

THE VALE OF ETERNAL MIST

CAMPAIGN SETTING AND CHARACTER
CREATION GUIDE

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**OPEN GAME
MASTER**

INTRODUCTION

Within this document you will find all the information you need to step into The Vale of Eternal Mists, and be a part of the continuing adventure!

Read this guide carefully, as it contains information on rules, source books, setting, and other things you may need to know before making a character.

If you have any questions, queries, or spot an error within these guidelines, please contact the Open Game Master.

SOURCE BOOKS

The following Dungeons & Dragons 5th Edition source books are **allowed**:

- Player's Handbook
- Beginner Rules
- Elemental Evil Player's Companion
- Official Errata

The following Dungeons & Dragons 5th Edition source books are **disallowed**:

- Unearthed Arcana
- Third-party material

HOUSE RULES

The following house rules are in use:

- Fortune
 - Roll d100 to test your luck (higher is better)

VARIANT RULES

The following variant rules are in use:

- Equipment Sizes (PHB 144)
- Feats (PHB 165)
- Flanking (DMG 251)
- Inspiration (PHB 125 / DMG 240)
- Overrun (DMG 272)
- Playing on a Grid (PHB 192)
- Shove Aside (DMG 272)

GETTING A CHARACTER SHEET

When you are ready to create your character and join the games, post in the #Signups channel on Discord to be assigned a character sheet.

This sheet is a reproduction of the official Dungeons and Dragons 5th Edition Character Sheet in spreadsheet form, complete with all forms and fields found on the paper versions.

The link you receive will allow you to access the sheet which is stored on Google Drive. The link is private, and should not be shared with anyone. If you lose the link, you will have to ask for a new one. Check your chat history first!

You are solely responsible for maintaining your character sheet, and ensuring that it is accurate and up-to-date. If it is not written on your character sheet, you do not have it – that includes items and spell slots!

The Open Dungeon Master will not edit or change your sheet without telling you first.

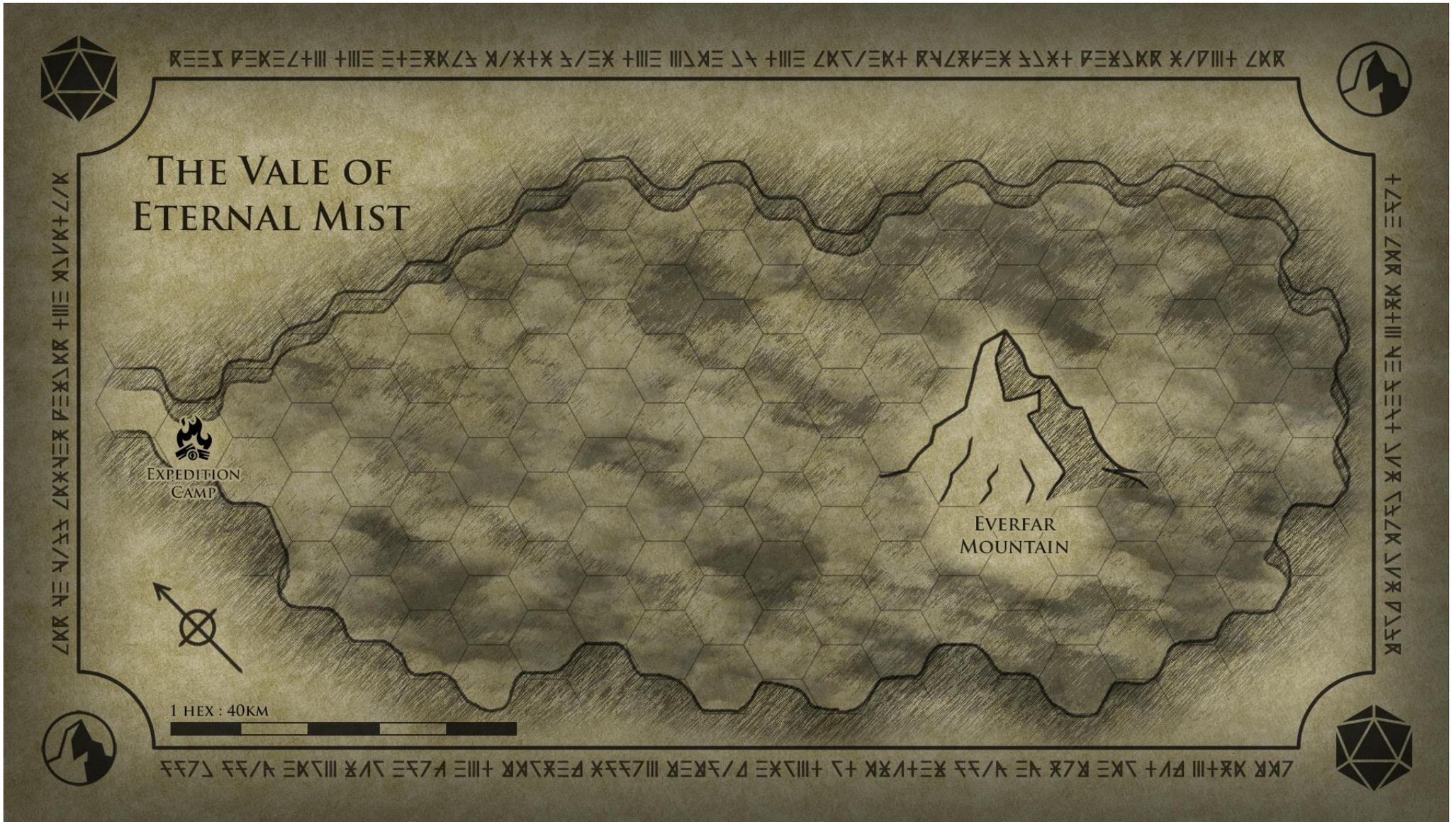
LEGAL AND PRIVACY

TL;DR You agree to let us use all recordings with your voice and character. We promise not to abuse that trust.

