

DISCORD CHANNEL: <https://discord.gg/34fvaVFfa>

CAMPAIGN WORLD

We are playing in [Aventyr](#), the default setting of the Rise of the Drow campaign.

STARTING LEVEL: 1ST

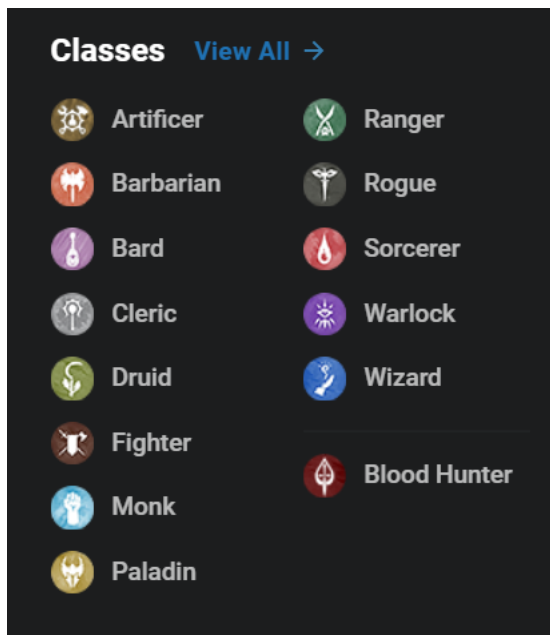
DEITIES

Please see the list of AVENTYR DEITIES and their 5E domains on page 6 of [this document](#).

*If a specific god from a more standard D&D setting is more to your liking, we can likely work them in with a tiny alteration to their position within their respective pantheon.

CLASSES, SUBCLASSES AND FEATS

All official character options as far as classes, subclasses and feats are open. I include Bloodhunter as part of available classes.



PLAYER RACES

I am fairly open to official races, though predisposed to PHB + Variant Human and a selection of those from the Aventyr Campaign World (Colliatur, Dødelig, Drow, Sverfneblin and perhaps Zwerc...some of these may necessitate custom coding in DNDBeyond). Please see this link for details about the races in Aventyr:

https://adventureaweek.com/?page_id=5926

Flying characters may be an issue, but if you have your heart set on it, we can likely roll with it.

CHARACTER GEN

Standard **27** Point buy with the addition of a floating +1 to any single stat that does not already have a racial bonus. Yes, these are pretty inflated numbers, but this is the Underdark and adventure awaits.

PARTY ROLES

I don't pressure people to play specific classes or roles, however I have found some folks like to be aware of what other roles people have covered so they can fill a more protected niche or bring utility that was otherwise not available

to the party. To cover this I have a voluntary, anonymous tracker sheet people can choose to use or ignore when creating their characters. (Updated 4/29/2023)

<https://docs.google.com/spreadsheets/d/1yPpwwolfJpbO6aZHs5nGCL-aOc6oxsbShl1KyPaVD9U/edit?usp=sharing>

☒ = Major Focus

☐ = Minor Focus

☒ = Not at all

HIT POINTS (Don't forget you max HP at level 1)

For hit point rolls upon level advancement please roll as follows based on the hit die for your new class level:

D6 Hit die = $3 + 1D3$

D8 Hit die = $4 + 1D4$

D10 Hit die = $6 + 1D4$

D12 Hit Die = $8 + 1D4$