



SESSION 0

MARCH 2026

Discord:
AlanC#4219

GAME DAY/TIME

I will run game sessions each Thursday starting on March 26th. Note that Session 0 is on March 19 starting at 6pm. Each session is 4 hours from 5pm – 9pm. (Pacific Standard Time/Vancouver).

MARCH 2026

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4

SESSION CANCELLATION

A session will be cancelled if I can't make on game day as indicated on Discord each gameday by 12pm PST, or if less than 3 players confirm by that time.

On game day, if someone is late, I will only wait 10 minutes before starting gameplay.

3-5 PLAYERS

If 3-5 players confirm attendance, the game session will take place as scheduled.

If a player is absent, then their character will be played by another designated player or be inactive & with the party.



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DUNGEONS
& DRAGONS

SETTING

The setting is the
World of Greyhawk.

(Homestyle)



564 CY

Treasure & Slaves from the south arrived in the Flanaess.

Re: “Races,” all Greyhawk species are applicable. Multiple sources contain the blueprints to each.

This is the year you all met at a mutual friend’s wedding. At the time, you got to know each other’s weaknesses and strengths.



Classic D&D: The Flanaess

Based on the Greyhawk setting, create a backstory that led you to one location in 568 CY: Voldrun, in the Principality of Ulek; a few paragraphs will suffice. If necessary, refer to Anna Meyer's maps of Oerth as found online (greyhawkonline.com).



Voldrun → Gryrax



COMPLETE YOUR BACKSTORY

- How did your character become an adventurer?
- What are your parents like and are they still alive?
- Do you have any brothers, sisters, sons or daughters?
- Do you have a wife? / Husband?
- Any allies? Enemies? ... Associated organizations?

Some of you may have long stretched out backstories due to your age. Akin to a 2nd career, adjust things accordingly.



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ADVENTURES AT SEA

All of you began adventuring in 568 CY. Like your mutual friend, you headed out to sea.

How old are each of you? Commence character creation in D&D Beyond. In D&D Beyond, you will incorporate a backstory into your planned character. What Greyhawk race do you have in mind?

“BARRIER IN THE AZURE”

In 564 CY, a group of sailors discovered a mysterious circular barrier in the Azure Sea, north of the Olman Islands. Many speculated that it was somehow controlled from the Amedio Jungle, but the western side of the barrier was too distant to confirm. Over the next six years, numerous attempts were made to cross the barrier, but many who tried never returned.



“BARRIER IN THE AZURE”

The barrier was deemed a peril to all who encountered it, with high winds often tearing ships apart. Survivors who made it to Fort Easthook reported that the inner seas were home to Krakens and other monsters. As a result, many sailors refused to venture into the heart of the Azure Sea. Despite the danger, however, some sailors persisted and managed to return with treasures.

Who would be crazy enough to risk such a journey southward in 568 CY?

Answer: Your Mutual Friend, Jarvis.



