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The Adventurer League is a group of players and DM looking to host and play VIG adventurer league sessions as well as other DMD campaigns and related chat and games. The website (TheAdventurerLeagues.com) is an information center for the Discord server with information about games that are currently playing and additional resources. To join us in the fun, please join us on The Adventurer Leagues Discord (Discord is a text program/voice chat app, you can download here if necessary). You'll need to join Discord to send a message to DMs and join the games. All the chats and games of the League of Adventurers and information can be found there. ALL games will be played using Roll20.net, which is a website that allows online Dungeons and Dragons to play. You will need a Roll20 account in order to participate and play games of the League of Adventurers. For any questions or questions, please join us in the Adventurer League Discord server. Want to know how you can go into the game of the League of Adventurers OCG and start their travels around the kingdoms? Here's a handy guide to getting started in five simple steps! 1. Download and read the Adventurers League player package (and basic rules) Think of these documents as something like a textbook. If you're completely new to DD 5E, understand that the rules can smooth your journey from zero to hero and quickly propel you to success. If you come from Homebrew background, reading these materials can help you understand the differences between the adventurers of league games and the D.J. you are familiar with and some of the expectations that come with organized gaming. You can download The Adventurers League Player and DM Pack here and the Basic Rules of DD here. The latest AL Player and DM Pack can always be downloaded from DMsGuild. (You'll need an account with DMsGuild to download it, but signing up for one can be as easy as logging in with Facebook). 2. Create a character Once you've read the AL Player guide, it's time to build your first league character of adventurers. It's time to bust out these D.J. books! Most of the stories in the League of Adventurers take place in the world of Forgotten Kingdoms, a traditional high fantasy setting, and you can build this character using options from the Player's Handbook, as well as one (1) other D.D. book - whether it's Mordenkainen's Tome of Enemies, Sword Coast Adventurer's Guide, Volo's Guide to Monsters or Xanathar's Guide to Everything. If you prefer to start in the grittier, arcanopunk world of Eberron, your options are more limited. Eberron's characters are created using options from the Player's Handbook, Eberron: Rebellion from The Last War and Xanathar's Guide to Everything. Your character starts playing at level 1, gaining experience, Levels up as you play more D'D League games. You can fill in Details of an empty sheet of characters downloaded from the official CAN website, or through online resources such as D'D Beyond. In addition to consolidating all official DDD resources in one place. With D'D Beyond Character Builder, you can create the legal symbols of the League of Adventurers using The Basic Rules and more. If you want to pass the math and go straight to the game, we have a stable of iconic pre-generational characters you can choose from too. Just check out our iconic Pregens and Eberron Iconic Pregens and choose the one you like! 3. Registration for the game Public Games for league adventurers advertised on our Discord, and registration for games through our Warhorn. Games are divided into levels that determine their relative complexity. For new players in the League of Adventurers, you'll want to look out for adventures in tier 1 (for characters from level 1 to 4) or one of our monthly Introductions to DZO sessions. Once you've signed up for the game, be sure to contact your Dungeon Master via Discord to let them know. While our community doesn't charge for public games, you can support the community by buying our Discord Boost server, or by supporting Dungeon Master, which launched the game for you with a tip or purchase on DMsGuild. Be sure to ask them how you can help them make the experience better for everyone! You must be registered with Warhorn to register for the games. Due to the global situation of Covid-19, DDALSG games are being launched online, on our Discord. As a community, we do not encourage, endorse or offer physical games for health and safety. If you decide to take part in a physical DMO game anywhere, understand that you are doing it at your own risk. 4. Play some D'D Go in, roll the dice and have fun when the big day arrives! Most Discord games rely on the theater mind and your imagination, and you can roll the dice in the chat channel using Avrae, the official dice bot. Sometimes Dungeon Masters can use other platforms or virtual countertops, such as Fantasy Grounds, Roll20, to share visual aids such as maps and grids. Be sure to tell your Dungeon Master if you need help at any time during the game, or if there is something you are not familiar with. Visual representations can make the experience pop in your minds. 