

WELCOME TO TYRANNY OF DRAGONS!

GREETINGS

Greetings, adventurer! As you step into "Tyranny of Dragons," let the Narrator's voice guide you. Now, the DM takes the reins, crafting the world around you. Traverse landscapes teeming with dragons and cults. Your choices shape the tale. Welcome to an unforgettable journey. Onward, noble hero!

NEED TO KNOW

OVERVIEW

Faerûn, a vast and diverse continent, is a land of magic, mystery, and peril. From bustling cities to ancient ruins, the world is teeming with adventure and danger. In this campaign, you will embark on a quest that will shape the fate of Faerûn itself.

MAJOR HISTORICAL EVENTS

Known History of the Cult of Dragons

In the shadows of Faerûn, the insidious Cult of the Dragon, once thought vanquished, resurges under an enigmatic leader with a sinister plot. Unleashing the evil dragon goddess, Tiamat. Allying with chromatic dragons, employing kobold minions, and delving into dark rituals, the cult weaves political intrigue and opposes factions like the Harpers. Time is their weapon, urging your party to swiftly thwart their nefarious designs, unveiling the malevolence that threatens to cast Faerûn into chaos. The cult's unholy alliance is primarily with chromatic dragons—evil counterparts to their metallic kin. Chromatic dragons serve as powerful allies and tools for the cult, aiding in their dark rituals and acts of destruction. Beyond its arcane machinations, the cult is known to infiltrate political circles. Influencing nations and power structures, they aim to create chaos from within, paving the way for Tiamat's return.

Recent Events

In the wake of rising tensions, mysterious circumstances have befallen Bahamut's faithful. Priests and followers of the Platinum Dragon have gone missing, leaving the faithful perplexed and concerned. The disappearance of these devoted individuals adds an additional layer of intrigue to an already complex web of challenges.

In shadows, political and religious leaders gather in secret, preparing for an imminent and dangerous threat. Whispers of their covert meetings raise concern, urging vigilant adventurers to uncover the mystery before the danger becomes reality.

Across the lands, reports of giants causing unrest have become increasingly prevalent. Whether these towering beings are acting under the influence of external forces or pursuing their own mysterious goals is yet unclear. As you embark on your journey, be vigilant for signs of giant involvement, and consider how these colossal beings might shape the course of events.

Amidst the shadows, a smaller and previously unknown cult begins to rise, weaving its dark influence across the land. Their clandestine activities stir unease, drawing attention from those attuned to the undercurrents of power. As this mysterious cult gains momentum, the true extent of its malevolent intentions remains shrouded in secrecy, presenting a subtle yet ominous threat that beckons the watchful eyes of vigilant adventurers.

Factions

THE HARPERS

The Harpers The Harpers, a clandestine organization, act as silent defenders of justice and balance in Faerûn. Operating in secrecy, their agents work to thwart dark schemes and preserve harmony. While their influence spans diverse regions, the true depths of their motives and reach remain shrouded in mystery.

THE ZHENTARIM

The Zhentarim, a covert and mercenary organization, thrives in the shadows, leveraging power through calculated maneuvers and acquisitions. With a reputation for secrecy and ruthlessness, its members navigate a complex web of alliances to advance the organization's interests. Operating in the realms of espionage and covert influence, the Zhentarim remains an enigmatic force, wielding power from the shadows.

THE LORD'S ALLIANCE

The Lord's Alliance, a coalition of powerful cities and influential leaders, stands united against threats to the stability of the Sword Coast. This alliance seeks to maintain order through diplomatic means and, when necessary, military force. With a focus on cooperation and mutual defense, the Lord's Alliance strives to safeguard its members from external and internal dangers, serving as a beacon of stability in tumultuous times.



CHARACTER CREATION!

Character creation is straightforward using the Player's Handbook. If you're interested in incorporating Homebrew elements, explore the Homebrew section of character creation for additional options and customization.

CREATING A CHARACTER

To craft your character, adhere to the guidelines outlined in the Player's Handbook, employing the following steps. In this particular campaign, your character's journey begins at level 4.

Step 1: Choose a Race

The Player's Handbook offers a diverse array of races, each contributing unique attributes and cultural backgrounds to your character. Whether you choose the resilient dwarves, the enigmatic elves, the adaptable humans, or any other option, your race plays a crucial role in shaping your character's abilities and narrative within the world of Dungeons & Dragons. Each race brings its own set of traits, providing both mechanical benefits and rich storytelling opportunities. Explore the options presented in the Player's Handbook to discover the race that best aligns with your character concept and enhances your role-playing experience.

