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## Introduction

Welcome to the Game Kastle campaign of AEG's *World's Largest Dungeon*. Normally I don't write up a detailed document for my game campaigns, but the WLD is expected to run for quite a while (a few years) and will need some player continuity to work. So I want to give potential players a good idea of what to expect before they make a commitment.

## Game Logistics

### Players

The following are the players in the Lincoln *World's Largest Dungeon* campaign:

- Kris Miller: Dungeon Master
- Scot Anderson
- Reed Lawrence
- Carter Shank

I am asking for a serious commitment to playing WLD otherwise there is not any point in attempting to finish it and we should just do a shorter adventure. However, people change jobs, their lives change and there are occasionally things that come up. We'll deal with player changes as they come up. I do not foresee any major changes to my life anytime soon so the DM should be pretty stable.

## **Dues**

None. Since we're playing at my house, and not a game store that might charge for table space, we don't need any. We can change that if things get weird.

## **Player Communication**

We will use text and email. Phones should be a last minute method of communication for things such as being late for a game, etc.

## **Time and Location**

Our initial meeting time will be alternating Monday nights at 7:00 PM. The first meeting will be 19 August 2019. Game sessions will run until about 10:00 PM.

Our initial meeting place will be in Kris's Game Room.

Time and location will not be changed capriciously, and will only be changed due to necessity on Game Kastle's part, necessity on the DM's part, or by consent of all players.

On rare occasion, and only with the consent of all players, we may have additional game sessions at different times. These extra sessions could be for holidays, game conventions, etc. The location of the extra sessions could be at a player's home or a game convention.

## **Miniatures**

If players want miniatures for their characters, familiars, followers and cohorts they can provide them. I will provide as many miniatures as possible for monsters and NPCs as I can. Anyone is welcome to bring miniatures that might be useful for the game. I have some "cardboard heroes" that I will bring too.

## **Rule Books in Use**

We will use the three D&D 5th edition Core Books: Players Handbook (PHB), Monster Manual (MM), Dungeon Master's Guide (DMG).

## **Character Generation**

### **Starting Level**

At the start of the WLD all characters will start at 1<sup>st</sup> level. If any player joins the campaign after the start their character will start at the level of the lowest level player in the party.

### **Alignment**

Any alignment will be allowed, but you may want to consult with the other players to see what the group's play style is.

### **Allowed Races**

Any of the races in the PHB.

### **Allowed Classes**

Any of the classes from the PHB.

### **Generating Attributes**

Use the Standard method found on page 7 of the PHB (roll 4d6, drop 1, assign).

### **Hit Points**

All 1st level PC's will start with maximum HP. Roll for HP every level after that.

## Starting Money & Equipment

Use the starting equipment based on class and background in the PHB, or you may roll for starting money (per the PHB).

Here are some suggestions for starting equipment:

- It's going to be dark in the WLD and you NEVER want to be without sight. Plan accordingly.
- Parties will want to equip for a long subterranean expedition. You will need to know the rules for encumbrance.
- Make sure your characters use the bathroom before they set out on the WLD.

## Hirelings and NPCs

In the olden days of D&D, even first level parties would venture into the dungeon with a veritable supply train of NPCs: torch bearers, baggage handlers, pack animals, hired men-at-arms, etc. If you wish, feel free to do this. Just be aware of the hiring rules and the effect on hiring morale after being in a dungeon for a long time.

Hirelings can be a source of replacement characters, cohorts and followers.

## Conduct and Style of Play

### Please no electronic devices at the table!

Four decades of DMing have shown me that when players have faces in their phones or laptops, the game slows down and isn't as immersive. That said, if you are expecting a call from the babysitter, keep your vibrate mode on.

I don't want to spend time during the game looking up rules on a device. If we can't get it from the book in 30 seconds, I'll make a rule and move on. We can look for the rule later.

### Rules Conflicts

If there is a rules question that the players are concerned about I'll listen to play input for less than a minute, make a decision and then get the game moving. Remember that there could be forces in play that the PCs won't be aware of and I'll keep that knowledge from the players too. After the game if there is still a question we can discuss it then, look up any pertinent rules and enter the decision into the **Rules Decisions** at the end of this document.

### DM and Player Oversights

While the PCs will be in conflict with the DM's characters, the players and DM's aren't. If any party is making a rules mistake or overlooking something obvious, that's not a tactical decision, it would be nice to point it out to the other player in a friendly way.

### Player Knowledge and Metagaming

There probably won't be any knowledge that the players will have that their characters shouldn't. Inappropriate use of player knowledge will probably harm enjoyment of the game and I would discourage it.

Some players object to player metagaming where a player A would give advice to player B based on "out of game" information that PC A would not have but PC B would. This is sometimes referred to as "commiserating." I do not have any objection to this as I think it compensates for the players depending on DM descriptions that might lack subtle cues that we all pick up in the real world and maybe player B missed part of a description. However if a player objects to commiseration aimed at his character, please do not do it for him. I leave this up to the players to handle.

### DM Knowledge

Do not be afraid to discuss party plans in front of the DM. I am not going to change the behavior of the NPCs based on unfair precognition because I heard the plans. By hearing the

PCs plans in advance I can anticipate what things might happen and be able to speed up the game accordingly. It also prevents the delay of players having to describe the details of their plan twice, once in planning and once for the DM during execution.

## Absent Players

If you are going to be absent make sure the DM knows. My email and phone number are in the contact information sheet.

If a player is absent his character will go into a "spirit bottle." While in the spirit bottle the PC:

- Will not gain any XP.
- Will not be susceptible to any harm.
- None of the PC's equipment will be usable by the party.
- None of the PC's abilities or knowledge will be usable by the party.

If the rest of the party suffers a miserable fate in the PC's absence some rationalization as to why this PC survived can be created (he was off exploring, he was bringing up the rear of the NPCs, etc.).

## Character Development

When your character advances and you make changes to it, the changes are permanent once they enter play. There will be no retooling characters (ala RPGA) or restarting a new character.

## Player Death

If your character meets an irreversible death start a new character at a character level equal to the level of the lowest level living character in the party.

We will rationalize a reason why this character is found where he is (the last survivor of another party, was a hireling who now realizes his potential, etc.). Hopefully *Raise Dead* and *Resurrection* of some kind will be able to help at some point.

TPK: Total Party Kill. All other DM's of the WLD essentially say, "don't make me have to deal with this." If it looks like it will come to this, I hope you'll cut your losses for the sake of continuing the campaign.

## Game Breaks

If you need a restroom or drink break, suggest one.

## Party Policies

This is a place to record character party policies such as how to divide loot. As a DM I will not enforce these but it would be good for the players to write down how their party cooperates so that there will not be any misunderstandings.

## Division of Loot

TBD.

## *Resurrection and Raise Dead*

TBD.

## Healing

TBD.

## Rules Decisions

*Summon Monster, Summon Nature's Ally, etc.*

Summoning just doesn't work in the WLD.