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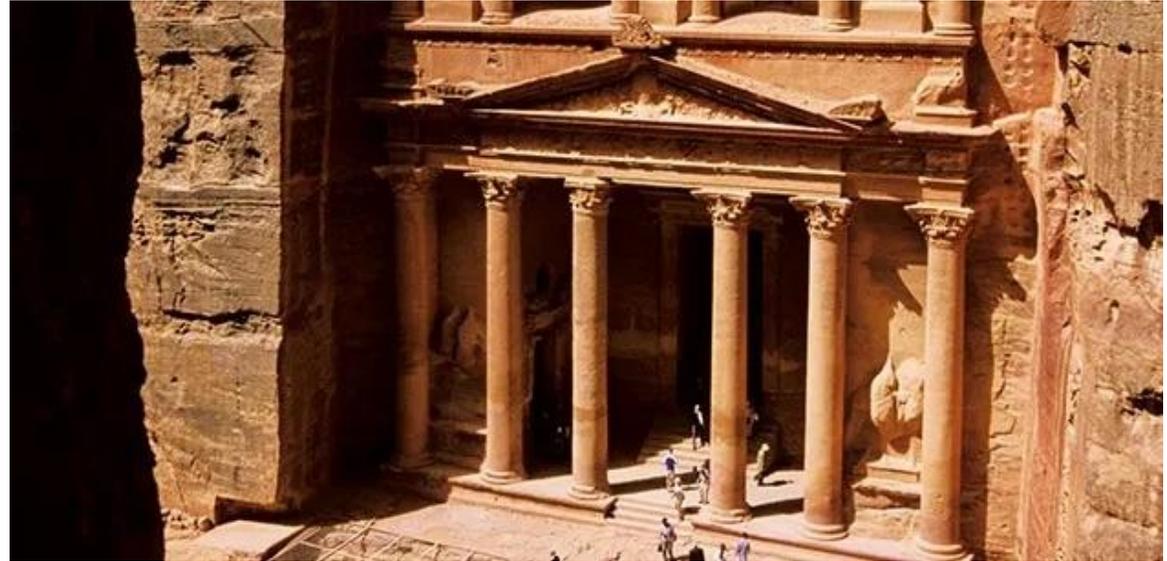
DUNGEONS
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“INDIANA JONES”

In April 568 CY, your friend Jarvik, who fancied himself the “Indiana Jones” of the Flanaess, invited you to join him on an expedition to Fort Easthook, located on the outer edges of the world. He promised untold riches and fame and made sure you were well-prepared for a journey into the Amedio Jungle upon your arrival.

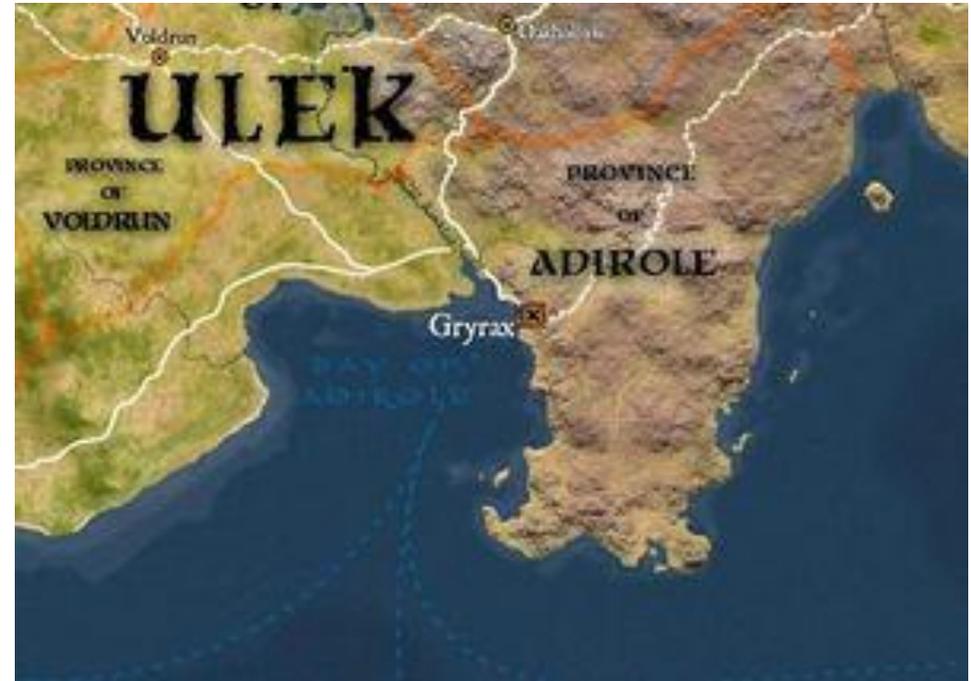
THE TEMPLE

Through a message sent from Fort Easthook, Jarvik told you of a large temple entrance he had discovered, claiming there was gold inside. He urged you to join him quickly before anyone else found it. (Photo: Petra)



