

**The In-Between Campaign (D&D 3.5)**  
**PC Creation: 3/2/18**

Welcome to the In-Between Campaign. Players will be creating adult characters who all have childhood connections, and will be transported to other worlds to act as heroes for mysterious powers.

**Campaign Background:**

PCs knew each other as children in Hawkins, Indiana, from at least 10 years old. As children they learned role-playing games and explored the local area, especially a wooded glen, where most of their childhood adventures took place.

As adults they meet up again at the age of 41 back in Hawkins (30 years later). They reminisce one evening and wander back into an old glen they played in as children (nicknamed by them as children, "The In-Between"). In addition, they begin to remember a strange recurring dream they have had since they were young....

**The Dream:** You are young, still eleven years-old, and you are alone in someplace you don't recognize.. in front of a two story weathered old house. You see a light coming from a cellar window and you make your way toward the cellar door, which is open. As you climb down the stairs into the cellar you see all kinds of machinery that reminds you of Frankenstein's laboratory. The light that drew you was cast by the whirring machines and electric grids all around, making this odd place seem alien and frightening.

Suddenly you feel a presence. A warm comfort surrounds you and you turn around to see a man haloed in a light that is just bright enough to cloud his features. The man "speaks to you" in your mind. He asks you "Are you are ready to serve?" "Are you willing to swear the oath? The oath to serve me and the cause of goodness, to fight for justice, protect the weak, and defend against evil?" You find yourself whispering "yes". "Then drink."

You find a vial of clear liquid in your hand. You uncork it and drink. Your insides turn to fire as the power flows through you. You are something much more than you were before, something that you can barely imagine...ending the dream.

As you are walking and talking about your childhood memories, they begin to become clearer and clearer... as the Characters are walking through their childhood haunts rocks, trees, and landscape become familiar. Old games of tag and hide and go-seek come to mind, but mostly thirty year-old role-playing games are remembered, with high adventure as you are once again immersed in the nostalgia of your favorite RPG character.

**The Campaign Begins:**

Your group is walking and talking, admiring the fireflies and the stars when one of you notices the others. Something is different about your friends. Then you realize (remember?) that you are in your forties, but as you look around you are not. Your friends, they are eleven, and you remember or imagine that you were once a grownup. And just as you come to this realization, you stumble across a backpack you lost more than thirty years ago (or was it yesterday?).

**Out of Character Knowledge:**

In this campaign the players are creating complex, multi-faceted PCs. The Power the PCs serve is called Oberon (this is a campaign conceit, so be ready to accept it). PCs will gain tremendous power (catapulting to 18<sup>th</sup> Level-Pre Epic)

Players will create three aspects to their characters: **A)** Normal Adult PCs (L1 Aristocrat, Expert, Commoner (DMG pg. 108)), **B)** Children of the In-Between (As Adults but -4 Str & -2 Con), & **C)** RPG Characters/Hero-Evolved: L18 Characters (using D&D 3.5),

The Campaign should last around 12 sessions (5-6 months) and PCs should go from 18 to around 23<sup>rd</sup> level.

**IMPORTANT GM NOTES:**

PCs are expected to come up with role-playing reasons to stay and work with the group!!

**Game System:** The basic system players will use D&D 3.5.

**Hero Characters:** Making 19<sup>th</sup> level characters is very challenging and complex. PCs are allowed to make modifications that better fit their ideas freely during the entire first game. In addition, the PCs will NOT be facing Encounter Level challenges of their level until they better understand their PCs.

**Campaign Plot/Mood:** The basic plot of the campaign is that PCs have been given incredible powers and agreed to serve a higher power in order to protect the weak and innocent. The tone of the campaign is one of nostalgia and high adventure.

## **Pre-Changed Character Creation:**

PCs begin at 1st level Normal people on Earth. They may choose L1 Aristocrat, Commoner, or Expert (DMG pg. 108). They may have whatever material wealth, objects, and connections that fit their background story (since it will have very little effect on the campaign).

## **Character Creation Part 1-(Skilled Normal Adult PCs Adventures-1<sup>st</sup> Level)(Players Handbook and DMG pg. 108):**

Level: PCs begin at 1st Level

Classes: They may choose L1 Aristocrat, Commoner, or Expert (DMG pg. 108).

Abilities: PCs will begin with a base 8 in all abilities and 15 points to spend to increase them using the chart on pg. 169 of DMG.

## **Character Creation Part 2-Post-Change Character Advancement (Children):**

Becoming an 11 year-old Child:

-4 Str, -2 Con, (As Adults modified),

## **Character Creation Part 3- Heroic Character Creation Part (Level 18):**

Level: PCs begin at 18th Level

Classes: They may choose any legal Classes and Prestige classes for 3.5 (Ask me if you have questions-DMO)

Abilities: PCs will begin with a base 8 in all abilities and 32 points to spend to increase them using the chart on pg. 169 of DMG.

Hit Points: PCs gain maximum hit points for each level.

Book Spell Casters: PCs Spell casters begin with all 0 level spells, 3 1<sup>st</sup> Level spells + Intelligence Modifier, and then 2 Spells per levels 2-19, up to the level they can cast.

Magic Items/Equipment: PCs begin with equipment and magic items of their choice (with some exceptions-DMO) of 100,000 gps.

Experience Points: PCs will begin with 163,000 Exp (10,000 above base 18, for PCs who want to make magic items)

**Campaign Note: Progressive loops will not be allowed.** For example: Wishes normally cost 5,000 EP to cast. If a cagey PCs finds a way to cast continuous wishes to raise their attributes without paying the cost, this will not happen.