# D&D CAMPAIGN EXPECTATIONS

## ABOUT YOUR DUNGEON MASTER (DM)

NAME  
PRONOUNS  
AGE  
OTHER

**CONTACT INFORMATION:**

## SAFETY TOOLS

### Lines and Veils

**Lines** are subjects or things that are **never** mentioned. Everyone at the table (players and the DM) agrees that these **Lines** will never be crossed; this is non-negotiable. Bullying in or out of game will not be tolerated.

Some solid **Lines** that will not be crossed include but are not limited to rape, blatant racism, sexism, homophobia etc. Examples of other **Lines** might be phobias (e.g., arachnophobia), terrorism or cancer.

**Veils** are scenarios or things that happen off-screen or after a fade to black, they happen but we don’t role-play them. An example would be if a character spent an intimate night with an NPC, we would draw the **Veil** or fade to black and let it happen off-screen.

An **D&D Consent Form** will be given to each player to complete. These will be compiled by the DM to make sure the **Lines and Veils** are clearly set, allowing the table to get the most enjoyment out of the campaign.

### X Card

An **X Card** will be given to each player. If anything happens or is said that you are uncomfortable with, indicate that you would like to move the story or game along by showing or touching your **X Card**. This keeps the game flowing so that everyone is enjoying themselves and indicates that something needs to be added to the **Lines and Veils**.

### A Warning About Fantasy Racism and Themes

Disparities such as slavery, war and dispute between fantasy races have been prevalent at times in the long history of the Forgotten Realms, Dungeons & Dragons and the fantasy genre in general. If relevant to the story of the campaign, these histories/disputes may be mentioned. The level to which this occurs however will be dependent on the set Lines and Veils and the discretion of the DM. Blatant, needless racism, even in fantasy, will not be tolerated.

## TONE AND RATING

Generally, my games are a reasonably balanced mix of dramatic / serious and comedic content, leaning a little towards the comedic.

My games are usually targeted to adult players, so adult themes such as swearing, sexual references, drugs, rock ‘n’ roll, etc., are things that may be mentioned but vary each session and are used purely for comedic value.

## RULES CHECKING

Having to look through a book or the internet to check rules for even a small amount of time distracts from the flow of the game, so if the DM or players are unsure or confused about a rule the DM will decide what to do to keep the game flowing and will make a note to check the rules for future games.

In the end, the DM has the final say. If there is something you do not agree with or would like to speak to the DM about, please raise your concern with the DM in-person after the game or via a direct message on the Discord server. We are all here for the same reason, to have fun, so no one should feel unhappy or uncomfortable.

## RULES AND HOUSE-RULES

### Character Creation

We will be using the **Standard Array** system of 15, 14, 13, 12, 10 and 8 for assigning **Ability Scores**.

Character options from the following sources can be used:

Player’s Handbook  
Tasha’s Cauldron of Everything  
Xanathar’s Guide to Everything

The DM is usually open to other character options, but they must be discussed with the DM for approval.

We will be using the **Milestone** levelling system to deter murder hobos, so the DM will tell the players when they can level up.

### Character Alignment

Alignment is not something I use very much in my campaigns.

When creating your character please keep in mind that Dungeons & Dragons is a game in which characters need to cooperate as a team more often than not. This does not mean that your characters won’t disagree with each other or quarrel at times, but an adventuring party is generally built on trust.

This does not mean you can’t have an Evil character; I just ask that you think carefully about why they are evil and how they would fit in with the rest of the adventuring party.

### Character Death / Resurrection

Death is a very real possibility in my games, though it is usually possible to revive or resurrect a player character using spells such as Revivify etc.

### Inspiration

Inspiration can be given to a player by the DM for great moments of roleplaying, good ideas or awesome tactics in battle.

Inspiration grants advantage on a single d20 roll.

### Spell Components

Magic users can use a spellcasting focus in place of material components, however if a material component has a monetary value indicated then it must be acquired in order to cast the spell. E.g., a diamond worth 300gp.

It is assumed that spell components without a monetary value (e.g., bark, water droplets, shard of obsidian) are gathered or collected while travelling. Players can of course buy, gather or forage for these components if they choose to!

### Spell Scrolls

Any magic user can attempt to use a spell scroll, they must make an Arcana check of DC 10 + the spell’s level.

### Crits / Fumbles

**To Hit / Attack Roll** = A Natural 20 or a Crit is treated as an **automatic hit**, regardless of the target’s Armor Class. A Natural 1 or a Fumble is **NOT** treated as an automatic miss, but something bad might happen as a result of the fumble.

**Saving Throws and Skill Checks** = A Natural 20 or a Crit is **NOT** treated as an automatic success for Saving Throws and Skill Checks. A Natural 1 or a Fumble is **NOT** treated as an automatic failure.