



Basic Information And How to Join

What Is Here

This document cuts down a lot of information from the Adventurer's Codex and is the information that most people knew to The Archives want access to first.

If you want to see the expanded information you can go to one of the adventurer codex links below:

- [Adventurer's Codex](#)
- [Adventurer's Codex with Black Text, White Pages](#)
- [Adventurer's Codex with White Text, Black Pages](#)

If you want to see the intake form, follow the link below

- [Player/ Game Master Intake Form](#)

Frequently Asked Questions

What is "The Archives Adventures"?

The Archives Adventures is a structured and cohesive gaming experience designed for both game masters and players. It utilizes a shared database filled with fully prepared adventures, eliminating the need for GM prep time and allowing players to join quests at their convenience. The Archives Adventures is a hub for playing tabletop role-playing games (TTRPGs) in a super organized way. It's designed to make it easy for both players and game masters to jump into different worlds and adventures using the same system and characters, and with simple rules.

We've got a huge collection of adventures to run, from epic long quests to quick quests, all ready for game masters to use. And the maps and content are top-notch,

with awesome visuals and custom-made additions that you won't find anywhere else. Best part? Game masters don't have to do any prep work – everything's already set up in Foundry for easy playing.

Players and game masters can seamlessly switch between different adventures and worlds using our databases. So one day you might be sailing the high seas, and the next you're battling dragons in a megadungeon – all thanks to our clever network system we built ourselves.

The Archives Adventures runs in seasons, just like the real world. Each season, players have the chance to earn rewards for their characters, some of which can be earned every season, while others are unique to that season only.

And we're not just about playing – our community is active in deciding what adventures and features get added next. Everyone can pitch in to create new content, adding to our treasure trove of quests and fun for everyone to enjoy!

How Does The Archives Adventures Work?

Game masters can access a library of premade adventures, while players can create their characters and join quests whenever they have time to play. The platform facilitates asynchronous gameplay, enabling participants to engage in quests without the constraints of scheduling long campaigns. The database uses Foundry, a virtual tabletop, that is hosted on Forge.

What Is Foundry, And Do I Need To Buy Anything?

Foundry is a virtual tabletop where people can play TTRPGs, and no you do not need to buy anything. It is entirely free for you as a player or game master, but it is not free for The Archives to host. Foundry licenses are \$50 each, and they allow us to host one game of D&D at a time, so if we have 5 licenses, we can have 5 games running at the same time. Forge is the website we use to host all the games, and a yearly subscription is \$139.99. The community helps cover these costs by pitching in by supporting on Patreon. It is also through Patreon that we are able to afford buying more adventures, more licenses, and continue to grow our community's capabilities!

What Are The Benefits Of Joining The Archives Adventures?

- **EASY TO JOIN & EASY TO LEARN.** It's easy to join and start playing, and the community is very new player friendly. If you have never played a TTRPG before, then you are in the right spot!
- **EASY TO HOP BETWEEN ADVENTURES.** The Archives Adventures uses a database that communicates across adventures in an instant, so your character can hop between worlds in a matter of seconds.
- **PLAY OR RUN GAMES WHEN YOU HAVE TIME.** Have a busy lifestyle that prevents you from committing to running games or playing in games? You can run games or play in games whenever you have time without worrying about the campaign ending. Many players are eager and willing to fill in spots as they become available, and many more are eager to go on quests whenever you are able to run them!
- **MANY FRIENDS TO ADVENTURE WITH.** Make tons of new friends as you join up to play on quests! There are many wonderful players and game masters to create memories with as you adventure
- **MANY DIFFERENT ADVENTURES TO GO ON.** There are many different worlds to travel to, quests to embark on, rare and mysterious creatures to defeat, and people to meet. You'll find it near impossible to cover all the content with years of content to explore and more being added as time goes on!
- **NO PREPARATION NEEDED.** All the adventures are entirely made and ready to be played on the drop of a hat. Game Masters save months of prep time with a database full of options for adventures to go on quests with!

Do I Need Prior Experience With Tabletop Role-Playing Games (RPGs) To Participate?

No prior experience is necessary! The Archives Adventures welcomes both seasoned RPG veterans and newcomers alike. The platform provides resources and support to help players and game masters get started and make the most of their gaming experience.

Are There Any Costs Associated With Joining The Archives Adventures?

The basic features of The Archives Adventures are free to access. However, premium membership options are available, offering additional perks and benefits. All players can join with a temporary seat for 3 months. There are ways to extend this and even earn permanent seats.