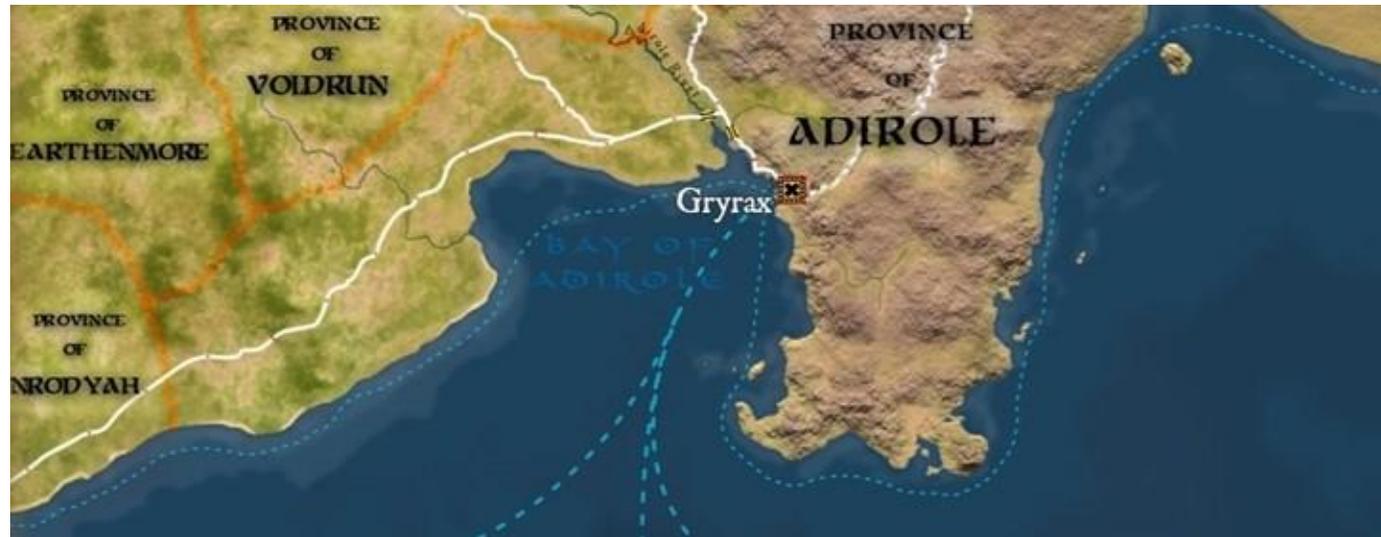
VOLDRUN

In April 568 CY, you all traveled to Voldrun, where Barliman Azimar, an associate of Jarvik, further convinced you of the treasures waiting near Fort Easthook. Jarvik's promise of wealth & adventure enticed you to head southward inland and descend into the newly discovered temple.



BARLIMAN AZIMAR

Aware of the dangers ahead, you knew Jarvik's proposed journey wouldn't be easy. He advised, "In Voldrun, seek out Barliman Azimar for funding and advice."





