



## Campaign Profile: Holiday Program 14-17y.o.

<b>Group:</b>	Holiday Program 14-17y.o.
<b>DM name:</b>	Callan Turnham
<b>Pronouns:</b>	he/him
<b>Email address:</b>	dnd1@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.

<b>General campaign information</b>	
Which <b>edition of D&amp;D</b> does this campaign come from?	5th
Briefly describe the <b>setting, plot, and lore</b> for this campaign.	The town Alamarth that used to be a city on the edges of River Mallorine has been quarantined. A large number of people that have travelled through the town have died afterward. It is strange, the town is considered blessed to smite it's current and past misfortune; it contains a shrine to the Angels that many pilgrims come to worship at.
<b>Allowed source materials:</b> Please select	

<p>all of the <b>books players may use in this campaign.</b>          (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>	
<b>The Player's Handbook</b>	Yes
<b>The Dungeon Master's Guide</b>	Yes
<b>Xanathar's Guide to Everything</b>	Yes
<b>The Monster Manual</b>	Yes
<b>Volo's Guide to Monsters</b>	Yes
<b>Mordenkainen's Tome of Foes</b>	Yes
<b>Eberron: Rising from the Last War</b>	No
<b>Sword Coast Adventurer's Guide</b>	Yes
<b>Guild Master's Guide to Ravnica</b>	No
<b>Arms &amp; Equipment Guide D&amp;D 3.5</b>	No
Other resources / DM comments	The campaign contains several additional rulesets that can be easily added
<b>About characters</b>	
<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&amp;D campaigns.          Please see the player registration information for more details.</p>	No exotic races
<b>About characters: which alignments do you allow?</b>	

<b>Lawful good</b>	Yes
<b>Neutral good</b>	Yes
<b>Chaotic good</b>	Yes
<b>Lawful neutral</b>	Yes
<b>True neutral</b>	Yes
<b>Chaotic neutral</b>	Maybe (Contact DM)
<b>Lawful evil</b>	Yes
<b>Neutral evil</b>	Maybe (Contact DM)
<b>Chaotic evil</b>	Maybe (Contact DM)
<b>Unaligned</b>	Yes
About <b>character backstories</b> : 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?	If you have a backstory please submit your character sheet early so I can intergrade it
<b>About the DM</b>	
About you as a DM: what is your <b>general DM style</b> ?	Fast, Punchy, Consequence ridden fun
About you as DM: what is your <b>campaign style</b> ?	Dark Fantasy where I try to make every decision by the players count
About you as a DM: what does your <b>typical D&amp;D session</b> look like?	Anywhere from Theatre of mind to draw map and mini's. I have quick reference cards and all kinds of characters sheet to (eg Dyslexic friendly) for anyone who needs them.
About you as a DM: <b>how story-heavy</b> 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 <b>approach to rules</b> in D&D?	I usually follow the rules but I can be flexible where needed.

<p>About you as DM: how do you <b>manage player involvement and communication</b>, both in combat and outside initiative-based order?</p>	<p>I do follow initiative during combat, I try to keep the ball rolling out of it from player to player.</p>
<p>About you as a DM: do you have any <b>house rules / homebrew rules that you use in all of your campaigns?</b> If you don't use a rule for all campaigns, please mention that and why you would use / not use that rule.</p>	<p>There are homebrew rules that I do use that I will fill you in on the day. None of them are to extraneous to manage. Example: Your death saving throws do not reset every time you are healed, they carry until you've had a long rest. Because of this enemies will not finish you off while your downed.</p>
<p>About you as a DM: what role do <b>magic and spells</b> play in your campaigns?</p>	<p>Magic is present and Magic is hard.</p>
<p>About you as a DM: what should players expect in their <b>first D&amp;D session</b> in this group?</p>	<p>Dropped into the general area of the adventure, maybe right into the action. Players are expected to team up to survive</p>
<p>About you as a DM: is there <b>anything that you do not allow</b> in your sessions?</p>	<p>Anything above the content restrictions. So no Cannibalism, Sexual themes, Roleplaying Torture etc.</p>
<p>About you as a DM: what do you do to make your game world <b>inclusive?</b></p>	<p>Some of the Gods don't have a gender. My magic system is gendered which can give you the possibility to be magically trans. The Tieflings and Asmir have the highest gender neutral populations due to their lineage. Dwarfs, Elfs , Orcs and most humans really don't care if your gay. I am flexible on these matters to encourage in character role play.</p>
<p><b>About the players</b></p>	
<p>About <b>player engagement</b>: does this <b>campaign continue in real-time between sessions</b> (ie: do players need to email you between sessions to provide character updates)?</p>	<p>Not for this one unless the characters agree in game about the amount of time that has passed between sessions.</p>
<p>About the players: what <b>D&amp;D experience level</b> is this session suitable for?</p>	



<b>Never played</b> before	Yes
<b>Beginner</b> (played 1-2 individual sessions, not a confident player)	Yes
<b>Intermediate</b> (played for a while, somewhat confident player)	Yes
<b>Advanced</b> (played for several years / confident player)	Yes
<b>Is there anything else that a player joining this group should know?</b>	Send me your character sheet 2 weeks in Advance. Start at Level 3. Relax and sit down, your going to have fun.