

WHAT TO EXPECT:

Now, the first thing we need to discuss is which continent you will be heading to. In my world, there are a total of 12 different continents. But due to them all not being complete, I am only limiting you to 4 and to spare you the hassle of having to decide a vote for 12 different Continents. But what is common among these 12 campaigns is that they all have the same system. The intention of the campaign is for you to enter it blind; not knowing what things are is part of this campaign experience. You will also gain a certain bonus' if your character came from one of these 12 continents.

The First Continent:

Crimson Continent: This continent is full of corrupt government officials and a lot of racism and sexism exists on this continent. Your goal is to stop a very dangerous entity from destroying everything around him over vengeance. This entity is not the only challenge you'll face. You will encounter strange creatures beyond your imagination, immortal weapons that are imbued with the power of gods and dangerous contraptions designed to test any true adventurer. Your goal is to locate a guide to help you find your way through the continent.

Bluesteel Continent: In this continent it is ranked by military officials, and is my most worked project of over 100,000 NPC encounters and countless side-quests and changeable main quests. Rich in its own lore and story that changes with each NPC encounter you face. The Bluesteel Continent is a militaristic zone that uses capes/scarfs/symbols to determine rank by color. Blue being the weakest, and purple being the strongest. Maybe your path is to try to claim that purple rank for your own?

Principles of Arcania : This land is full of magic and mysterious agriculture. You will explore a beautiful Hogwarts aspect world that will allow you to be captivated with gorgeous scenery and advanced civilization. Arcania is quite advanced, and you will even see some aspects of modern and scfi being mixed into this land. You can expect a lot of allies (or enemies...) that you can possibly meet.

Dracadia : A land full of dnd lore-accurate dragons having a captivating story that takes place 100 years after the events in Crimson. Explore the strange rising and choose a path with the War or Peace dragon.

(Allow party to vote)

CHARACTER GUIDELINES:

Of course, I am usually pretty open about character designs. The Ranger would have excellent fun in all of these campaigns, since all 3 of them revolve around exploration. Traps aren't very excessive, but they do appear more frequently in Crimson and Arcania. I do not allow Mystics whatsoever in any of my sessions. If you want to do a homebrew class, please say so now and we will work it over to see if it works with your chosen continent.

When you do your stats, there will be a total value of your total 6 attributes when you calculate them all together. The total stats MUST be at least 69+. If you exceed 90, please show your stats to see if your character isn't too powerful for the starting of the first session. You are able to reroll your stats up to three times. If you roll below 69, you get a free extra roll. If you roll over 89 you must reroll. If I have already seen your stats, disregard this part.

(Give characters a chance to talk about scheduling)

How long can a group go for

What days

What conditions would you cancel a game and what do you think is your #1 killer of a D&D game

Metagaming is not allowed and your character will be punished for doing it. What is Meta-Gaming? It's when a player uses real-life knowledge concerning the state of the game to determine your character's actions.

Examples include: Using already known knowledge to your benefit that your character wouldn't normally know.

Now there are levels of metagaming that are fine. Like when you guys are discussing certain events Out of Character. If I catch you metagaming, you will get what is called Metadamage.

The four different divisions of the several worlds.

After the fall of the domestic collapse of the world wars, there was a devastating outlasting impression on the aggressive conglomallte

HOUSE RULES:

When thinking you are cheating, you will be asked to show your dice on camera OR use a die roller that can be screenshared. Cheating is quite common and won't be tolerated at all in my sessions. You can sometimes be accused of cheating if you are constantly rolling a 'nat 20' or rolling 15+ constantly multiple times. You may also be accused of cheating for other reasons that I find suspicious. Arguing that you weren't cheating, only makes me more suspicious of you.

Be respectful when roleplaying. Know each other's boundaries and respect those boundaries. That means no raping each other's characters. No trying to kill them in there sleep (unless special scenarios arise)

In order of the Voice Chat, in turns. You can tell the players what you are uncomfortable with in Roleplaying and/or what would turn you off.

HOME BREW RULES:

In this session, you don't gain XP in the traditional fashion like you would. Neither do you gain XP from killing enemies. You only gain XP from completing quests or rewarded via DM Inspiration. This encourages role playing more frequentl

Plot Points are an already present tool of DnD. What are Plot Points? They allow players to change the course of the campaign, introduce plot complications, alter the world, or even assume the role of a DM. But I have put my own spin on Plot Points and how they work. You can earn plot points by doing special tasks around the world. It's kinda like my way of rewarding you for doing something I thought was really cool. Now what's different about my plot points?

You see, there are 2 different types of plot points that are accessible. The normal 'free plot point' allows you to alter or change something in the world. For example say you are really confused about a puzzle, or REALLY want a character changed in a certain way. This is where free plot points come in. However, in order to use a free plot point, (or FPP) the entire party must agree on its usage. In order to obtain a Free Plot Point, the party starts out with 2 for now. And depending on the circumstances, I may reward you with a plot point in completing certain tasks or doing something really cool. The second type of plot point is called a Legendary Plot point. Which allows you to heavily alter the world. For example maybe you wanted to give yourself a companion, or add a whole new character to the campaign entirely? Of course, the legendary plot point must be agreed upon with the party. And these LPP's are much harder to get then the FPP's.

Mentors: There are more ways to get skills and additional ability scores in my worlds and I've called them Mentors. These mentors are rare but heavily rewarding as they can help you achieve certain abilities within the official DND world. They may even offer you extra levels.

Multiclassing: Works as normal.

Legendary Healing Potions : these are among one of the rarest positions in my campaigns. Used for very dire and dangerous scenarios. A Legendary Healing Potion cannot be sold, as it physically and magically binds to a party's gathered soul. Once used, it can cure all injuries, even restore limbs entirely!~ It can also completely remove all status effects