

## ADVENTURERS LEAGUE ONLINE AT FG CON 8

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### CALLING ALL ADVENTURERS LEAGUE DMS!

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It gives me great pleasure to announce that **FG Con** running **April 8-10** will be offering **official Adventurers League** games.

Your help is needed to make the games happen. When you sign up to DM one of the AL games in one of the timeslots available you will be able to choose from one of the preset adventures. As a way of saying thanks for DM'ing one of the AL games during FG Con, all DMs who run an AL game will be provided with all of the adventures being offered at FG Con as a special thank you from the Adventurers League Online.

All games will be pre-prepped in Fantasy Grounds format. You will need to read thru the Story to familiarise yourself with it but all the other FG prep work is done. You will also need to do a small amount of bookkeeping work once your sessions are completed in order to receive your free AL adventures.

It is highly recommended that you run your sessions in the following timeslots. If you are running a 2 hour session you can start it at the beginning of the slot or 3 hours after the slot start time. On the FG Con website you are required to enter the game start and finish times in UTC format they will however be displayed in the correct times for players on registration.

	UTC	UK	EST (US)	PST (US)	AEST (AU)
Slot 1	<b>0700-1200</b>	0800-1300	0300-0800	0000-0500	1700-2200
Slot 2	<b>1300-1800</b>	1400-1900	0900-1400	0600-1100	2300-0400
Slot 3	<b>1900-0000</b>	2000-0100	1500-2000	1200-1700	0500-1000
Slot 4	<b>0100-0600</b>	0200-0700	2100-0200	1800-2300	1100-1600

The following adventures are available to choose from.

#### Season 3

Death on the Wall - Tier 1 - 2 hours  
 Szith Morcane Unbound - Tier 2 - 4 hours  
 Writhing in the Dark - Tier 2 - 2 hours  
 Hillsfar Reclaimed - Tier 1 - 2 hours  
 Herald of the Moon - Tier 2 - 4 hours  
 The Quest for Sporedome - Tier 2 - 2 hours

#### Season 4

Suits of the Mists - Tier 1 - (5) 1 hour adventures

Some adventures may not be available for you to choose from as a DM if several others are running that same adventure at that same time slot. This is to ensure the widest array of games are available to be played.

Please add the following at the top of your Game Description on the FG Con website:

***All players must supply their DCI number and have a valid AL Character to play this session.***



## PLAYER CALL

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Players grab those AL characters and sign-up for an official AL game! Player registrations open on March 17<sup>th</sup>!

Don't know what the Adventurers League is? You can head to the Wizards of the Coast AL Resource Page located at <https://dnd.wizards.com/articles/events/adventurers-league-resources> and download the various resources there ranging from the basic rules to character sheets.

If you have any questions about creating an AL legal character you can download the latest Adventurers League Players Guild by using the following link [http://media.wizards.com/2015/downloads/dnd/ALPGv3\\_print.pdf](http://media.wizards.com/2015/downloads/dnd/ALPGv3_print.pdf)

All players must register and book at the FG Con website. After registering you must set your TimeZone and enter your DCI number on your profile page. Please check your spam/junk folder if you do not receive the registration confirmation.

<http://www.fg-con.com/fg-login/?action=register>

All Adventurers League players must enter their DCI number to play during this event.

Instructions can be found here:

[http://www.fg-con.com/wp-content/uploads/2014/03/FGCon\\_UserRegistration.pdf](http://www.fg-con.com/wp-content/uploads/2014/03/FGCon_UserRegistration.pdf)

GMs please direct any queries to FSHSchmo [alo@fg-con.com](mailto:alo@fg-con.com)