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# A CALL TO ADVENTURE

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## Attention Sellswords, Sellspells, Itinerant Warriors, Errant Heroes, Soldiers of Fortune, and Aspiring Adventurers

We, the heroes of the League of the Blue Cloak, invite you to join our ranks. We are a group of talented adventurers of every stripe who have joined together for mutual benefit. Whatever you seek – be it glory and renown, a chance to do great good, a chance to hone your skills and test your mettle, a chance to discover ancient relics and lore, or just a few gold coins to rub together – there is a place for you among our ranks.

As a member of our illustrious guild, you are guaranteed a regular choice of paid work of every variety and a chance to work alongside talented allies. Choose only those jobs that you see fit. In addition, you will have access to supplies and equipment at discounted prices and a chance to purchase rare and valuable relics as they become available. Trade knowledge and skills with other powerful adventurers. Earn room, board, and other rewards.

The esteemed Governor Lisella Brayen has recently granted our order a chapter house within the walls of the recently resettled city of Santiem and access to the catacombs and ruins around and below the city. New and exciting discoveries are being made every day as the city is being rebuilt. Do not pass up this exciting opportunity.

Present yourself for registration and interview at the sign of the Broken Lantern in the Blackwater district of Santiem for consideration.

❖ Vander Greycastle, Veteran of the League of the Blue Cloak, Santiem

## Greetings Victim...

As thanks for your ongoing support at the \$5 per weekly article level, I – Scott “The Angry GM” Rehm – am inviting you participate in an ongoing, online Dungeons & Dragons experience. As a member of the League of the Blue Cloak, you will have the opportunity to participate in at least one four-hour Dungeons & Dragons, 5<sup>th</sup> Edition adventure each month.

This is a limited invitation. I’m inviting you to be one of the founding members of The League of the Blue Cloak because you are one of my longest and most loyal supporters. If, after reading through this document, you are willing and able to participate, please e-mail me at [theangrygamemaster@gmail.com](mailto:theangrygamemaster@gmail.com) and let me know. If you can’t participate right now, don’t worry. You’ll have other chances.

## The League of the Blue Cloak

The League of the Blue Cloak is a mercenary guild of heroic adventurers. Folks of the realms know that when they have a problem, if they can pay, the League of the Blue Cloak stands ready to help. While they will take occasionally take on shady jobs if the coin is right, the League generally prefers to work for the greater good and is concerned about its reputation. Thus, most chapters rarely serve evil ends.

## The City of Santiem

While driving hobgoblin forces from the Kingdom of Bandery, Duke Rowan Santiem discovered the ruins of an ancient city deep in the northern hinterlands. The city haunted his dreams and thoughts until he pledged himself to rebuild the city and claim it as his own. With his king’s blessing, he led a force to do just that. Nearly fifty years later, the city is liveable, but only just and the rebuilding effort has been slow. Santiem himself disappeared, but not before appointing his niece, Lisella Brayen, the governor of the city. But trade agreements with the dwarves of the northern mountains and refugees fleeing wars to the south and east have brought more money and people. Along with the discovery of older ruins beneath Santiem, the city is beginning to prosper for the first time. Still, things are not quite right. Some areas of the city resist rebuilding. Strange accidents abound. Whispers of strange magic and ancient curses are spreading. But still, no one seems willing to abandon the city. For no one who has lived there can imagine living anywhere else.

## How the Game Works

Each month, several game sessions will be available. Each session represents a mission available to members of the League of the Blue Cloak. Players will sign up for the missions they want to participate in. Sign-ups for missions will be handled so that every player has a chance of participating in one mission before anyone gets to play in a second one.

The game will be divided into three-month-long seasons. The first season, however, will be slightly shorter. That's because it will have a limited player base and it will essentially function as a test of the concept. Assuming the first season is successful, a second season will follow and more players will be invited to participate.

## The Missions

Each mission consists of a single, four-hour D&D game session for three to five players. Each mission will include a goal. If the players accomplish the goal, they will earn money, experience points, and their reputation will improve. If they fail, their reputation will suffer and they will earn only a partial experience point reward.

Missions are limited to a single session. If the players cannot accomplish the goal in the time allotted for the session, the mission is a failure. I'll describe how and why the mission failed. Because of the limited length and number of encounters, there will be no resting during the missions. No short rests or long rests. Each mission will be designed to be completed within the available time with the resources the players have, but the players will have to be focused and manage their resources carefully. Success is not guaranteed. Failure is always an option. Expect to be challenged.

