A Table Guide to the Table

Introduction

Dungeons & Dragons is a table-top role-playing game where players assume the role of a character in a fictional world and go on adventures. One person acts as the Dungeon Master who runs the game, adjudicates the rules, and plays the monsters and non-player characters. An important part of a Dungeon & Dragons game is the campaign (game) setting. The campaign setting informs the Dungeon Master and the players about the necessary details to play a Dungeons & Dragons game. This includes the different playable races, major world events, countries, religions, and many other things.

“A Table Guide to the Table” is the campaign setting I created for running my Dungeons & Dragons game. The objective of “A Table Guide to the Table” is to provide a campaign setting for new Dungeon Masters and/or players in which to start playing Dungeons & Dragons. “A Table Guide to the Table” contains information about the different regions of the world; the people, organizations, and religions; and new rules for character creation in 5th Edition Dungeons & Dragons.

Objectives

- Create a logical and consistent guide to a new Dungeon & Dragon’s setting. This includes providing enough for a Dungeon Master to begin running a campaign in the world.
- Add new character and class options to provide players new and unique choices to create a fun character to play in the world.
- Investigate interesting sociological issues such as politics or religion in a high fantasy world.

Why is the world called the Table?

“...The Forefather came from somewhere and coalesced the raw energy of the universe, condensing it into a table of water for his daughter, Althea, whom he also made so he was not lonely. This table was similar to the tables that human children use to play with their toys, but on a grand scale; it was a barren table, for Althea had no toys to play with.” — A Not So Brief History of the Table

Life can sometimes feel as though you are a pawn on someone else’s chessboard. It is no secret the gods are alive and well; it is easier to suspect the gods are playing a game than for random chance to be responsible.