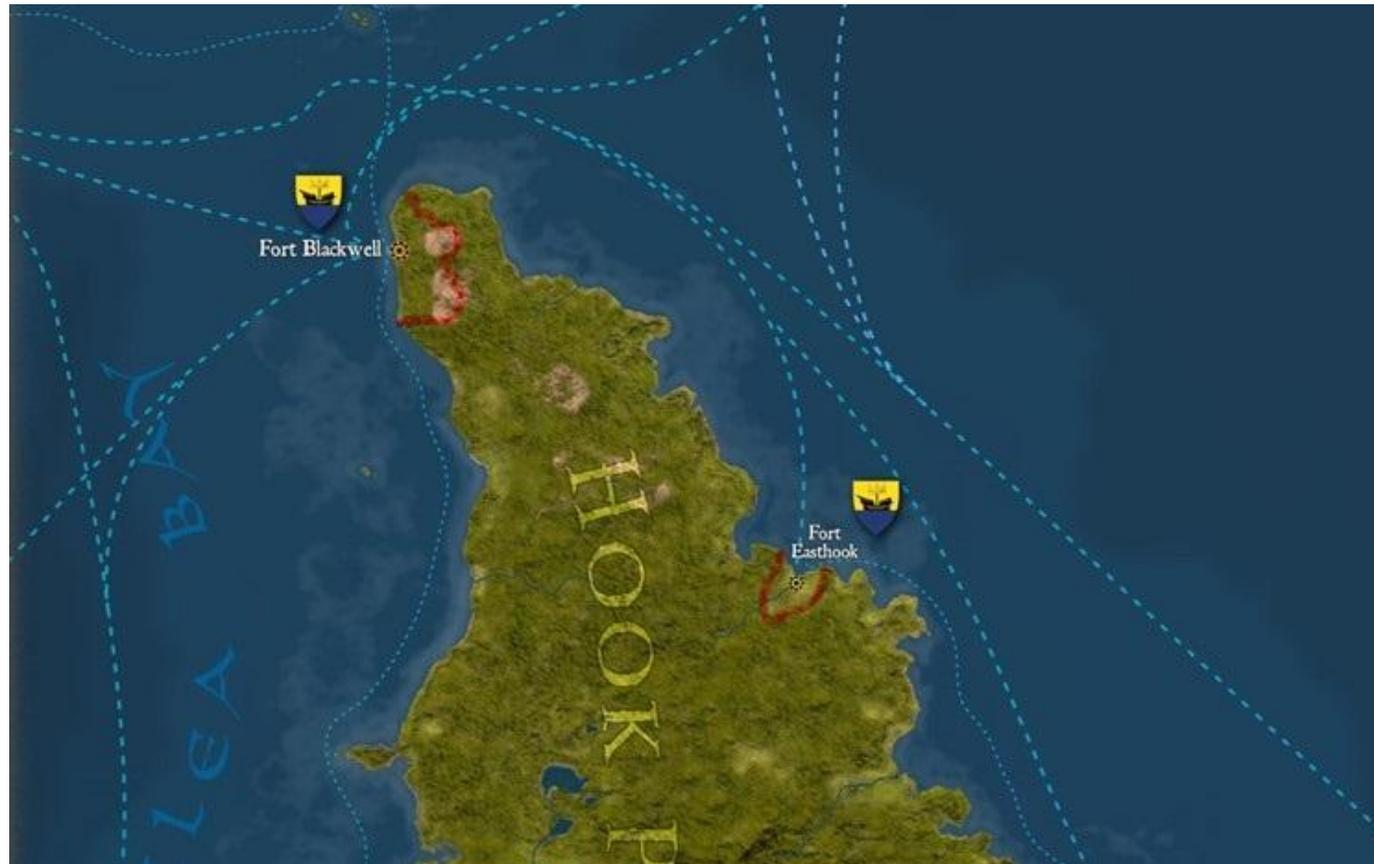
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HOOK PENINSULA

Fort Easthook, located in the Hook Peninsula, was not a common destination due to the harsh conditions of the Amedio Jungle. However, the allure of adventure and Jarvik's promises led you to follow in his footsteps. After traveling south via Gryrax, you were eager to prove yourselves.

HOOK PENINSULA



A PLACE OF MYSTERY

The Amedio Jungle remained shrouded in mystery to most of the Flanaess. Only after the Matreyus expedition in 560 CY did people begin to learn about the jungle's secrets, thanks to the detailed notes and artifacts brought back.



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CHARACTER CREATION

Your character needs to be compatible with Greyhawk and (D&D) high magic orientated worlds. Take a look at the classes available in the Player's Handbook. With respect to Character Creation, when determining abilities, roll 4d6, drop the lowest die roll, and select the order you wish to proceed with when you begin using D&D Beyond. Your character should start at level 1, with 9-16 more HP than normal (1d8 + 8). It has been suggested that many of the monsters in the Monster Manual deliver 40% more damage.

RECORD SHEET

Make use of D&D Beyond to start / continue the character creation process.

