



Halls of Heroes

An organized play campaign for D&D 5e.

We're all the heroes of our own stories.

hallsofheroes.com

facebook.com/groups/HallsofHeroes/

www.reddit.com/r/HallsOfHeroes

Halls of Heroes (HH) is a continuation of the Adventurers League we were a part of before the Season 8 changes. In Halls of Heroes, we keep adventuring: finding treasure in dungeons, negotiating for rewards with NPCs, and belonging to factions while retaining our old background features. **Most importantly, we value our community and make changes only based on consensus.**

Community Consensus

Consensus is a way of working together and making decisions with which everyone can live. Rather than a top-down hierarchy with admins making all the decisions, Halls of Heroes will make changes to our system only in ways on which we can achieve consensus. Consensus is not unanimity, but unanimity is the first goal. If it can't be reached, then we have to get the next best thing.

Our initial point of consensus is that we all enjoyed (or at least could live with) the way Adventurers League worked prior to Season 8. So any changes to AL Season 7 rules would pretty much demand unanimous consensus (except in those areas where using Season 7 rules is impossible or impractical).

Conversion from AL to HH

Absolutely everything you've been doing in AL can continue in HH: your characters, your campaigns, your DM Rewards, your DM Quest Progress, and your DM Quest Rewards. **Pick the way that suits you best.** Here they are, starting with the simplest:

- **Don't Look Back.** Bid AL goodbye forever. All your stuff is now in HH. Continue on as before with your HH friends.
- **Copy Everything.** Pick a point in time before you convert any character to AL Season 8. As of that point, make a copy of all your characters, DM Logs, etc. One copy is now AL, and the other copy is HH. Play with us with your HH copy.

Halls of Heroes Content

All AL-legal content, past, present, and future, is HH-legal. Since AL-Season-8-material won't specify treasure or XP, we provide guidance for DMs to easily convert the rewards.

We are producing original HH adventures, and we are also looking for more writers and editors to create more.

We currently have two settings: Forgotten Realms and Eberron. The Eberron setting rules have widely diverged from AL's and include more character options, more adventures, and factions. Download the HH DMG from the website to see the full content catalog (Appendix C).

HH relies on heroes like you to spread the word so that the other people at your tables will join the adventure in the Halls of Heroes.