

Session Zero Checklist



(for both adventuring parties and workplace teams)

D&D Campaign	Workplace Team
Game Tone – Lighthearted? Gritty? Epic?	Mission & Goals – What’s our purpose? What are we aiming to achieve?
Table Etiquette – Respect turns, manage distractions	Team Culture – How we work together day-to-day
Boundaries – Topics to avoid, safety tools	Boundaries – Non-negotiables, respectful behaviour
Player Goals – Roleplay, combat, puzzles, or mix?	Team Member Goals – Professional growth, project priorities
DM Style – Narrative-heavy? Tactical? Flexible?	Leadership Style – Decision-making, feedback, availability
Expectations of Players – Be prepared, respect spotlight	Expectations of Team – Communication, collaboration, deadlines
Expectations of DM – Fair rulings, engaging story	Expectations of Leader – Support, transparency, trust
Communication Method – Group chat, session recap, email	Communication Method – Meetings, updates, project tools

<http://dndatwork.com>

Dungeons and Dragons at Work

