

Player Information Packet 3/6

Session: Saturday morning 10am-2pm (overtime possible), learn to play/new player's session

Fifth edition (2014) rules

Level 2 premade characters will be available but players are welcome to bring their own level 2 character.

Players who wish to create their own level 2 character may do so using the 2014 Player's Handbook, Tasha's Cauldron of Everything, Mordenkainen's Monsters of the Multiverse, or the Astral Adventurer's Guide. Please use a 27 point buy for base stats.

Scenario: Spelljammer: Sailing the Astral Seas

A zany swashbuckling D&D homebrew adventure in space that blends high fantasy and sci-fi with nods to Flash Gordon, Firefly, and Star Trek among others. Adventurers will join the crew of the Space Galleon *Fortune's Fate* on a delivery through contested space.

Some of the threats they may encounter while traveling the Astral Seas include pirates, vacuum dwelling leviathans, Githyanki war-bands, and the dreaded Space Clowns.

Materials provided by GM:

- All maps and miniatures (players may bring their own character mini if desired)
- Set of dice for players to keep
- Pencil
- Character sheet (premade or blank, players may bring their own)

Recommended player materials:

- Extra dice
- Notepad or scrap paper
- Eraser
- Player's Handbook or copy of free basic rules

Players may contact the GM via jpthegamemaster@gmail.com for assistance with character creation or any questions.