1. The attribute method is 4d6 for each stat, subtracting the lowest roll.
2. With respect to character creation, select the order of abilities that you wish to proceed with.
3. Language, Desired Alignment, Physical and Personal Characteristics
4. Do you have a backpack? Personal items and stuff related to backstory.

CREATE A CLASS

Level = 1, Adjusted HP = [9-16 HP] + Class HP

Barbarian ~ d12 = 10-28

Paladin ~ d10 = 10-26

Bard ~ d8 = 10-24

Ranger ~ d10 = 10-26

Cleric ~ d8 = 10-24

Rogue ~ d8 = 10-24

Druid ~ d8 = 10-24

Sorcerer ~ d6 = 10-22

Fighter ~ d10 = 10-26

Warlock ~ d8 = 10-24

Monk ~ d8 = 10-24

Wizard ~ d6 = 10-22

Class Features, Spells ... Background

STARTING CASH

Barbarian: 80 gp

Bard: 200 gp

Cleric: 200 gp

Druid: 80 gp

Fighter: 200 gp

Monk: 20 gp

Paladin: 200 gp

Ranger: 200 gp

Rogue: 160 gp

Sorcerer: 120 gp

Warlock: 160 gp

Wizard: 160 gp

EQUIPMENT

1. Re: equipment, refer to the Player's Handbook.
2. How did you learn the skills of your class?
3. What sets you apart from ordinary people who share your background?
4. Decide what your proficiencies are. Each background gives a character proficiency in two skills as described in chapter 7 of the Player's Handbook
5. Skills are also described in chapter 7.

BLACKSMITH / ARMORY		ADVENTURING GEAR									
Item Name	Buy	Sell	Village	Town	City	Item Name	Sell	Buy	Village	Town	City
WEAPONS						Ammunition					
<i>Simple Melee Weapons</i>						Arrows (20)					
Dagger	2 gp	1 gp	x	x	x	1 gp	5 sp		x	x	x
Handaxe	5 gp	2.5 sp	x	x	x	Crossbow Bolts (20)	1 gp	5 sp			x
Javelin	5 sp	2.5 sp		x	x	Ball Bearings (1000)	1 gp	5 sp			x
Light Hammer	2 gp	1 gp		x	x	Bell	1 gp	5 sp	x	x	x
Sickle	1 gp	5 sp		x	x	Block and Tackle	1 gp	5 sp	x	x	x
Spear	1 gp	5 sp	x	x	x	Chain (10 feet)	5 gp	25 sp	x	x	x
<i>Martial Melee Weapons</i>						Caltrops (Bag of 20)					
Battleaxe	10 gp	5 gp	x	x	x	Crowbar	2 gp	1 gp	x	x	x
Flail	10 gp	5 gp		x	x	Grappling Hook	2 gp	1 gp			x
Glaive	20 gp	10 gp		x	x	Hammer	1 gp	5 sp	x	x	x
Greataxe	30 gp	15 gp	x	x	x	Sledge Hammer	2 gp	1 gp	x	x	x
Greatsword	50 gp	25 gp	x	x	x	Hunting Trap	5 gp	25 sp	x	x	x
Halberd	20 gp	10 gp		x	x	Lamp	5 sp	25 cp	x	x	x
Lance	10 gp	5 gp			x	Lantern, Bullseye	10 gp	5 gp			x
Longsword	15 gp	7 gp	x	x	x	Lantern, Hooded	5 gp	25 sp			x
Maul	10 gp	5 gp		x	x	Lock	10 gp	5 gp	x	x	x
Morningstar	15 gp	7 gp		x	x	Manacles	2 gp	1 gp			x
						Mirror, Steel	5 gp	25 sp			x
						Pick, Miner's	2 gp	1 gp	x	x	x



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DIGITAL DEVICES ETC.

I allow them, but if you get a call, I ask that you silence any sound coming from your PC. Let me know if you need to break away.

If a player is constantly delaying the game because they are NOT paying attention, the game will be paused until they are once again pay attention to what is going on.