5. Enter the adventure When the adventure ends, it's time to reap the rewards. Your Dungeon Master will tell you what information you will need to put on your log as a record of your participation in the game. You can save a physical record on a log provided by al Player and DM Pack, or use a website like the League log to do so. Keeping records online helps keep it accessible to yourself and your Dungeon Master! Your logs help Your character's progress, promotion and rewards from the game are different adventures, and are essential if you want to play your character on higher levels. Sometimes, Dungeon Master may also ask to see your logs so they can better adapt the experience for you. This guide will hopefully make getting into your first adventurer league game easier. If you think this article was helpful, be sure to let us know. We'd also love to hear your feedback after you played your first game with us! Share on Facebook Share on Twitter League adventurers OK DD is the current official organized campaign to play for dungeons and dragons. It uses the fifth edition of Rules Dungeons and Dragons, and features the Forgotten Realms setting. You can play league games adventure seekers anywhere with adventures with the league logo of adventurers. You can create a character and bring that character to games anywhere that is supported by the League of Adventurers. Most of the League's adventure seekers games are public, in-person play events. Typical venues for these events are game and hobby shops, conventions and public game day events. Run your first game Follow these simple steps to get started! Find a store or public event and contact the organizer. You can use our store and Locator events to help find one near you! Get access to the adventures you want DM. The organizer can provide you with a link of access and password to the resource center where all digital adventures are stored. You can download and print adventures if you like. Prepare your adventure. Make sure you read through the adventure and take notes where appropriate. The Adventures of the League of Adventurers is easy to prepare and run. Show up to the event for a while or a little earlier. Help the organizer with the setup if necessary. Ask the players to provide you with some details of the characters. This helps to keep players immersed in the game, and make the game flow smoothly. Character/level/race/class, passive Wisdom scores and anything that can enter the game (especially during social interaction) are good for enrolling for each player. Start a fun game! As a DM, you help guide players through adventure, and facilitate the story to come to life. Make sure you follow the golden rule: make decisions and decisions while playing that enhance pleasure whenever possible. What you need to see DM in dungeon Master Games in the DMD Adventurers League, all you need is access to a few things. Check out the resource page to download content. The basic DD rules are available now. The official adventure of the League of Adventurers. A set of bones, pens/pencils and At least three players. (The League of Adventurers' Legal Table consists of 3-7 players.) A place to play. It can be your local store or public event (such as a convention or a game day). Some D'D. D'D. League games can be played at home or online as well. Additional nice things include the Dungeon Master's Guide, Note Cards, Miniatures, Map Surfaces, and DM Screen. Where to run the game D'D Adventurers League play is focused on the public game. This means that in order to maximize the choice of adventures available to you to run, you need a DM in a space accessible to the public. Game stores are supported through Wizards Play Network and receive sets with great materials in them to improve your game. D'D Encounters (our weekly Wednesday program) and DDT Expeditions Adventures are both available for your local game store to run. Conventions and public events describe any public game that does not take place in a game store. This may include actual gaming conventions as well as one-off community gathering or game days. The public should be able to participate in the event in order to meet the standards of qualifications as a convention play (it may not be private or invite only a game). It is best for the convention to partner with the game shop as the store can sponsor the show and provide a set of materials to enhance the experience. Conventions can contact Game Support to request access to expedition adventures on their own. Online streaming includes playback on various online platforms that are available to the public for viewing. You and your group of League adventurers CAN access adventures just like a public place, as long as you share your exploits with the world by allowing others to watch your game. Contact Game Support to request access to the adventures of CT expeditions for online broadcasting (you will need to find out the name of your channel's account). The private game includes home game and online game. Adventures themed around the current D'D storyline are considered official for the OKN Adventurers League, so if you play at home, you can still participate by picking up these adventures (for this storyline, Princes of the Apocalypse is available). You can bring your characters to the store or convention later to take part in the adventures of D'D Expeditions. 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