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Share on Facebook Share on Twitter Hello there! The D'D starter kit is released for select hobby stores through our Wizards Play Network Core program on July 3, and is released everywhere on July 15. Since it's on everyone's mind right now, we're going to discuss the D'D Starter Set and how to use it in the League of Adventurers of the DZO! What this starting set is a great place to start your journey with the new Dungeons and Dragons game. Inside the box, you'll find a 32-page set of rules, 5 pre-created characters that may never be up to level 5 through the game, a set of bones, and a central experience: a 64-page adventure called Lost Mine of Phandelver that can align characters from 1st to 5th if you survive and make it through it all. Since this product will be for a month before any other playable D'D Adventurers League adventure hit, we know people will want to play it and it will be official for their character. However, we are not yet ready for prime time with the guidance of D'D Adventurers League Player's Guide (due out at the end of July) and additional support for certifying the magical items found in the adventure will not become available until the tyranny of the Dragons D'D Encounters set hits in August. Here's what you need to do to capture that excitement-in-waiting for the rest of the support league of OK adventurers to come online. Organizing the launch kit event CAN organize an event around the starting set of DEL, using Lost Mine of Phandelver as a gaming experience. Here are the steps you want to follow to do this: Choose the length of time for your event. If you are going to run a one-off 3-4 hour game experience, you should be able to run the first episode of the adventure. This should get the characters from the 1st to the 2nd level. Otherwise, if you want to run repetitive events to play through all of Lost Mine of Phandelver, you'll probably need about five 3-4 hour sessions to complete all the adventures. Advertise your event. If you shop, you can plan it through the Wizards Event Reporter by selecting the D'D Casual Event on the right side of the scheduling screen. This ensures that it will appear as an event in the Event Store and Locator. If you are not affiliated with the store, you can run your event publicly, but it's up to you to get the word out. You can use some of the D'D Adventurers League social media platforms to help with this - see the bottom of the article for more information. Take the dungeon masters. Make sure you have a few DMs ready to run the game. Each of them must get a copy of the D'D starter kit to prepare the adventure. If your DM want even more information about the rules, they can get the digital basic DD rules available when releasing the DD starter set. Make sure to budget time to create characters (if applicable). If players want to create characters on the day of the event, make sure you have at least 45 minutes set aside for this. Players must have access to the digital basic rules of DD to make a character. Character. Character variants in the basic rules of DD are legal for the league of adventurers DD. In addition, players can simply use pre-created characters in the D'D launch kit; You can photocopy these if you need extras. Play and DMing DD Starter Set If you want to play or DM Lost Mine of Phandelver, here are the important bits you need to know. After the leadership of the league of adventurers CAN release, additional information will be available. Creating symbols in the basic rules of DDD. Digital basic DD rules will be available when the DD starter kit is available. You can create a character using the rules there. In addition, you can simply use a pre-created symbol from the D'D starter set. You can change your character as you want to up to level 5. Let's say you create a character, and later, you don't like it. Or you use a pre-created symbol, but later want to make your own. Don't worry - you can change the details about your character (race, class, background, spells, other functions, etc.) after you get the level at any time to level 5. You save your current level and all the rewards (treasures and magical items) earned for your character, regardless of the changes made. (One exception is that if you change your faction, you will lose notoriety with this faction and start from scratch with a new faction.) To track your game, use the League of Adventurers' League log. In order to keep a record of your awards and progression experiences, use the new, handy dandy D'D Adventurers League Adventure Logsheet! You don't have to worry about choosing a faction for Lost Mine of Phandelver, but if you do, you'll earn some notoriety. Make sure you write down everything you get each session, and keep your log with your character sheet. DMing The Lost Mine of Phandelver Easy! Everything is provided in the adventure. Make sure to help players record their rewards earned on adventure league adventure magazine. The awards for the lost mine of Phandelver Most awards are present in the adventure, but here are some guidelines to help you successfully track it on the D'D Adventurers League Adventure Logsheet. At the end of each session, give out experience points for each character. Give out treasures (gold, etc.) for each character (divide wealth-based treasure equally). Give out magical items. Players must share magical items as the group sees fit. If there is a magical element in a dispute between two or more people, the player whose character has the least amount of permanent magical elements gets the item. If this does not solve the controversial item, just randomly determine who will receive it. Babe this information on a sheet of adventure magazines of the League of Adventurers