

City of Thieves! – Important Information... *D&D 5e mechanics*

Your character is a combination of **race, class, ability scores, alignment, personality, backstory and equipment**. These all come together on your character sheet which will be provided for you at the first session, but you will choose most of these elements, beforehand.

Races:

Go with whatever you think would be fun or you'd be interested in role-playing, but some sizes might be challenging in this game scenario. For example, if I'm a large character, do I want to deal with squeezing into tight places? Or if I go small, what if I get captured?

- **Half-Giant** – Plain-speaking, yearning for acceptance, with a strong dislike for trickery, these rare individuals stand seven to ten feet tall and are the result of a strange magic that infused Giant blood into some of the Khul Human population, generations ago.
- **Half-Orc** – These unfortunate creatures are usually found sporadically throughout Khul, often disowned by both races. Some scarred from slavery, Half-Orc's venture out into the world to prove their worth to more civilised races or to try to begin new lives.
- **Human** – Diverse, versatile and cunning, Humans reproduce fast, live short lives and have spread across most of Titan. Exploiting opportunities, they are known to neglect ethics to build kingdoms, institutions and technology, amassing wealth, power and fame.
- **Half-Elf** – Communities of Half-Elves can be found in much of north-west Allansia, centring around the Great Forest of Yore. Some prefer nomadic lifestyles, haunted by their pasts, while others use their keen minds to practice magic, trading or diplomacy.
- **Elf** – Long lifetimes grant unique perspectives on life, so Elves value simple pleasures like singing songs, talking to forest creatures and watching nature. Wood Elves stand for truth, light, peace and justice. Dark Elves oppose all that is good in Titan.
- **Dwarf** – These intensely loyal and dour treasure-lovers call Fangthane – the mountain capped with pure gold – their spiritual home. Riches aside, they pleasure in a good story, ale, tobacco and as hardy warriors, relish the opportunity to prove themselves in battle.
- **Woodling** – About as tall as Dwarves, this woodland race builds small villages and disguise themselves green and brown to blend in with the background, hiding themselves away from the attention of larger, more tormenting creatures.
- **Gnome** – Grumpy and hostile to actions they consider rude or destructive, Gnomes like nothing more than to be left in peace, sleeping in the sun amid the natural splendour of the Elvin forests. Preferring subtle magic, they seldom use it unless provoked.
- **Pixie** – Half as tall as their Woodling cousins, Pixie's pointed ears and chirpy attitudes suggest Elvish ancestry although they actually know little about their own history and rarely exceed lifespans of thirty years. Will attack a Sprite on site, fighting to the death.
- **Minimite** – Although clever and civilised, tiny Minimites live peacefully amongst nature. Awed by the power they once achieved against the Forces of Chaos – enough to rule Titan – they avoid temptation by living solitary lives, away from their own kind.

CREATION OF THE RACES... Legend tells that before the discovery of time, Titan – god of wisdom and the heavens – sculpted the world out of the magical Clay of Life and the world was named after him in his honour. Many other greater gods took pieces of this clay and made all the animals and took pleasure in what they had created. However, the trickster god Logaan found none of this appealing and moulded his share of clay into a two-legged creature, placing his own ingenuity in their head and his passion in their heart- and called it human. The gods looked down from their celestial court and

saw that these creatures could think like the gods, could reason and create – creations such as fire, as bright and heavenly as the goddess of the sun herself. Most gods were horrified that a god had mutilated himself for his creation but Galana (the goddess of plants and fertility), Throff (goddess of earth and rock) and Titan were impressed and decided to make their own creatures using parts of themselves too. Titan took part of his strength and size and transformed it into a Giant. Throff took a part of her rocky skin and made the first Dwarf. Galana took her grace and knowledge and made the first Elf. These were the first four sentient beings of the world, and quickly grew in numbers, spreading themselves across the lands. Seeing this success, many other gods created intelligent beings including Sindla (goddess of luck and fate) creating the Fae species, and Hashak (servant to Throff) creating the evil races of Trolls, Orcs and Goblins. By the current year – 284 AC (After Chaos), there have been many other beautiful creatures and abominations that have been born into creation via gods and mortals alike.

Classes:

Choosing a class is like choosing a way of life for an adventurer. In the game, it can determine how your character interacts with the world via the use of special abilities and skills, also determining your character attacks in combat.

The Combat Classes:

- **Barbarian** (easy) – A fierce warrior of primitive background, in-tune with nature and courageous under fire. Often consumed by unbridled, unquenchable, unthinking fury.
- **Fighter** (easy) – A skilled combatant, superior strategist, and well-rounded specialist, they utilise a variety of armour and weapons on battlefields and dungeons alike.
- **Rogue** (medium) – A natural deceiver who uses stealth, cunning and trickery to overcome obstacles, exploit weaknesses and manipulate enemies.
- **Monk** (medium) – A martial arts master, they control mind, body and soul in pursuit of physical and spiritual perfection, channelling magical 'ki' energy to overwhelm enemies.

