# What is this?

It’s important to set expectations at the start of a campaign so that players know what to expect from the game and the DM knows what the players want out of the game, and that everyone is onboard. Also, the D&D books published by wizards of the coat for 5th edition d&d assumes that the game you’ll play is set in the forgotten realms whereas dnd has a strong tradition for making your own worlds. This doc will quickly brief you on what you should know about our world and game.

# The Campaign

The campaign is supposed to be a longer term game with long and overlapping story arcs and themes. We want to play with people who’ll make an effort to show up regularly, of course, within reason.

This campaign will be quite heavy in roleplay, exploration and problem solving, though there will be combat of course!

If at any point you think this is not the kind of game you want to play in, that’s totally cool, just let us know. Different people like different dnd games, and there’s nothing wrong with that!

# Setting

The setting is a bit of a mashup of ancient rome/greece and medieval europe, with some magic and fairy tail sprinkled in. Unlike the Forgotten Realms, the world is low magic and low fantasy. Magic is rare and valuable, but also feared. Mythical creatures are the stuff of legend, mostly. Monsters are rare but dangerous. If you reach 10th level you’ll be among the most powerful people in the world. 20th level would basically make you a god.

The area of the world we’ll start in is a little town that has formed at a crossroads of a less traveled trade route.

# Religion

Religion is very important to the people of this world and to some of the events at the start of the campaign. Playing a class like paladin or cleric will automatically tie your character to the lore, however you don’t need to play those classes to be dedicated to your religion. Your character can be atheist or agnostic too, but most people (NPCs) will treat you differently if they knew.

# Your Character

You can play any class and any race from the official books released for dnd 5e. If in doubt, ask the DMs. Your character shouldn’t be Evil. Your character must be able to cooperate with the party. You can play an anti-hero, that is, someone who’s immoral and ruthless but who fights a greater evil, as long as your methods don’t conflict too much with the party’s ideals.

Though you can play any race, the most common are elves and humans. The people of this world are not modern and moral by our contemporary standards, they are mostly xenophobic and ignorant. In other words, if you play a tiefling for instance, people (NPCs) will be scared and suspicious of you. Obviously that could bring up some real world triggers, so we will treat this subject with a good deal of respect. If you’d rather we excluded any theme or topic in particular from the game, please let us know.

As a player option you can choose to have no soul. People who lack souls are rare, and it’s not possible to tell without advanced magic if someone has a soul. Not having a soul will have some benefits, like being immune to some spells and other magical effects, however it may have unknown consequences in the future of the game. If people find out you don’t have a soul they might treat you with anything from indifference to extreme hate, depending on who they are and what they believe in.

# Alternate Rules

We’ll be using some alternative rules, some from the Dungeon Master’s Guide to make the game world feel more low fantasy and gritty.

* Short rests are 8 hours and long rests are 7 days
  + In practice this is very similar to normal dnd, you don’t have to play out those 7 days you just say “we long rest”, but it gives the world a chance to progress at a realistic pace.
* Lingering Injuries; A lingering injury is a long term injury that heals more slowly. Applies to PCs, monsters and NPCs
  + When you take a critical hit
  + When you take a massive amount of damage
* Mental effects; A lingering tick, habbit or other physical manifestation of a mental process
  + If you are reduced to zero hp and survive
  + If you decide your character has encountered a traumatic experience
* DMs reserve the right to modify the details of player character background, race and class features if they would be otherwise over or underpowered in our world.
* Darkvision revision: you can see in dim light as if it were bright light for 120 ft, you cannot see in complete darkness.