TOPICS

Prejudice / Bias - Do Elves hate Dwarves?, if so why? Perhaps all the demi-human races view the goblinoid races with disdain.

Romance / Flirtation - Are you OK with having other characters flirting with your own character? Are you OK with character romances?

TOPICS

Dialogue During Combat - Do you like dramatic moments of roleplay alongside any fights? Is your character talkative? Is your character charismatic?

Concerns / Red Lines - Re: gameplay, what are your concerns and red lines. You might be fine with anything but sexual violence and romance, but you might not be able to cope with torture.

TOPICS

Safety Word - What can players do to indicate that something is not OK for them? I may not be able to see you.

Disruptive topics - Real-life topics like religion, politics, porn, or sex should be avoided at the table. The same applies to sports.

TOPICS

Are there any other topics that are disruptive?
If necessary, you can arrive a 1/4 hour early
so that they can do a bit of socializing before
the 3 hr session.



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“RULES” & DIE ROLLS

Rules debates: As a DM, I allow a 5-minute break to handle any rules debates. The game will pause to look up any rules. If it goes longer than that, I will make a quick ruling to keep game flow & then look the rule up later.

Unannounced dice rolls: If a player makes a dice-roll without saying anything, they will be asked to re-roll. Only dice-rolls are allowed to be made when prompted. **We will use the tables on the next three slides.**

D%	AREA	DIO*	SUB-AREA	SLASHING	PIERCING	CRUSHING
01-02	HEAD	1	EYES	GASH ABOVE THE EYES BLINDED UNTIL TREATED	AN EYE FOR AN EYE -2 TO RANGED ATTACKS	A REAL EYEFUL STUNNED ID6 ROUNDS
03-08		2-5	SKULL	SKULL SPLIT SAVE VS DEATH	LIKE A HOLE IN THE HEAD SAVE VS DEATH	BRAINS BASHED OUT SAVE VS DEATH
09-12		6-8	FACE	GOT YOUR NOSE -2 CHARISMA	TONGUE PIERCING CANNOT SPEAK UNTIL TREATED	A TOOTH FOR A TOOTH LOOSE ID6 TEETH, STUNNED ID4 ROUNDS
13-15		9-0	NECK	ONE CLOSE SHAVE SAVE VS DEATH CANNOT SPEAK UNTIL TREATED	PUNCTURED THROAT SAVE VS DEATH CANNOT SPEAK UNTIL TREATED	BROKEN NECK SAVE VS PARALYSIS
16-24	TORSO	1-3	CHEST	CENTER MASS BLEED ID6 HP A ROUND	THROUGH THE VITALS SAVE VS DEATH	BROKEN RIBS -2 TO ALL ACTIONS
25-32		4-6	STOMACH	SPILLING YOUR GUTS OUT SAVE VS DEATH	PAINFUL WAY TO GO BLEED ID6 HP A ROUND	WIND KNOCKED OUT STUNNED ID4 ROUNDS
33-35		7	GROIN	MOVE UP TO THE ALTO BLEED ID6 HP A ROUND	EYE WATERING BLEED ID4 HP A ROUND	HURTS TO EVEN THINK ABOUT STUNNED FOR ID6 ROUNDS
36-44		8-0	HIPS	CUT ON THE SIDE REDUCE BASE MOVE BY 10'	JUST A FLESH WOUND BLEED ID4 HP A ROUND	BROKEN PELVIS BASE MOVE REDUCED TO 10'
45-50	ARMS	1-2	HANDS	GIVE THE MAN A HAND LOOSE HAND	STABBED THROUGH THE PALM -2 TO ACTIONS WITH INJURED HAND	FINGERS CRUSHED -4 TO ACTIONS WITH INJURED HAND
51-58		3-5	FOREARM	DEEP GASH -2 TO ACTIONS WITH INJURED ARM	BETWEEN ULNA AND RADIUS -2 TO ACTIONS WITH INJURED ARM	BROKEN ARM -2 TO ACTIONS WITH INJURED ARM
59-64		6-7	ELBOW	LOOSE HALF YOUR ARM BLEED ID4 HP A ROUND	INNER ELBOW STABBED -2 TO ACTIONS WITH INJURED ARM	SHATTERED ELBOW -4 TO ACTIONS WITH INJURED ARM
63-72		8-0	SHOULDER	LOOSE WHOLE ARM BLEED ID6 HP A ROUND	HEROIC SHOULDER WOUND -2 TO ACTIONS WITH INJURED ARM	DISLOCATED SHOULDER ARM UNUSABLE UNTIL TREATED
73-84	LEGS	1-3	THIGH	NOT A LEG TO STAND ON BASE MOVE REDUCED TO 5'	STABBED IN THIGH REDUCE BASE MOVE BY 10'	BROKEN THIGH BASE MOVE REDUCED TO 10'
85-88		4-5	KNEE	LOBBED OFF BASE MOVE REDUCED TO 10',	TIME FOR GUARD DUTY REDUCE BASE MOVE BY 10'	BROKEN KNEECAP HALVE BASE MOVE
89-96		6-8	SHIN	DEEP CUT BLEED ID4 HP A ROUND	STABBED THROUGH THE CALF REDUCE BASE MOVE BY 10'	MORE THAN JUST A KICK REDUCE BASE MOVE BY 10'
97-00		9-0	FOOT	ONE LESS SHOE TO TIE HALVE BASE MOVE	HERO'S HEEL REDUCE BASE MOVE BY 10'	BROKEN ANKLE HALVE BASE MOVE