Missions will involve a variety of challenges, obstacles, and choices. While this is Dungeons & Dragons and you can expect a fair bit of fighting, that is not all you will be doing. And sometimes the best thing you can do is find a way to avoid a fight. While early missions will be more straightforward, they will grow in complexity over time, incorporating more choices, more complex challenges, and more optional objectives.

## The Seasons

The City of Santiem, its inhabitants, and the League of the Blue Cloak are not just excuses for adventure. There are mysteries to unravel and secrets to discover and the setting is a living, breathing world. Attentive players will notice that there are many stories playing out in the background. You might form alliances or rivalries with recurring characters that affect your missions.

In addition to those background stories, every season will include a larger plot arc that will gradually be revealed and resolved. As the plot develops, your successes and failures – and the choices you make along the way – will determine the outcome.

Of course, you don't have to be involved in the larger story. If all you want is a challenging monthly D&D adventure with a bunch of random strangers, you've got it. But if you want to gradually lose yourself in a fantastic world, you can have that too. You'll just have to spend some time at the Broken Lantern.

# The Broken Lantern

The Broken Lantern is the tavern – and the hidden vaults, armories, libraries, training halls, and storerooms below it – that serves as the chapter house for the League of the Blue Cloak in Santiem. But, the Broken Lantern is also the name of the online community where you can trade information with your fellow League members.

At the Broken Lantern, you'll be able to see the mission schedule and sign up for missions. You'll also be able to post debriefings after your missions so that other players can find out what happened. You'll also be able to read about current goings-on in the city and the guild and share information with your companions in the League. Think of the online community as a sort of public bulletin board that exists inside the Broken Lantern tavern in Santiem.

I'm still working out some of the details for the game and this is one of them. The Broken Lantern might take the form of a Facebook Group, a Google Group, or a private Forum.

## Characters

As a player, you may have one character in the League at a time. That character is your Registered Character. If your character dies, you may create and register a new character. If you would like to create and register a new character, you must permanently retire your current registered character first. Characters will carry over from season to season.

Characters will gain experience points, money, and earn a reputation, all of which will be used to equip and advance that character. If you register a new character, all experience points, money, and earned reputation will be reset to the minimum for the season.

Each season will span three experience levels except for the first season, which will span two. Characters will always begin a season at the minimum level for that season and may not advance beyond the maximum level for that season.

Beginning on Monday, March 27, you will be able to create and register your character. Before that time, I will provide you with specific guidelines for character generations, including some restrictions. In order for a character to be registered with the League, it must conform to all guidelines.

## Requirements

We will be using the Fantasy Grounds virtual table-top to conduct the game sessions. Because I am an Ultimate License holder, you will be able to participate using the Free/Demo version of Fantasy Grounds. I also own the Core D&D 5E rules, so they will be available to you during game sessions.

Fantasy Grounds is available at <https://www.fantasygrounds.com/home/home.php> and on Steam. The manual for Fantasy Grounds, including a complete tutorial for generating D&D 5E characters

is available at <https://www.fantasygrounds.com/filelibrary/FantasyGroundsUserManual.pdf> . You don't have to read it all, though. A lot of it is for the GM functionality.

All play will be done via voice chat, with no accommodation being made for text-based play. It is just too slow. Voice chat will be conducted through a private Discord server. You will need a microphone and headphones to prevent excessive background noise, echoing, or other distractions. The Discord is available at <https://discordapp.com/>.

The game will not include video chat.

You do not need to own a D&D 5E Players Handbook or other rulebook. Fantasy Grounds fully incorporates the D&D 5E core rules and includes all necessary rules references. But you should be familiar with the rules of D&D 5E. If you aren't, download the free Basic D&D Rules PDF and review it. You can find it here: <http://dnd.wizards.com/articles/features/basicrules>.

## The Next Step

First of all, e-mail me. E-mail me right away at [theangrygamemaster@gmail.com](mailto:theangrygamemaster@gmail.com) and let me know whether you are interested in participating in the League of the Blue Cloak. If you can't participate right now, you will receive a new invitation at the start of every season. If you aren't sure whether you can fully participate at this time, please decline this invitation so someone else can take advantage of the limited number of slots in the first season. If you claim a slot and then don't participate, you're taking a seat from someone else.

After you e-mail me, if you intend to participate, download the Free/Demo Client for Fantasy Grounds and the Discord app and try to familiarize yourself with both of them. If you need to, download the free D&D 5E Basic Rules and get familiar with those as well. Then, watch your e-mail, because more information is coming soon!

Whether you decide to participate or not, I want to thank you for your ongoing support. Of course, the best way for me to say thank you is for me to kill your character and laugh at you. So I really hope I see you at the Broken Lantern.