Step 2: Choose a Class

In the Player's Handbook, the diverse array of character classes beckons you to choose your path as you embark on your Dungeons & Dragons journey. From the martial prowess of fighters to the mystical powers of wizards, each class offers a unique blend of abilities, skills, and archetypes. Whether you prefer the cunning rogue, the divine magic of a cleric, or the wild talents of a druid, your class not only defines your combat style but also shapes your character's identity and role within the party. Delve into the Player's Handbook to explore the various classes and their subclasses, uncovering the perfect fit for your character's story and strengths.

Step 3: Determine Ability Scores

Determining your character's ability scores is a crucial step in bringing your Dungeons & Dragons adventurer to life. The Player's Handbook provides three distinct methods for this:

POINT BUY

This method allows you to purchase your ability scores using a pool of points. You start with a score of 8 in each ability and have a pool of 27 points to distribute among them. Different scores cost a varying number of points, allowing you to fine-tune your character's strengths and weaknesses.

STANDARD SET

If you prefer a quicker approach, you can use the standard set of scores provided in the Player's Handbook. These scores are 15, 14, 13, 12, 10, and 8. Assign these numbers to your six abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—as you see fit.

ROLLING

For a more unpredictable but exciting method, you can roll four six-sided dice (4d6) and discard the lowest result for each ability score. Repeat this process six times to generate a set of scores. You can then assign these scores to your abilities, creating a character with a unique blend of strengths and weaknesses.

Select the method that best aligns with your desired character concept, and let the dice—or your strategic choices—shape the destiny of your hero in the world of Dungeons & Dragons.

Step 4: Describe Your Character

ALIGNMENT

In the vast and diverse realms of Dungeons & Dragons, your character's alignment, background, and chosen deity contribute significantly to their identity. When selecting an alignment, you're encouraged to embrace a non-evil ethos, aligning your character with the forces of good, neutrality, or even chaotic impulses, as long as it doesn't veer into malevolence.

BACKGROUND

For your character's background, you have the flexibility to either craft a custom background, tailor-made to fit your character's narrative, or select from the diverse array of backgrounds presented in official rulebooks. Should you opt for a background that doesn't inherently grant a feat, you're bestowed with the choice of two impactful feats: Skilled, enhancing your character's proficiency in various skills, or Tough, bolstering their resilience with additional hit points.

CHARACTER CREATION CONTINUED!

Step 4: Describe Your Character Continued

DEITIES

The question of faith and devotion is paramount, especially for characters with divine leanings. You possess the liberty to select any deity from official rulebooks, either one uniquely woven into the fabric of your campaign world or one shared across multiple worlds. For clerics, this choice is particularly crucial, as their powers are drawn from the divine energies of a chosen deity. Let your character's alignment, background, and chosen deity shape the essence of their being as they embark on epic adventures in the boundless realms of Dungeons & Dragons.

Step 5: Backstory

Crafting an extraordinary and in-depth backstory for your Dungeons & Dragons character is a rewarding endeavor that breathes life into your creation. Begin by envisioning your character's origin—consider their upbringing, childhood experiences, and the defining moments that shaped their beliefs. Delve into their family dynamics, exploring relationships with parents, siblings, or mentors. Unearth pivotal events that propelled them onto the path of adventuring, and weave connections to the campaign setting. Develop flaws and strengths, as well as personal goals and fears, to add layers to your character. Introduce intriguing hooks, such as unresolved conflicts or mysterious past acquaintances, that the Dungeon Master can incorporate into the narrative. Allow your character to evolve, leaving room for growth and transformation throughout the campaign. This depth not only enhances your role-playing experience but also enriches the collaborative storytelling at the heart of Dungeons & Dragons.

HOME BREW AND 3RD PARTY

When considering Homebrew and 3rd party character creation options, we encourage players to bring forth their ideas, but patience is key. Kindly provide your Dungeon Master with at least a week to thoroughly review and assess any proposed homebrew content. If you require assistance in homebrewing, grant the DM a few weeks to craft balanced and engaging options. While you can check in periodically, rest assured that the DM will keep you updated on the progress. This collaborative process ensures that any new elements align seamlessly with the campaign's tone and balance, enhancing the overall gaming experience for everyone involved.