Weapon Wear and Tear Table

wats	Description and examples	effect	Time needed for restoration	material cost for restoration	Mending applicable?
1	Almost as good as new.	none	none	none	No
2	The weapon shows signs of wear and tear. e.g., the blade gets blunt; the bow string wears out.	none	1 hour	none	No
3-4	The weapon deformed in an unexpected way. You will need some time to get used to this. e.g., a sword's guard loosens; the axe head wiggles.	You have disadvantage on your next attack roll using this weapon.	wats*2 hours	value/4	maybe
5	Your weapon breaks more significantly. It is still usable, but you must be careful. e.g., the sword cracks; the bow splinters	It's damage dice changes to the next lower one. (e.g., a d12 weapon now only deals d10 damage). d4 is the minimum damage the weapon can deal.	2-5 days	value	Yes
6	The weapon is severely damaged and fails to fulfil its original purpose. But the broken parts might resemble another weapon type. e.g., the axe head falls off, but you can swing the handle as a club. The Longsword breaks but it can still be used as a shortsword. The shaft of a glaive breaks in two, but you can swing the upper part as an axe.	The DM decides whether the weapon ceases to be useful or chooses weapons that seems similar to some of the broken parts. The new weapons are improvised weapons and have a wat score of 3. You might still be proficient at the DM's discretion.	2-5 days + time to repair new weapon	value + cost to repair the new weapon	Yes

Crit Fail Melee Attack Table

Unarmed strikes:

1d4

Melee Weapon Attacks:

NPCs: 1d6

PCs: 1d8

d4 d6/d8	description	effect
1	Your miss represses you into a more defensive position.	The next attack against you has advantage.
2	Your weapon slips in your hand or your fists hurt badly.	You become incapacitated until the start of your next turn.
3	You charged in a bit too enthusiastically and stumble into your enemy's arms.	You are now grappled by your target. (unless your target is more than one Size smaller than you)
4	Your last attack made you drop your guard.	The enemy can take its reaction to make an opportunity attack against you.
5	You lose your weapon.	It lands 10 ft away in an unoccupied space the DM chooses. You can use a bonus action on subsequent turns to pick it up.
6	Your weapon gets stuck somewhere.	When you would make your next attack, you instead free the weapon from being stuck, forgoing the attack.
7-8	This probably hurt your weapon more than your enemy.	Increase your weapons wear and tear score by 1

