



**GM
Playbook**

The goal of this document is to assist Game Masters who are running game sessions during Aethercon IV.

Important Dates

- GM Pre-Registration starts June 1 and ends June 30
- GM Registration starts July 1 and ends August 31 (Open and Organized Games only)
- GM Registration for Publisher Games Ends September 30
- Player Pre-Registration starts September 1 and ends September 30
- Player Registration starts Oct 1 and goes to the convention

GM Registration Form

<https://docs.google.com/forms/d/1NH-aPaIFYW5XLhq43vWJe91n-yiLKSKyzUMpUtTCsh8/viewform>

This web form is for GM registration to let us know the details of what type of game you would like to run.

Remember if you want to run **Dungeons and Dragons Adventurer's League**, **Pathfinder Society** or **Shadowrun Missions** you need to register by using the e-mails below and ***not*** the form above:

Dungeons and Dragons Adventurer's League: dndalgmredg@aethercon.com

Pathfinder Society: pfgmreg@aethercon.com

Shadowrun Missions: srmgmreg@aethercon.com

GM Table Count Form

https://docs.google.com/forms/d/18GEcU1OIZunJ1o0rMGxPm4EPTKlyX_L8Ph-IgoY3JZE/viewform

We need to be able to contact your players so that they are eligible for prizes! This link allows you to specify name of scenario, when the game was played, how many players attended, and the names and email addresses of your players.

Warhorn

Remember to register for AetherCon IV on Warhorn here so you can see the schedule of events: <https://warhorn.net/events/aethercon-iv>

Deciding to Run a Game at AetherCon

We are assuming you have a lot of experience with role playing and/or table top games. And you may be new to the online 'experience' of gaming with others over computers. We have found that online game play can be similar in enjoyment and can allow the GM and players to focus more on the story, as compared to meeting in person.

Having to carry around loads of books, dice, pawns, etc... PHEW! Using online tools can be easier once you understand how to use the tools available. And then sometimes it's fun to teach your friends how to login to Google Hangouts or Roll20... as well as configure their headsets and microphones!

For GMs new to online RPGing and Roll20, we will be offering live tutorials all summer long from the beginning of June to the end of October with experienced hands who can walk you through setting up and running your game (See Schedule at the bottom of this document).

Contact the tutors at: roll20tutor@aethercon.com or stop in at the AetherCon Tutor Tabletop during the times indicated in the schedule below here: <https://app.roll20.net/join/821922/tXRnNA>

Registering your Game at AetherCon

“What?”

Choose a game that people will want to sign up for and play. If your first thought is "I've always wanted to try running this game but couldn't find any players...", that should tell you something.

Naturally if you plan to run a home brewed game, beta-testing the game with players that you know personally is a recommended precursor to registration. That will help you in formulating a great descriptor for your game. Consider using the characters your beta-testers make as pre-generated characters for your game at AetherCon IV.

While we welcome lesser known games and homebrews at AetherCon, keep in mind they do not have the exposure of the better known systems. For that reason taking full advantage of this document is recommended.

“How?”

Put up a decent descriptor. If your descriptor reads "Dungeon crawl for five players" expect potential sign ups to treat your game with the same amount of enthusiasm you are.

For Open Gamers (which includes Publisher Run Games but not Organized Play), make sure you accentuate the fact that anyone playing in your game can win the Open Gaming Bundle by including the phrase "Players eligible for Open Gaming Bundle!" after your descriptor.

Also remember if you are a Publisher running a new system, new edition of an existing system, or a new setting, a hardcover copy of your setting or rulebook puts you in the Innovators Bundle

which is another way to attract players. Point this out to possible sign-ups by adding the phrase “Players eligible for Innovators Bundle!” beneath your descriptor. Games can be eligible for both the Open and Innovators bundles.

After Registering

After you register, it will be important to start developing the tabletop your game is running on to increase your chances at a full table. Here are some ideas to help in this manner.

Your Tabletop

Populate your Roll20 campaign with a cover sheet. If folks sign up for your game and see a blank white page they may wonder just how committed you are to running it and ask themselves why they should be more committed than you are. AetherCon logo graphics are available on demand to augment those graphics you choose for yourself.

In the case of homebrew games, the RPG rules or rules changes from the system you are basing your homebrew on should also be plainly spelled out in the journal section of Roll20 for player viewing when Player Pre-Registration starts September 1st..