When delving into the realm of homebrew and 3rd party content, here are some valuable resources to explore and draw inspiration from:

D&D Beyond Homebrew Hub: D&D Beyond has a dedicated section for homebrew content, where you can find a plethora of user-created material.
(<https://www.dndbeyond.com/homebrew>)

Reddit - UearthedArcana: The Uearthed Arcana subreddit is a vibrant community where creators share and discuss their homebrew content.
(<https://www.reddit.com/r/UearthedArcana/>)

DMs Guild: This online marketplace is a treasure trove of 3rd party content created by talented writers and designers.
(<https://www.dmsguild.com/>)

Kobold Press: Known for high-quality third-party supplements, Kobold Press offers a variety of resources, including adventures, player options, and more.
(<https://koboldpress.com/>)

Middle Finger of Vecna: This site provides a mix of humorous and serious homebrew content, including classes, subclasses, and other player options.
(<https://mfov.magehandpress.com/>)

NaturalCrit's Homebrewery: If you want to create professional-looking documents for your homebrew content, Homebrewery is a fantastic online tool.
(<https://homebrewery.naturalcrit.com/>)

GMBinder: Similar to Homebrewery, GMBinder offers a platform to format and share your homebrew creations.
(<https://www.gmbinder.com/>)

Always ensure that any homebrew or 3rd party content aligns with your DM's approval and fits seamlessly into the campaign setting and balance. Happy brewing!

OTHER NOTES

Embarking on the journey of character creation is a delightful adventure in itself. Should you ever find yourself in need of guidance or assistance, don't hesitate to seek the wisdom of your Dungeon Master. Additionally, exploring supplementary books can further enrich your gaming experience, unveiling new dimensions to your character's story and capabilities. Some of these will include:

- Fizban's Treasury of Dragons
- Monsters of the Multiverse
- Tasha's Cauldron of Everything
- Xanathar's Guide to Everything

EXPECTATIONS OF THE CAMPAIGN!

RULES

1. **Respect the DM:** The Dungeon Master guides the narrative, and their decisions are final. Respect their authority, and collaborate to create an enjoyable story.
2. **Be Punctual:** Respect everyone's time. Arrive on time for sessions and inform the group if you can't make it.
3. **Roleplay Inclusively:** Foster an inclusive atmosphere by respecting diverse backgrounds and playing characters without perpetuating stereotypes.
4. **Stay in Character:** Strive to keep in-character actions and dialogue consistent with your character's personality, backstory, and alignment.
5. **No Metagaming:** Avoid using out-of-game knowledge to influence in-game decisions. Characters should act on information their characters know.
6. **Cooperate with the Party:** Work collaboratively with other players, and strive for party cohesion. In-fighting can hinder the group's success.
7. **Communication is Key:** Keep open lines of communication with fellow players and the DM. Discuss character development, expectations, and concerns.
8. **Adapt to the Story:** Be flexible and adaptable as the story unfolds. Embrace unexpected twists and contribute positively to the evolving narrative.
9. **Ask Questions and Seek Clarifications:** Don't hesitate to ask any questions you may have about the rules, story, or mechanics. The Dungeon Master is here to help, and a clear understanding enhances everyone's enjoyment of the game.
10. **Stay Actively Engaged:** Endeavor to remain actively engaged with the story, your fellow players, and the unfolding events. While roleplaying is encouraged, adapt your approach to keep the narrative dynamic and the gameplay enjoyable for everyone.
11. **Have Fun:** The primary goal is enjoyment. Have fun, engage with the story, and contribute positively to the gaming experience for everyone at the table.

FEEDBACK

Following each session, the Dungeon Master will seek feedback, whether positive or negative. Kindly provide respectful and constructive criticism to enhance the overall gaming experience. Your input is valued and helps in shaping future sessions.

CHARACTER PROGRESSION

In this campaign, character progression will be based on milestones rather than traditional experience points. Your characters will grow and evolve as they achieve significant accomplishments and overcome major challenges within the narrative. It's important to note that leveling up won't occur after every session; rather, it will be tied to pivotal moments and achievements in the storyline. This approach is designed to enhance the overall storytelling experience and ensure that character development aligns with the unfolding narrative. So, embrace the journey, relish in the victories, and know that each level gained is a testament to the epic moments within this ever-evolving adventure.

CONTACTING THE GM

If there arises a need for communication outside of our sessions, Discord is the preferred method for reaching me. Alternatively, you can contact the store directly and leave a message, which will be relayed to me promptly. Clear and direct communication is key to ensuring that any questions, concerns, or updates are addressed in a timely manner. Let's keep the lines of communication open and maintain a smooth flow throughout our campaign.

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Discord Username on the Nexus Server: Sebastian

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