Can I Create And Share My Own Adventures On The Archives Adventures?

Yes! Game masters have the opportunity to contribute their own adventures to the database, fostering creativity and diversity within the community. Players can then embark on these player-created quests alongside the curated content. Additionally, submitting adventures also is a way of extending your temporary seat and also working towards earning a permanent seat – [read more about this here.](#)

How Often Are New Adventures And Updates Added To The Archives Adventures?

New adventures, features, and updates are regularly added to The Archives Adventures to keep the experience fresh and engaging for all participants. Some people will donate adventures to add, and other adventures will be added by vote from the community when we have enough support through Patreon to add more. Either way, stay tuned to the announcements and polls, and support on Patreon if you want to pitch on helping the community grow!

How Can I Get Involved With The Archives Adventures Community?

There are many things a person can do to help The Archives such as promoting the server, creating adventures, supporting on Patreon, being a leader, etc etc. If you want to get more involved with the community then please reach out to a moderator or ask around and see what you can help with! Also keep in mind that certain contributions can extend your temporary seat time or earn you a permanent seat. [You can read more about that here.](#)

What is “Organized Play”?

“Organized Play” differs from typical weekly games, resembling the structure of the official Organized Play - “Adventures League”. Unlike regular D&D sessions where the same group, DM, and campaign setting remain consistent, Organized Play features no fixed groups and multiple games are played concurrently within a shared universe. You will choose when you play and what quests you take on. Your party and DM might change from adventure to adventure.

Downtime is handled out-of-game and is based on session tokens awarded at the end of games. Sessions are episodic, usually spanning 1 or 8 sessions to complete an adventure. Participants earn tokens for character advancement and downtime days for character improvement per session. Lastly, the game universe resets between adventures.

Organized play is also really convenient for a lot of people who have schedules that change often, or people that love playing many different adventures.

Organized Play	Conventional Play
DMs and party members change	DM and party members remain the same
Adventures last 1-8 sessions	Long campaigns that can go on for years with the same story
Quest-board shows possible adventure paths	Adventure paths dictated by DM and group choices
Game universe resets between adventures	Player choice has a lasting impact on the game universe.
Can play whenever you have time, and the group won't fall apart if you are not present.	Are restricted to the schedules of the rest of your group, and groups often fall apart if members cannot play.
Can meet many different people and make many new friends.	You meet the same people every week and do not get the chance to make new friends.
Can play many adventures in a small	Can only play one adventure at a time for

period of time.	a long time.
Can play with any group of people, you just show up!	Cannot just play with anyone, you need to adapt to every GMs particular set of rules and often have barriers to joining games such as meeting to interview before being accepted.
You can play whatever you want, and the rest of the party composition typically does not matter.	You are pressured to play characters that fit a composition thus restricting character choice.

New Player Cycle

The first seven days of each month are dedicated to onboarding new players into The Archives Adventures and making characters on Foundry. We refer to this monthly time period as a “Cycle”.

During this week, leadership works together to ensure that players have all the support to get into The Archives Adventures as effectively and efficiently as possible.

Regardless if a player joins during a cycle or not, the process on what to expect and go through is the same. Below is the exact order by which a player can expect to be onboarded:

1. Join The Archives Adventures by turning in a Player Intake Form and meeting one of the criteria below for a **TEMPORARY** seat.
2. Leadership will process your intake form and give you information via direct message on Discord on what to do next and when your **TEMPORARY** seat runs out.
3. Read this Adventurer’s Codex (you are already here!)
4. Create A Character
5. Your Character Is Reviewed and either...
 - a. There are mistakes or content is missing thus players will need to fix what will need
 - b. It is added to the database
6. You are messaged that you are done onboarding
7. Sign up for quests on the questboard

How To Join As A Player

In The Archives Adventures, we have a system in place to ensure everyone gets a chance to join the fun while keeping things manageable. The number of players we can accommodate at any given time depends on how many game masters we have and the number of Foundry Licenses available.

- **FOR EACH GAME MASTER RUNNING GAMES**, we can accommodate up to 15 players into the system.
- **FOR EACH FOUNDRY LICENSE WE HAVE**, we can accommodate up to 10 Game Masters.

This allows players and game masters to be able to play without players finding it difficult to join a game, without making it hard for new players to join and have fun, and without exceeding the limit of number of games that can be run at the same time.

