



Open Saga League Game Master Guide

Welcome to the Open Saga League Game Master Guide. This guide provides everything you need to schedule, publish, and manage your tabletop sessions. Whether you run standalone one-shots or ongoing campaigns, we make it simple to organize your games and connect with eager players.

By the end of this guide, you will know exactly how to use our platform to set up your events, fill your virtual or physical table, and manage your session statuses from start to finish.

Requirements

Before you can post a game, you need the right account permissions.

You must have a **GM or Admin role** assigned by the league administrators. Regular players cannot access the scheduling form. If you want to become a GM for the league but do not have the required role yet, please reach out to an administrator to get your account upgraded.

How to Schedule a Session

When you have your adventure prepped and want to list it on the calendar, navigate to </osl/schedule>.

This page houses the scheduling form. You will use this form to define every aspect of your game, from the story tone to the technical platform you plan to use. Fill out the details completely to give players the best possible understanding of what to expect at your table.

Detailed Field-by-Field Explanation

To create a successful listing, you will complete the following fields on the scheduling form.

Core Details

- **Session Title (Required):** Give your adventure a clear, exciting name.
- **GM Name:** We auto-fill this field directly from your account profile. You do not need to type it in.
- **Banner Image (Optional):** Upload a custom image to help your session stand out on the calendar.
- **Description:** Use this rich-text field to summarize the adventure. Include the general tone of the game and any necessary content warnings so players know exactly what they are signing up for.

Game Mechanics

- **Duration:** Select how long the session will run. You can choose anywhere from 1 to 12 hours.
- **Tier (Required):** Select the character tier allowed in your game. This ensures players only register characters of the appropriate level.
- **Max Players:** Choose your table size. You can set the limit anywhere between 2 and 8 players. The system defaults to 6.
- **Game System:** Choose the ruleset you are running—either D&D 5e or OSE. This controls which character types are eligible to register for your game.

Logistics

- **Location / Platform:** Tell players where the game happens. Specify if you are using a virtual tabletop like Foundry VTT or Roll20, meeting on Discord, or gathering at an in-person address.
- **Additional Notes:** Use this rich-text field for extra details. Share your content rating, special house rules, or software requirements (like needing a working microphone).

Session Schedule Modes

When setting the date and time for your game, you will choose one of three schedule modes. Choose the one that best fits the rhythm of your adventure.

- **Single Date:** Use this for a one-time session. The system stores your selected date and time in UTC to ensure accuracy across all timezones.
- **Multiple Dates:** Use this when you want to run a short series of specific, non-repeating sessions (like a three-part mini-campaign on irregular dates).
- **Recurring:** Use this for regular weekly, biweekly, or monthly games. You will select the day of the week, the time, and your timezone. The system automatically generates a human-readable recurrence rule for the players, such as "Every Wednesday at 9:00 PM ET".

Managing Sessions

After you publish your game, you retain full control over the listing. You can manage all your events directly from the session detail page.

Editing and Deleting

You can edit the details of any session you own at any time. If you need to cancel an event entirely, you can delete it. The system will show a confirmation prompt to ensure you do not delete a session by accident. Only the GM who created the session, or a league Admin, can edit or delete the event.

Session Status Flow

As your game progresses, keep your session status updated so the community knows if seats are available. The status follows a simple lifecycle:

1. **Open:** Your session is live and players can register.
2. **Full:** Your table has hit its maximum player limit.
3. **Completed:** You successfully ran and finished the session.
4. **Cancelled:** You decided not to run the session.

By keeping your game details accurate and your status updated, you help maintain a smooth, reliable schedule for the entire Open Saga League community.