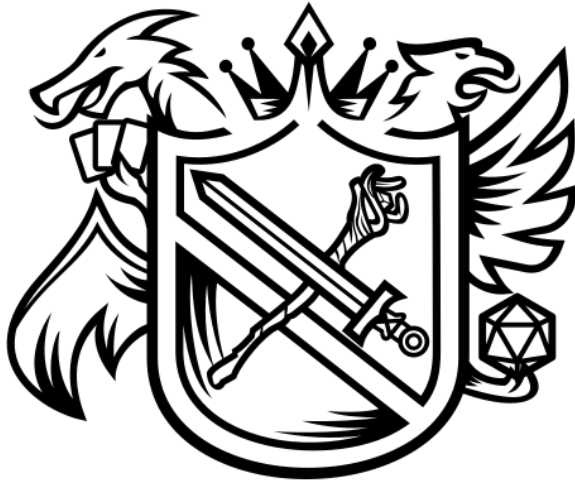




Academy Anthology - FAQ

This is a list of frequently asked questions relating to the **Adventurer's Academy : Tales of Home** campaign. Please note that this is a living document and the game masters reserve the right to make updates in the future. find the most up to date digital version of this document at:
https://theadventurers.academy/anthology/Academy_Anthology_FAQ.pdf

What is the Academy Anthology?

The Academy Anthology is an "Open Table" 5E 2024 Dungeons and Dragons campaign set to run from April 2025 until April 2026.

What is unique about the Academy Anthology: Tales of Home campaign?

In this campaign universe, the Inner Planes have shattered creating all sorts of chunks of the Elemental Planes, Shadowfell, Feywild, and the Material planes that now float and interact within the Aether of the near Astral Plane. Only the Player

Characters and a few rare NPCs are able to access Divine magic.

What do you mean by an "Open Table" role playing game campaign?

In an Open Table campaign, the campaign world is consistent but each game session is self-contained and episodic. Our game masters create exciting and intriguing locations to explore, and the players all decide why their characters have joined the adventure. That means that on any particular session anyone can continue to play their same characters over the entire year the campaign runs, even if the Dungeon Master and all the other players change.

Does that mean that my character can keep any rewards like loot and magic items collected from one game for use in the next?

That's exactly what it means! Your character still exists in the fiction of the Academy Anthology universe, even when they are not adventuring. The Downtime system allows you to add a little bit of storytelling away from the table as well to work on a personal project or prepare for future adventures.

How much does an Academy Anthology game cost?

Our RPG games fall under two tiers. Adventure Tier and Legendary Tier.

The Adventure Tier is the classic Academy RPG experience. These are shorter, self-contained games that run in our main play area and cost \$10/session.

The Legendary Tier is the full RPG experience. Players will experience levelling up, bonding with the party, and diving into character plot arcs. These games meet

regularly in our private, themed RPG room and cost \$20/session. While Legendary tier games are usually “Dedicated Table” games that run for at least six sessions, Academy Anthology games are made up of different players each time so the cost of each session is paid up front when players sign up.

How do I reserve a seat for the Academy Anthology campaign?

You can browse a list of all of the Academy's role playing games with open seats remaining on the [Open Games page](#). Find an Anthology game that suits you and sign up to participate!

Should I worry if games fill up so fast I can't get a seat?

Please know that anytime player characters are adventuring, they may not use their rewards to engage in any downtime activities for that week. We hope that players who are quick to sign up consider taking advantage of some downtime activities for the week instead.

If you're already scheduled for an upcoming Adventurers Academy: Tales of Home game, we ask that you not sign up for any new games until they've been up for at least twenty-four (24) hours so others have a chance to play.

How do I choose and submit my character's weekly downtime action?

For more information about the downtime choices and the form to submit your character's weekly downtime choice on the Downtime Portal at:

<https://theadventurers.academy/anthology/downtimes>

[Alternatively, find a PDF version of all the current downtime rules here.](#)

What happens if I need to cancel my ticket?

If you're more than one week out from the start of an adventure or campaign, you may cancel your ticket by contacting the Academy. After that, Academy Anthology tickets are transferable but not refundable.

Are there any “House Rules” that will be used, or is this campaign a vanilla 5E 2024 Dungeons and Dragons campaign rules as written?

While this game is mostly “rules as written,” there are a few house rules that all the participating Dungeon Masters have agreed on, as well as some that are unique to each one of them. Before each game, your DM will share them and offer a chance to ask any questions. [Find more information on house rules for the campaign here.](#)

Is this just a Spelljammer campaign?

While the Tales of Home setting is not technically Spelljammer for a whole host of reasons, it is close enough in theme that one could certainly describe it as being “Spelljammer-like” in nature.

What can I expect from an Academy Anthology adventure? Will safety tools be used?

All Academy Anthology games are run by seasoned professional Dungeon Masters. They're specialists in creating unique, memorable games for our community! This particular campaign is meant for a general PG-13 audience, and we require that our game masters be thoughtful and offer [the X-card as a safety tool](#).

Can children under 14 get involved?

This campaign is designed for players at least fourteen (14) years of age. Naughty language and situations including alcohol use and violence are common. Younger players should keep an eye out on the events calendar for games specifically for them instead.

How will our characters advance in level?

Player characters will all advance in level based on the real-world date as the campaign progresses. Games on or after each date will feature player characters of the advanced level. On those dates, the standard gold piece reward for each session will increase as well. A schedule of these advances can be found below:

Level	GP Per Session	Date
3	240	04/15/2025
4	360	06/10/2025
5	760	08/05/2025
6	1500	09/30/2025
7	1800	11/25/2025
8	2200	01/20/2026
9	2800	03/17/2026

The campaign will conclude on the week of 04/14/2026.

Can I play two characters?

If you are ready to move on to something new, there are no issues with abandoning one character in favor of another. However, we ask that you stick to one character at a time.

I have a question or an idea to share.

How can I learn more?

You can join the Academy Anthology community [Discord server here](#). Discord is an instant messaging social platform which allows communication through calls, text messaging, and files.

How can I best contact the Dungeon Masters privately?

There are a lot of “moving parts” to any game campaign, and an Open Table campaign like ours multiplies the risks of making mistakes or missing something important. To address these concerns, the Academy Anthology game uses a ticketing tool.

The Ticket Tool is a Discord bot that allows the Dungeon Masters to track and address any game-related concerns that players might have all within the bounds of the Discord server. Rather than send us messages individually, we encourage you to use the Ticket Tool to talk to DMs in a private space, bringing up concerns or asking questions that they might not feel comfortable asking in the public server forum.

To create a ticket, go to the *#create-a-ticket* channel found at the bottom of the Academy Anthology Discord and select the **Create ticket** button. From there, a unique channel with its own identifying number will appear. Do your best to tell us what’s going on as briefly as possible, and someone should be able to respond right in that private chat. By ticketing these messages, we can make sure no one falls through the cracks!

[Last Published: 2025.04.12]