

Introduction to Dan's New Campaign

Welcome to the world of Golarion, the Piazio world created just for Pathfinder. The [Pathfinder Wiki](#) will give you a lot of information on the world in general. I have tried using other, company produced campaign worlds before with limited success. I am impressed with the depth and history of Golarion and I don't feel that I can compete with a team of writers. I am giving this world a try to see if I can make a richer game. I also want to try and use some Piazio modules; most of the ones I have read are of good quality (better than anything I saw produced by TSR). As with most of my games this is an experiment to see how something new works. I will be trying to stick close to the history written for Golarion and the Geography. I will also be using the Pathfinder gods. My goal is to get a more immersive and hence better game time. I can't promise to stick exactly to what has been written since I haven't read all that has been written. I have read the Inner Sea Campaign Guide and the Deities of the Inner Sea a couple of times and I have started seeking out the small books that deal with a specific section of Golarion. I will list the books that I have read and plan on using in the [Texts Used in the Game](#) page of this website. It should be noted that this website is under construction and the contents may be changed.

Character Sheets

I want players to keep a copy of their current character sheet in Dropbox under Dan's Game and the file with your name on it. After the first session things on your character may be changed if you don't like them. These changes and any future updates and changes must be made by 10:00 pm the Thursday prior to a game session. After the first game any changes made will be done according to the rules for leveling your character or the rules for retraining your character. You will find editable character sheets in the folder labeled Blank Character Sheets under Dan's Game in Dropbox. There is a sheet for primarily martial characters with little to no spell casting capability and a sheet for spell casting characters. Please keep a current list of your memorized spells on your character sheet. The sheets are editable PDF files accessible through either [Adobe Acrobat Reader](#) or [FoxIt](#) both program can edit the files and both are free.

Allowed Alignments

Any alignments are allowed in this game, provided you have a reason to get along with the campaign and the party members. This includes evil alignments, although I recommend against them. D&D has historically been a game telling the tales of heroes and heroines on a great quest to improve the world. Improving their own conditions is usually part and parcel of the story, but are not the main goals of the story.

I have problems with the following alignments for specific reasons:

Chaotic Neutral Characters are so greedy and self-centered that they cannot be trusted, most of them are also insane, with no foundation for a moral character that is acceptable in society. They are true mavericks and so can't be trusted.

True Neutral Characters must balance evil with good and so they will work against the general goals of the campaign half the time.

Neutral Evil Characters often backstab the party and will work against the general goals of the campaign.

Lawful Evil Characters often tend to work against the goals of the campaign. Generally, they are not out just for themselves, but the organizations they tend to favor typically are ones the party would be against.

Chaotic Evil Characters tend to provide nothing but trouble for the party, with no morale code and no good goals they often work against the goals of the campaign.

That is why myself and many DMs want to confine the party to good alignments. More often than not players want to choose these unapproved alignments so they can "screw" with the party, a self-centered, selfish goal. The whole idea of heroic fiction is the morality play of good vs. evil. And the game itself is a saga of that epic struggle. With the heroes working together to defeat the bad guys.

In the real-world things are all in shades of gray. Even Hitler was nice to his friends and was honestly trying to improve the lot of German Aryans. He took his nation out of an economic crisis and depression and made them into a world power. The problem with Hitler was in his methods and many of his warped goals. For example, the "Final Solution" was first applied against Jews, but it would eventually have been applied to any non-Aryan race, including blacks, Hispanics, and native peoples. He is a classic example of the saying "absolute power corrupts absolutely."

The best working definition of "Good" is a philosophy where the person is willing to sacrifice for the welfare of others. Some of the historical paragons of "good" like Christ, Joan of Arc and Martin Luther were all willing to give their very lives to help others. Good characters by definition will want to cooperate with the party and the campaign. That is not to say that all good characters are pure good, Christ himself admitted that he succumbed to temptation and Martin Luther King may have had affairs with other women. In the end we are all flawed in some way and party of good story telling is how the characters work to overcome their flaws and improve themselves.

The best working definition of "Evil" is a philosophy where the person is willing to sacrifice the welfare of others to improve their own condition. Most dictators fall into this category, especially ones like Kim Jong-il, or Saddam Hussein who lived a lavish lifestyle while ruthlessly suppressing the freedom of their people and forcing most of their citizens to live in poverty, some even in abject slavery. They want things their own way and have little tolerance for those that do not see it their way; not an ideal attitude for an adventuring party.