To make sure everyone has a shot at playing, we offer both **TEMPORARY** and **PERMANENT** player seats.

- **TEMPORARY** player seats allow players to rotate in and out, keeping the adventures fresh and exciting.
- **PERMANENT** player seats can be gained by chance or by contributing to The Archives in several different ways. If you're looking for a more permanent home in The Archives Adventures, there are ways to earn yourself a permanent seat.

And don't worry if your time is up for a temporary spot – we have options for you to continue playing, whether it is continuing with another temporary spot or working towards securing a permanent seat.

We are committed to keeping The Archives Adventures as open and accessible as possible for everyone to enjoy while also being fair to the limitations and costs of the system and the other players and game masters in The Archives Adventures.

Never Played In The Archives Adventures Before (Temporary Seats)

FOR PLAYERS. At the beginning of each month and the start of a season, players that never participated in The Archives Adventures can show their interest to play in The Archives Adventures!

This is specifically for people that have never played D&D before and are looking for a way to learn how to play and also play games. Players will learn how to make a character and how to play from game masters that can help players learn how to get into the hobby. If possible, new players can buddy up with new game masters to play together so that both sides can learn together! However, there is no hard rule that new players must play with a new game master. All players joining in this way gain a **TEMPORARY** seat for 3 months. and get the highest priority to join The Archives Adventures over other players.

Learn How To Play Or How To Game Master (Temporary & Permanent Seats)

FOR PLAYERS. At the beginning of each month and the start of a season, players can opt in to join The Archives Adventures. This option is specifically for people that have never played D&D before that are looking for a way to learn how to play and also play games. Players will learn how to make a character and how to play from game masters that can help players learn how to get into the hobby. If possible, new players can buddy up with new game masters to play together so that both sides can learn together! However, there is no hard rule that new players must play with a new game master. All players joining in this way gain a **TEMPORARY** seat for 3 months. and get the highest priority to join The Archives Adventures over other players.

GAME MASTERS. People that want to learn how to Game Master must have at least played D&D for 6 months as a player before trying their hand at Game Mastering. Those 6 months do not need to be in The Archives either! All other Game Masters that have GM'd before can choose if they want to enter the learning role or not to enhance their skills, but priority is given to those that have never GM'd first.

Game Masters learning how to GM can earn a **PERMANENT** player seat exactly like all other Game Masters by running a total of **40 GAMES**. Joining The Archives Adventures as a Game Master automatically gives them a **TEMPORARY** seat as a player; however, Game Masters can join games as a player so long as they have run a game in the last two weeks.

Join as a Game Master (Temporary & Permanent Seats)

People that want to Game Master can join with absolutely no experience as a Game Master. However, to join as a brand new Game Master wanting to learn how to GM, the person must have at least played D&D for 6 months as a player before trying their hand at Game Mastering. These 6 months do not need to be in The Archives.

All other Game Masters that have GM'd before can choose if they want to enter the learning role or not to enhance their skills, but priority is given to those that have never GM'd first.

Joining The Archives Adventures as a Game Master automatically gives them a **TEMPORARY** seat as a player; however, Game Masters can join games as a player so long as they have run a game in the last two weeks.

Game Masters can earn a **PERMANENT** player seat by running a total of **40 GAMES**. These games do not need to be weekly or run consistently.

Game Masters are able to join without having to go through any of the other processes!

Supporting on [Patreon](#)

Those that support The Archives through Patreon on the D6 tier or higher get to play in The Archives Adventures regardless of how many active players there are currently in the system. Anyone that joins through Patreon does so with a **TEMPORARY** seat as a player. A **PERMANENT** player seat can be earned once \$100 has been accumulated over the course of a lifetime supporting The Archives.

There are also benefits to supporting the Archives through Patreon such as:

- **FREE MEMBERS.** Patreon has the capability for people to support for free in the same way as being able to follow on Twitch or Twitter.
 - Monthly newsletter - Access to a monthly newsletter with updates on upcoming campaigns and behind-the-scenes insights! This reward is not exclusive to D4 or above tiers. Anyone that subscribes to The Archives as a free member can get access to this newsletter!
 - Water Balloon of Healing - Uncommon Magic Item
 - Any player that is already onboarded that joins the Patreon as a free member or higher gets this

- A water balloon that can be thrown at any creature within 30 feet and give 2d4+2 healing upon contact. The water balloon can be used once a quest and recharges at the start of every quest. Multiple characters are able to take this item on their quests at the same time.
- **D4.** Tavern Talk. Access to join monthly virtual “Tavern Talk” on Discord to discuss campaign lore, answer questions, and share world-building insights.
- **D6.** Can join and play in The Archives Adventures
- **D8.** Early Access to sign up for games- being able to sign-up for games 24 hours before everyone else can.
- **D10.** Access to special games, and guaranteed a seat in any campaign of the player’s choice as well as access to playtest material.
- **D12.** Access to finished works including campaign modules, settings, and other content before release, recognition, and being able to name a NPC or location.

