-lite' game (as in there won't be lore to worry about, beyond beside characters names and a few references to fantasy races), with no background lore that the players need to know.
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	No
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	Yes
Guild Master's Guide to Ravnica	No
Mythic Odysseys of Theros	No
Arms & Equipment Guide D&D 3.5	No
Mordenkainen Presents:	Yes

Monsters of the Multiverse	
Other resources / DM comments	
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>	<p>Provided the race, character type, or feature comes from one of the 'allowed source materials' above, you can assume it's allowed. I'm generally pretty accepting of most builds and ideas, but for this short-form game, please use only the allowed materials above (so we can keep things relatively simple).</p>
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	Maybe (contact DM)
Neutral evil	Maybe (contact DM)
Chaotic evil	Maybe (contact DM)
Unaligned	Yes
<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</p>	<p>If you create a backstory, you'll definitely have a chance to share at least some of it in our first two sessions, and if you provide your character sheet ahead of time I will always do my best to work with you and integrate it into the story/world. If your</p>

all or some of it?	backstory is more than 200 words and you would like to share it with other players, please make a few dot points to quickly summarise your backstory. If people are interested in-session, then you can go deeper into your backstory beyond the dot points.
About the DM	
About you as a DM: what is your general DM style ?	I opt for a relaxed style, peppered with an even mix of serious moments and goofiness to keep the game flowing. I shy away from making everything silly (besides certain sections that really warrant it), and tend to let the players + the overarching plot/problems lead the tone of the game. Pacing is key, I typically prefer to take my time where possible to let the players develop attachments and get a sense of their place in the world. The richer the characters' stories and the more the players put into/engage with the world, the more I put into the world too. DnD is a shared team effort, collaborative storytelling/gaming and all that (everyone working together to tell a fun story), and my default is high effort + medium involvement in managing the adventure.
About you as DM: what is your campaign style ?	My campaigns typically tend to be a mix of everything, usually tailored to the playstyles of the group I'm DMing. If I'm running a dungeon, it'll have combat with environmental hazards + hopefully at least a few chances for RP at the very least. The last dungeon I ran, for example, had a Vecna (ancient evil wizard) Library which traded secrets and wrote the players' answers down using 'organic ink' sourced from a fight against Animated Libraries (bookshelves come to life), a giant set of weighing scales covered in loot they had to balance across a chasm while baby dragons hurtled from the ceiling (I called it the Scales of Tiamat, Tiamat being a five-headed evil dragon goddess), and a great lake of fire featuring a Balor (big demon) sleeping in the middle with a holy necklace burning it around its neck. I'm interchangeable with first and third person RP, I find first person usually vibes better with most people, but I'm honestly comfortable with either. I encourage my players to use whatever is most comfortable for you, if you're not sure, try each way for a few minutes each.
About you as a DM: what does your typical D&D session look like?	In person: Minis and battlemaps, plus my whiteboard and markers are always getting used and those math rocks (dice) are going click-clack all night long. Online: I'm a fan of Foundry (a little online system similar to Roll20 that lets me add in lighting, automated rolls, animations for spells and so on), paired with Discord/Zoom/whatever voice transmission method works best.

About you as a DM: how story-heavy is your typical session?	I like giving players some story/lore, but it's not a large part of each session (less than 10 minutes total)
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?	In combat, rolling initiative decides turn order and you can say roughly a sentence or two, but not much more as a turn lasts theoretically ~6 seconds in-game. Outside of combat/chases/times when we're using initiative, its essentially an adjudicated free-for-all where I'll consistently move the 'camera'/'spotlight' around the players (Each person gets their moment while we're exploring, talking, or doing anything else beyond initiative order) as people each engage with the world and explore.
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.	You can drink potions as a bonus action, you need to be in a relatively safe/somewhat comfortable place (DM's discretion) to Long Rest, Inspiration can be used after you roll but before you know the outcome of your roll (for example the DM hasn't described what happened after you roll a 3 to try and climb a slippery wall).
About you as a DM: what role do magic and spells play in your campaigns?	Magic and spells are prevalent in the world, though not necessarily so commonplace that everyone can cast 'Light' instead of using candles. Spells do *pretty* much exactly what the wording or errata says they do, with room to explore exactly what that means when its still unclear.
About you as a DM: what should players expect in their first D&D session in this group?	In the first session I'll ask everyone how comfortable they are with DnD and go over some basic rules as a refresher for playing the game. We'll do a little bit of character introductions, make sure everyone has dice + a character sheet, and get started with a description of where the characters are + what's going on.
About you as a DM: is there	Sexual violence of any description, torture,

anything that you do not allow in your sessions?	player-vs-player conflict (from fighting one another to stealing from each other, though exceptions apply at the DM's discretion, such as if the player is mind controlled or if the context is really appropriate)
About you as a DM: what do you do to make your game world inclusive ?	I aim for an even split of NPCs from gender to race, as is setting appropriate (i.e if we're in a Dwarven Kingdom, there's going to be a dwarven majority), with characters fleshed out with at least a motivation, a flaw, and a personal bond apiece. For every stereotypical character there's usually at least three that aren't, though to be entirely honest I usually find stereotypes somewhat boring and steer clear more often than not. Names aren't usually gendered, and I'll use character names far more than pronouns for them so as to help people remember who they're talking to/interacting with.
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)?	Players don't need to email between sessions, the campaign runs only when the game is running as a group. If people want to do things outside of the session, such as downtime crafting or similar, they're welcome to email/otherwise contact with the details of whatever minor activities they wish to get up to outside of the main game for brevity.
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)	Yes
Is there anything else that a	This game/campaign will be a shorter form than



player joining this group should know?	usual campaigns, lasting 2 sessions in total. In longer games, world details might vary, there could likely be more lore, and I would pay more attention to the overarching story + connecting each player's characters to the world due to the different time frame.
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