

# *Top Ten Ways to Improve Your D&D Adventurer's League Games*

## 1. PREPARE THE ADVENTURE

Reading the module thoroughly to get a good understanding of the author's intent will allow you to run the adventure smoothly. Clarify the challenges the PCs must overcome, and ensure that you are comfortable with the flow of the action.

## 2. BUILD THE GAME EXPERIENCE

Generate the atmosphere and excitement of the main scenes, roleplay the NPCs with enthusiasm so that their characters resonate with the players, create and build tension as the adventure develops. Make combat exciting.

## 3. INCLUDE EVERYONE

Don't allow any one player to dominate the action, ask each player what their PC will do next, invite quieter players to take an action or make a skill check. Allow different PCs to notice something new.

## 4. MANAGE THE ADVENTURE TIME

Arrive early, allow time to set up your game table, follow the timeframes, have players be efficient in their turns, track the remaining time, finish early to wrap up the game.

## 5. FOLLOW THE AL RULES

With each season comes new rules, so remind your players of the key areas such as character generation, check that spells are within the PHB+1 rule, use of magic items, renown rewards, and purchasing.

## 6. REWARD PLAYER INVOLVEMENT

Encourage players to participate in each section of the adventure, reward ideas and suggestions with skill checks (with advantage for especially clever ideas), grant DM inspiration for ideas that move the story along.

## 7. IMPLEMENT THE D&D RULES

Have your PHB handy, look up DnDBeyond, encourage players to be aware of their class and race features and traits, clarify the rules as they come up to expand your knowledge, but don't allow rule lawyers or extended arguments.

## 8. GIVE THE CORRECT REWARDS

Ensure that players are familiar with the advancement, gold and downtime awards, allow the players to divide up and use consumable items, remind players about their renown items, hand out story awards and magic item finds.

## 9. OPTIMISE NPCS AND CREATURES

Allow NPCs to try to achieve their goals, be familiar with creature stats, use magic items, look up spell descriptions, have a game plan with a list of actions for each round of the combat.

## 10. MANAGE PLAYER CONFLICT

Reject name calling, belittling, stereotyping and bias, maintain conversation that is respectful of different perspectives. Create a positive and relaxed environment that is welcoming and supportive.