The Magical Classes:

- **Wizard** (challenging) – A scholarly magic-user who studies tirelessly for arcane secrets and forgotten knowledge. Controls fire, lightning, mind control and reality manipulation.
- **Druid** (challenging) – A priest of the old gods, they wield powers of nature – moonlight and plant growth, fire and lightning. Can adopt the form of a beast for battle or utility.
- **Sorcerer** (challenging) – A spellcaster who draws on raw and unpredictable innate magic from a gift or bloodline. Their power is cosmic and often staggering.
- **Warlock** (medium) – A wielder of magic derived from a pact made with an otherworldly entity. Acting as apprentice, they learn and grow in power as they service their master.

The Hybrid Classes:

- **Bard** (challenging) – A weaver of magic through words and music. Inspires allies, demoralises foes, manipulates minds, creates illusions and heals wounds.
- **Cleric** (medium) – A holy champion who wields divine magic in service of a higher power. Combines the magic of healing and inspiration with spells that harm and hinder foes.
- **Ranger** (easy) – A skilled warrior of the wilderness, rangers study their enemy and combat threats using tracking, speed and stealth. Deadly with bow and beast.
- **Paladin** (easy) – A holy warrior bound to a sacred oath of justice and righteousness. Trained in combat, they can also heal the sick, smite evil and protect the innocent.

Alignment:

This describes your morality and personal attitude towards society. Please keep in mind that evil characters, or to a lesser degree chaotic characters, might be disruptive to the flow of the narrative. Ultimately, don't stress too hard about Alignment, just play your character how you want to- just don't be too surprised when you are thrown into a jail cell after murdering that poor little old lady. Actions have consequences.

- **Lawful good** – Creatures can be counted on to do the right thing as expected by society.
- **Neutral good** – Folk do the best they can according to their needs.
- **Chaotic good** – Creatures act as their conscience directs, with little regard for what others expect.
- **Lawful neutral** – Individuals act in accordance with law, tradition or personal codes.
- **Neutral** – Steering clear of moral questions, not taking sides and doing what seems best at the time.
- **Chaotic neutral** – Creatures follow their whims, holding their personal freedom above all else.
- **Lawful evil** – Methodically taking what they want, within the limits of tradition, loyalty and order.
- **Neutral evil** – Those who do whatever they can get away with, without compassion or qualms.
- **Chaotic evil** – Creatures who act with arbitrary violence, spurred by greed, hatred or bloodlust.

Personality:

Fleshing out your character's personality – the traits, mannerisms, habits, beliefs and flaws that give a person their unique identity – will help you bring your character to life as you play the game. The D&D 'Player's Handbook' suggests thinking about personality traits, ideals, bonds and flaws. Beyond these categories, think about your favourite words or phrases, tics and habitual gestures, vices and pet peeves and whatever other flavour your imagination provides.

Now what?!

Once you have a race, class and alignment in mind, contact me – your DM – to see if that combination will suitably fit into the world scenario. It's always versatile to have a bit of variety with races and classes in an adventuring party so feel free to talk amongst yourselves for who gets what, but double-ups are fine if you really want to try something. All party members will be starting in the same location (Silverton, Allansia) and for ease of storytelling, will have known each other long enough to trust each other in an adventuring party. Alternatively, you can all just be in the same place at the right time. While your backstory can be anything within reason, you must have no priority concerns or missions that will take your attention away from the objective you will be given. Don't worry too much about a backstory, some players get hung up on this, but sometimes I just make it up on the fly. At the start of the first game, I will ask players to briefly describe themselves, so please have a picture in mind for how you look, what you're wearing, any mannerisms, how you speak, your main skills and your character name.

You can roll for your Hit Points, Strength, Dexterity, Constitution, Wisdom, Intelligence and Charisma when you get to the first game location (probably my house). Please invest in some dice before the first session (D20, D12, D10, D8, D6, D4), these can be found at lots of stores but just ask if you're having trouble finding any. I also suggest you bring a pencil, eraser, sharpener, notebook and dice box (for rolling) if you want. I've got some generic figurines people can use for their character, but if you'd like to bring something that represents your character, please do (no larger than roughly 1 inch high). I will also be working on your character sheets (abilities, hit points, equipment, attacks, spells and other features) over the weeks leading up to the first session. If you'd like to use a laptop or tablet, please remember to fully charge your device but paper playing is absolutely fine. Most of all, it's about having fun, so don't think about it too much, there is a lot of 'going along for the ride', as the DM does most of the work. Snacks are always a good idea to stay fuelled but be prepared for limited table space. BYO drinks if you want too.

Although I'm entering uncharted territory with this being my first campaign, a typical session could last anywhere from 3-5 hours depending on people's energy levels but include a break in the middle. I am hoping for this story to be finished in 3-5 sessions, with no longer than a few weeks between sessions. I will be hosting a 'Session Zero' first, where you will begin at the end of another adventure, much like a prelude to the main adventure. This will give players an opportunity to ask questions about their characters and homebrew mechanics and give new players to D&D5e time to understand how it all works, without any pressure. This session will likely be more dungeon orientated than roll-playing but will include both elements. It will also provide me with an understanding of the group dynamic and give me valuable information how to manage you all. This session date is TBA but will most likely be anywhere between end-August to start-October. The official first session of the campaign will be from November onward after I finish my semester. I hope you like it!