Crit Fail Ranged Attack Table

NPCs: 1d6

PCs: 1d8

d6/d8	description	effect
1	You miss very unexpectedly and take a moment to contemplate on what went wrong.	The next attack against you has advantage.
2	In a sleek motion your weapon slips out of your hand and you awkwardly try to catch it multiple times unsuccessfully.	You become incapacitated until the start of your next turn.
2	You hit your toe.	You Scream out loudly and your speed becomes 0 until end of the turn. (You cannot be hidden until the start of your next round.)
4	You hit your target in a harmless but incredibly annoying spot.	The target can use his reaction to make a ranged/melee weapon attack against you or cast a cantrip targeting you.
5	While taking aim a speck of dust flies into your eye.	You cannot make another ranged attack until you take a bonus action on subsequent turns to get rid of it.
6	You got stuck while reaching for your Quiver (or Dagger belt or with your weapon).	When you would make your next attack, you instead free yourself from being stuck forgoing the attack.
7-8	This probably hurt your weapon more than your enemy.	Increase the weapons wear and tear score by 1 (and destroy ammunition at DMs discretion)

Crit Fail Spell Attack Table

All: 1d8

d8	Description	effect
1	"It's LeviOsa not LevioSA" You flounder and completely change the meaning of the spell.	Your target heals a number of hit points equal to your proficiency modifier
2	Some magical side effect upsets your stomach and you try hard not to throw up.	You lose your concentration.
3	Your target resists the Spell in the most fabulous way possible.	You are charmed by your target until the end of your next turn and say some words to express your love.
4	You are so focused on avoiding damage, that you cast an abjuration spell instead.	You cast the resistance cantrip on your target, this doesn't require your concentration.
5	You lose your casting focus or drop some spell components	They land 5ft away in an unoccupied space the DM chooses. You can use your action on subsequent turns to pick them up.
6	You summon a swarm of glowing butterflies. They confuse you with a flower.	The next attack against you has advantage. (You cannot be hidden until the start of your next round.)
7	You partly polymorph into a random animal the DM chooses.	For 1 minute you can only make animal noises when trying to speak. You can still cast spells that require verbal components and communicate with someone who understands beasts.
8	Your sight goes blurry and you count twice as many fingers on your hand.	Your next attack has disadvantage.

D&D BEYOND

Note that all characters will be created online using **D&D Beyond**. Unless a live die roll is requested, all die rolls will be sent to the VTT with Beyond20.

To me, keeping the storyline moving is important. As well, ignore CR. Characters should be smart enough to run away from things.

Note: The campaign is sandbox-based with a fleshed-out storyline, history, and applicable NPCs. There is an initial railroad leading into the main part of the campaign (October).

HOUSE RULES

- Whenever you drop to 0 hp, you become unconscious.
- **If you reach 0 hp, others can take immediate action to prevent further loss.**
- Once a character reaches -10 hp, they immediately lose 1pt of CON permanently.
- **In my game there are no saving throws & once you reach -10 hp, you die.**

RESTING

A long rest always starts with a short rest. You can recover hp naturally or through a healer.

- Short Rest = 1 hour. // Long Rest = Minimum of 6 hours of sleep and 2 hours of light activity, such as reading, talking, eating, or standing watch. For a “healer”, healing someone is light activity.
- Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. Long Term Care requires a DC 15 heal check and a healers kit.

NATURAL HEALING

With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day & night, you recover twice your character level in hit points.

You can only do an 8+ hour sleep once per day, and further sleeps don't count as extra. So if you sleep 8 hours or more up to 23.9 hours (combined) in a day, you still only recover 1 HP. It's only if you **rest** for all 24 hours that you would get 2 HP.

NATURAL HEALING

You can only sleep once in a single 24-hour period. Even if you just engage in some light activity, such as reading or cooking dinner, you'll get the full 2 hp.

You can recover more hitpoints if someone is using the heal skill on you: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest.



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BAILEYWIKI

For online game purposes, I am making use of Baileywiki maps.
This allows for continuous online gameplay as shown on YouTube.





FOUNDRY VIRTUAL TABLETOP

A Self-Hosted & Modern Roleplaying Platform