The Neutral philosophy's sit somewhere in the middle. Usually, they are more complex than the black and white issues of absolute good and absolute evil. However, it is often possible to get them to cooperate with the campaign. They may be a bit selfish and greedy, but they are willing to work together. This is why many players are drawn to a neutral alignment.

In 2nd and 1st edition of D&D Alignments were straight jackets with the loss of a level as a consequence of changing alignments. Few people really played their alignments though; most party members had the alignment of Chaotic Greedy. Good and Evil are more than just a point of view they are a way of bringing about that viewpoint. Most of the DM story lines are outlined with the ideal of good triumphing over evil. This is also the theme present in most fiction, myths and stories of society. These stories become a fundamental part of that societies nature.

There is a place for the other alignments though. There are Anti-Heroes and cases where those who could be called "good" and "evil" worked together. Stalin was a cruel despot, but he worked with Great Britain, the United States and the Allies to defeat the evil that was the Axis. None of the Allies were perfect, but their common goal of defeating the Axis Alliance could be considered a "good" one. If Hitler had won, his "Final Solution" would have been applied to most of the world; resulting in the extermination of the majority of the world's population. Stalin was evil he promoted his definition of communism to the detriment of his people, for example he had people worked as slaves in labor camp conditions to build a canal that was engineeringly unsound and so failed. He was guilty of many other crimes an society that tried to import his brand of communism to the rest of the world.

If you want to play a non-approved alignment you must work with your DM to do so and for the game to succeed you must create a character that will follow a few rules:

1. The party has to know that you have their back. Almost every thief has been guilty of under reporting the amount of treasure they find and pocketing the profits for their own use. However, if the party is in trouble almost all of those characters are willing to do anything to help. If the party can't trust its members it will start a war within the party and cause the party to fall apart. One example of a way to start a war within the party is when chaotic characters pull "practical jokes" on other players. I have never found practical jokes to be practical and they tend to break down party trust. I have seen a party come to blows over a practical joke.

2. The party must be willing to follow the DMs Story Line. DMs are responsible for creating a reason for why all that happens in their lives does happen. The life of an adventurer is not a string of accidents, but a road to an eventual goal; usually one that saves the world or fulfills a similarly impressive goal. The DM may put up a lot of stories, they may disguise the story line, there will be random encounters, and the party may stray from the primary story line from time to time; but you cannot have one group want to go here and adventure and another group that wants to go in an entirely different direction to do something else and still expect the DM to run both parties. This is why every DM hates it when the party separates, they can't do two things at once; they can't run two groups at the same time.

3. The party must get along, they don't have to like each other, but they must agree to work together. If the party members can't get along together then they will not have a legitimate reason to adventure together. There are reasons why an evil creature and a good creature could adventure together; mainly to defeat a foe that they have in common or to prevent the destruction of what they hold dear. Their ways of going about it will differ; as to their alignments and they will argue over that, but if they can't agree to work together then there is no reason for them to do so and the game will fall apart. If the party won't stay together, working on a common goal then there is no reason for the party to exist. The goals may change, and the motives may vary and everyone may not be working on the same goal at the same time, but they can't be working against each other or against the story.

The easiest way to ensure that these rules are not broken is to force the party to have similar or compatible alignments. If the players can come up with good reasons for the party to be together without sharing the same alignments then they can work that out with the DM in their background story. Those party members must also insure that when the DM's plot unfolds that they will be able to keep with the party and the storyline. Otherwise they will not be allowed to play an unapproved alignment. I do not expect everyone will always work together, but I want the group to aspire toward that goal.

It is not a situation of US "the party" vs. THEM "the DM." It is a situation of ALL OF US trying to resolve the problems posed by the DM. You must create a character who is willing to follow that goal.

A note about Chaotic characters; the most common example given is Robin the Hood of Loxley. He robbed from the rich and gave to the poor. However, Robin actually stole from the corrupt Catholic Church and the evil King John and he gave most of the profits to the peasant population to try and improve their lot in life. This is what made him a hero. His act of thievery made him an outlaw, he only stole to get back at the evil he saw. He did not steal just to improve the lot of himself and his friends; that is evil. I know chaotic characters who claim that any theft is just chaotic, that is wrong. The motive behind that theft is just as important and will determine if that theft is an evil or good act.