usa. At the end of each episode, if the character is faction, give out 1 point notoriety. Have the player write this information on D'D Adventurers League Adventure Logsheet. Character level as needed. Up to Level 5, players can change their character information. Certificate The Meet the Tyranny of Dragons set contains certificates for all permanent magic items present at the Lost Fandelver Mine. If you work in a store or are connected to a store, ask the organizer for certificates in August. Players can obtain certificates for any magical items earned in Lost Mine of Phandelver by showing their entry in the journal with a item listed on it. Print them out and bring them to your game! If you are an organizer, you can make several copies for your players. Links and contact information now with the Facebook and Google communities! Official Wizards of DDD Adventurers League Ads - DungeonsandDragons.comD-D League Adventurers Organizers Page - dndadventurersleague.orgD-D League adventurers Twitter - @DnD_AdVLeagueD'D Adventurers League Facebook group - Click here! D'D Adventurers League G' Community - Click here! Share on Facebook Share on Twitter Lost Mine of Phandelver is a great starter adventure, whether it's a brand new DM or have been rolling 20s since the 80s. Included in the D'D starter kit, it has just about everything you need in a good campaign, and sets you up nicely to jump into something else when it's done. It ramps the difficulty up nicely and slowly, introduces role-playing elements early, has a good city with a healthy stock of NPCs and side hooks plot quest, mid-level boss and mini dungeon (Glasstaff and Tresendar Manor), and Big Bad Guy with a full dungeon (Black Spider and Wave Echo Caves). What more do you want? Want to make it even more memorable? I have some ideas for you. ☺ Start at the Tavern Players expect this, and it's fun. It's not a place to get creative - just anchor your players in an environment they can imagine and build from there. Choose a good tavern name, bonus points if contains a pun. Here are a few ideas if your creative juices are otherwise engaged. Chain Tied InnThe Rum or MealThe Step Right InnThe Good Knight RestBloodbath and BeyondThe Stumble InnThe Duck and CoverNot Good Enough? Here are links to 100 tavern titles, over 100 tavern titles, and Tavern Name Generator.Don't use Starter Set charactersThey're boring and tough. D'D is a lot more fun when you roll your own character and get into the gritty details and settings. If you really want to just get started, you can go ahead with novice characters and then let your players change whatever they want after the first session or two. Once they feel the game and what style they want to play, it will be easier to know which class to choose. You can run a short session of zero redux, summarize and take stock as the game goes, make adjustments, get feedback on what they like and what not, and then set off again on a new and improved path. Add urgency at the beginning HookThe provided an adventurous hook, Meet me in Phandalin, a little underwhelming: an agreement to accompany wagon supplies nearby town of Fandalin. By itself it's simple enough, but what if players don't care about 10gp each? What if they decided to explore Neverwinter instead? It's a huge city and you didn't prepare for it. Ruh Ro. Try to set up collective backstories and put players down on their luck and out of funds. Perhaps they in the tavern spend their last copper on bread and cheese, when they see a group of spoiled rich boys, collect the unfortunate soul through the tavern. Ramp it up until the players intervene, and stop the fight short of killing NPCs. Guess what, the leader's dad has city politicians in his pocket and their family holds grudges. Now you have a chance for Sildar Hallwinter, a member of the Lord's Alliance (if you decide to play factions in an adventure) to see the party looking at the little guy. He can encourage them to leave the city quickly, and offers an exit in the form of an escort mission. They need money, they need to leave, and you're going to run away. Season the key villains Of The Glasstaff Albreklamo is a fun villain/NPC because his evil identity is a mystery and he contacts Sildar Hallwinter (in the Lord's Alliance) in Phandalin. The campaign book only briefly touches on this point, but it may be fun to play this relationship in a great betrayal reveal. Here are some ideas: What if Sildar and Jarno are old friends? How does betrayal affect Sildar? What if Iarno is a double agent trying to infiltrate the drowsy slave operation? What if Sildar is also a traitor and has an evil master plan at work? What if Jarno was forced to help Nezar because his family was threatened? Nezznar Black SpiderAs written, Nezznar is a one-dimensional character. He's bad for all the bad things, unless you decide otherwise. Your players have some great places where they can solve spam long rests. Craigmau Castle, Trezendar Manor and especially the Wave Echo Cave have several meetings. It is very important to remember how long the rest lasts. Players cannot take advantage of more than one long stay during a 24-hour period. They can't just lock the door and sleep there for a day and a half without consequences just to get their spell slots and hit points back. They need to become more resourceful. Use their hit die, health potions, spells, and cunning. Here's how a few other people handled this very question: Don't rethink it. If you read much more than a campaign booklet and this article, you've done too much research. After the game session you'll have a much better idea of what aspects of gameplay you need help to improve and you can take it from there. Over there.

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