By choosing to play in any game run by the Open Game Master you agree to allow the livestreaming, recording, and rebroadcasting of all play sessions in which you participate for commercial purposes without royalty or other expectation of compensation.

We promise not to use the play sessions in which you participate for purposes outside of those directly relevant to the Open Game Master, or alter them to cast you in a negative light.

If you have an issue or concern with a play session in which you took part, contact the Open Game Master directly.



CAMPAIGN SETTING

PREFACE

Far to the east of the Sword Coast lies an ancient mountain, shrouded in a cloak of eternal mist. Rumour has it that atop that ancient peak is an artefact that can grant its wielder wealth beyond measure, the power to topple kingdoms, and grant the wishes of its master.

You have ventured far from home to the Vale of Eternal Mist in search of this artefact, that you might use its power.

Dare you step into the mist? What dangers await you within that ever-shrouded labyrinth? You must find the courage to pass into the fog and face your fate.

THE VALE OF ETERNAL MIST

The journey from home is long and arduous, but finally you crest the edge of the vale and behold Everfar Mountain, the goal of your quest.

Just as the legends told, the entire vale writhes and shifts under a smothering of white mist, as if the clouds had forgotten their place in the sky. Everfar mountain juts forcefully out of the veil, the only landmark in sight.

The road leads sharply down from here toward the wall of fog. Stretching before you the Vale of Eternal Mist goes on for 800km – two weeks journey alone just from here to the mountain.

EXPEDITION CAMP

As your character nears the basin of the vale, they are welcomed into a large camp of tents and wooden buildings established on the border of the fog.

It is a busy place with many people from different corners of Faerûn, all gathered here with a singular purpose – reach Everfar Mountain and find the artefact.

A gated wooden palisade stands between the camp and fog, an eerie silence looming threateningly beyond the wall. Groups occasionally depart through the gate, disappearing into the fog. Fewer return.

Within the walls an honourable peace is kept by all who would rather not be cast out into the vale. Lone mercenaries and parties work together to build, tend wounds, and keep guard.

Three factions exist within the camp, each led by a notable figure. You may find allies within them, but never forget that they too seek the Artefact for themselves.

EVERFAR MOUNTAIN

Little is known of the mountain beyond legend and rumour. Some say that it rose from beneath the earth, shattering the land and creating the vale. Others say that it was once a mighty Dwarfhold, now lost to foul magic.

Whatever the case may be, its name is well earned. No matter how far you walk around the vale it always appears to be no closer than when you started.

CHARACTER QUESTIONS

When you begin thinking about your character, and especially when you are creating a backstory for your character, keep the following questions in mind:

- How did they learn of the legend of the Vale of Eternal Mist?
- Why do they want the power of the Artefact?
- What do they think the Artefact can do?
- How have they prepared themselves for the quest that lies ahead?
- How did they travel to reach the Vale of Eternal Mist?

SUBMITTING YOUR CHARACTER

Once you have completed character creation, message the Open Game Master for approval.

If you have questions about the setting, tying your character into the Forgotten Realms, or other pre-generation questions, don't hesitate to ask.

After any queries or issues are corrected, you're ready to play!

CHARACTER CREATION

RESTRICTIONS

Below you will find a list of restrictions that you will need to bear in mind when creating your character.

These restrictions may change as the game progresses.

RACES

The following races are **disallowed**:

- Deep Gnome

The following sub-races are **disallowed**:

- Drow

The following variant race traits are **allowed**:

- Human

CLASSES

The following classes are **disallowed**:

- None

The following class archetypes are **disallowed**:

- None

STARTING LEVEL

All characters begin play at level 1 (0xp).

ABILITY SCORES

Use the following ability scores when creating your character:

15 14 13 12 10 8

HIT DICE

At level one, your hit points are equal to the maximum hit dice value for your class plus your constitution modifier.

At higher levels, hit dice will be rolled to determine additional hit points.

ALIGNMENT

All characters **must** be of Good or Neutral alignment.

Characters may be Lawful, Neutral, or Chaotic.

EQUIPMENT

Your character begins play with the weapons and equipment as determined by their class and background.

BACKGROUNDS

Players may use the standard backgrounds as described, or create their own custom background.

Players should aim to create their own character traits, ideal, bond, and flaw.

When creating a custom background, ensure that it remains in line with the standard backgrounds:

- Two skill proficiencies
- A total of two:
 - Tool proficiencies
 - Languages
- Items / gold up to ~25gp in value

All custom backgrounds are subject to approval by the Open Game Master.

NAMING

Your character requires a first and last name, and may have a common or nickname, such as:

Raven “the Master” Elkerrek

Angela “Darkwhisper” Ironfoot

CHARACTER BACKSTORY

Write a short, brief backstory on the second page of your character sheet. Include details on why your character has travelled to the Vale of Eternal Mist to seek the artefact.

You are welcome to write a longer version of your backstory in a separate document and send it to the Open Game Master.