Giveaways (Permanent and Temporary Seats)

Before every season kicks off, we do a giveaway where anyone can participate for a chance to win a **PERMANENT** seat. But don't worry if you don't snag a **PERMANENT** seat – everyone else still gets to join in on the fun for the entire season regardless if a **PERMANENT** seat is won so long as there is room to accommodate all the people that can join. If there is not enough room, then only a limited number of players can join and gain a **TEMPORARY** until either we have more licenses or have more active Game Masters running games. Anyone can join in on the giveaway regardless if they have played already or not; however, only those that are not currently playing will be allowed to enter.

How To Continue Playing & How To Earn A Permanent Seat

Players can continue to play in The Archives Adventures with some of the options below to either gain more temporary time or to work towards getting a permanent spot. Some of these options are only available under certain conditions.

Promote The Archives Discord Server

If you help with promoting The Archives Discord Server on social media such as Twitter, Discord, Reddit, or any other social media platforms that have some active following, you can continue playing in The Archives Adventures

with a **TEMPORARY** seat for 1 week, and after 40 total weeks promoting the server, you gain a **PERMANENT** seat. There are some caveats, exceptions, and limitations when it comes to promoting the Discord server.

- If your promotion gets someone to join via Patreon, your **TEMPORARY** seat time extends to a month.
- If you create a poster so that people can use them for promoting the server, and the poster is of good quality, then you get a **TEMPORARY** seat for 3 weeks.
- If you create a video that can be used for promotion, and it is of good quality, then you get a **TEMPORARY** seat for 2 months.
- Any of the above choices add to your total towards 40 weeks to get a permanent spot
- Promotions put out cannot be made in the same spot as someone else in the last week, and must be in places where there are at least 30 people.

Join Leadership

Knight/ Moderator – Help Moderate and Build The Community

Players that join the leadership as moderators can play in The Archives Adventures with a **TEMPORARY** seat. Once a moderator has been actively helping The Archives for 3 months, then they get a **PERMANENT** seat. Moderator positions are not easy to get into and require meeting certain values and leadership qualities. If you think that you are someone that people would call a great leader, then please consider joining us! We are on the lookout for positive, active, and reliable people that will help boost the server forward and be examples of people that are here to help others and do good for all.

Divinists – Help Develop The Database & Engage The Community

Players that join the leadership as Divinists can play in The Archives Adventures with a **TEMPORARY** seat. Once a divinist has been actively helping The Archives for 40 weeks developing the Database, then they get a **PERMANENT** seat. Divinist positions are easiest to get into and require meeting certain values and leadership qualities. If you think that you are someone that people would call a great leader, then please consider joining us! We are on the lookout for positive, active, and reliable people that will help boost the server forward and be examples of people that are here to help others and do good for all.

Contribute Original Content To The Database

Players that contribute content to the database gain 1 month of a **TEMPORARY** seat per every 4 hours the adventure received is meant to last. Once a player has submitted 40 hours of adventure material, then the player earns themselves a **PERMANENT** seat. To submit an adventure contact leadership to give you the document with the layout to fill out with text so that people know how to run your adventure. You will then need to submit the following:

1. Completely fill out the document for the text on how to run your adventure
2. Create high quality maps that are needed to run the adventure
3. If there are any homebrew monsters or NPCs, please supply non-copyright art for the monsters and NPCs

A leader will review the material and check for quality of the content. If the quality is passable, then the player will be given a space to finish making the adventure in Foundry. Once the adventure is made and submitted into the Database, the player then will be given credit and gain 1 month of a **TEMPORARY** seat per every 4 hours the adventure received is meant to last.

Mix & Match

Everything above can be mixed and matched in order for you to gain a **PERMANENT** seat. It is also possible to stack more time onto your **TEMPORARY** seat time doing various activities at the same time. If you are wanting to go this route, please communicate with leadership to fairly and accurately assess where you are at and how much you have left to get a **PERMANENT** seat.