Character Creation

We highly suggest that you supply characters for your players if you are running a non-Publisher Open Game. If you are a Publisher we suggest you either supply characters, or if you have a new system, perhaps make the characters at the table with the players and use a shorter scenario.

If you are providing characters for the players we suggest creating an extra one for every two characters the scenario requires so as to give the players more options when it comes to selecting what kind of character they would like to play. Also, when making the characters, write a couple of sentences. Who are they? Why are they? Nothing fancy, just two or three sentences.

We also suggest that the characters be viewable in Roll20 by the players when Player Pre-Reg starts September 1st.

Start a Roll20 Forum Chat where your players can touch base with you *prior* to the big day. It will provide a way for them to ask questions about things they are uncertain about and help your session run smoother so that on the day, you are playing and not explaining.

Get the Word Out!

Advertise on Social Media! You know who your demographic is likely to be more than we would. Get the word out. AetherCon will always do its part to promote games on its schedule but making an effort here only improves your chances for a great time.

Remember: You will get out of your game what you put into it.

Last but not least, have fun! :)

Roll20 Tutorial Schedule (All Times Eastern Daylight Time)

June Schedule			September Schedule	
Tue/2nd (7 PM to 9 PM)	Brian		Wed/2nd (7 PM to 9 PM)	Riley
Thr/4th (7 PM to 9 PM)	Hal		Sun/6th (2 PM to 4 PM)	Earl
Mon/8th (7 PM to 9 PM)	Jesse		Tues/8th (7 PM to 9 PM)	Brian
Wed/10th (7 PM to 9 PM)	Riley		Thu/10th (7 PM to 9 PM)	Hal
Sat/13th (2 PM to 4 PM)	Garrett		Mon/14th (7 PM to 9 PM)	Shawn
Tue/16 (7 PM to 9 PM)	Brian		Wed/16th (7 PM to 9 PM)	Riley
Thu/18 (7 PM to 9 PM)	Hal		Sat/19th (2 PM to 4 PM)	Riley
Mon/22 (7 PM to 9 PM)	Shawn		Tue/22th (7 PM to 9 PM)	Brian
Wed/24 (7 PM to 9 PM)	Riley		Thu/24nd (7 PM to 9 PM)	Hal
Sun/28 (2 PM to 4 PM)	Earl		Mon/28th (7 PM to 9 PM)	Shawn
Tue/30 (7 PM to 9 PM)	Brian		Wed/30th (7 PM to 9 PM)	Riley
July Schedule			October Schedule	
Thu/2nd (7 PM to 9 PM)	Hal		Sat/3rd (2 PM to 4 PM)	Ed
Mon/6th (7 PM to 9 PM)	Shawn		Tue/6th (7 PM to 9 PM)	Brian
Wed/8th (7 PM to 9 PM)	Riley		Thu/8th (7 PM to 9 PM)	Hal
Sat/11 (2 PM to 4 PM)	Brian		Mon/12th (7 PM to 9 PM)	Shawn
Tue/14 (7 PM to 9 PM)	Brian		Wed/14th (7 PM to 9 PM)	Riley
Thu/16 (7 PM to 9 PM)	Hal		Sun/18th (2 PM to 4 PM)	Earl
Mon/20 (7 PM to 9 PM)	Shawn		Tue/20th (7 PM to 9 PM)	Brian
Wed/22 (7 PM to 9 PM)	Riley		Thu/22nd (7 PM to 9 PM)	Hal

Sun/26 (2 PM to 4 PM)	Earl		Mon/26th (7 PM to 9 PM)	Craig
Tue/28 (7 PM to 9 PM)	Brian		Wed/28th (7 PM to 9 PM)	Riley
Thu/30 (7 PM to 9 PM)	Hal		Sat/	
			Tue/	
August Schedule			Thu/	
Mon/3rd (7 PM to 9 PM)	Shawn		Mon/	
Wed/5th (7 PM to 9 PM)	Riley		Wed/	
Sat/8th (2 PM to 4 PM)	Ed			
Tue/11th (7 PM to 9 PM)	Brian			
Thu/13th (7 PM to 9 PM)	Hal			
Mon/17th (7 PM to 9 PM)	Shawn			
Wed/19th (7 PM to 9 PM)	Riley			
Sun/23rd (2 PM to 4 PM)	Earl			
Tue/25th (7 PM to 9 PM)	Brian			
Thu/27th (7 PM to 9 PM)	Hal			
Mon/31st (7 PM to 9 PM)	Shawn			