



ADVENTURERS LEAGUE

FREQUENTLY ASKED QUESTIONS

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PART 1. WELCOME TO THE D&D ADVENTURERS LEAGUE

WHAT IS THE D&D ADVENTURERS LEAGUE?

The D&D Adventurers League encompasses all organized play for Dungeons & Dragons, and uses the fifth edition rules. The organization is maintained by Wizards of the Coast.

DO I NEED A DCI NUMBER?

DCI numbers are only required when playing D&D Adventures League at a store that typically report their events through the Wizards Event Reporter (WER). If you have an existing DCI number, you may record it on your D&D Adventurers League log sheet each session. Additionally, you can record the DCI number of Dungeon Masters you play with.

If you have an existing DCI number (as a result of having participated in another Wizards play program, such as Magic the Gathering, or having been a member of the RPGA) and you don't remember it, you can contact Wizards Customer Service to recover it. Only the player can verify and recover their DCI number this way for security purposes, therefore organizers should also direct players to contact Wizards Customer Service if they need assistance in this matter. In the US, Canada, and Mexico, the toll-free number is (800) 324-6496. The numbers for other regions can be found at the following URL.

<http://company.wizards.com/contact-us>

If you have never owned a DCI number, you can go online and register for a DCI number at the following URL.

accounts.wizards.com

WHAT ADVENTURES CAN I PLAY/RUN?

Players are not restricted to the current season's adventures, and can play any D&D Adventurers League adventure, with any character of the appropriate level range or tier for that adventure. Players are allowed to play an adventure multiple times, but a character may only participate in a given adventure or hardcover chapter once.

WHAT COUNTS AS AN ADVENTURERS LEAGUE ADVENTURE?

The following general terms apply in describing the various adventures available for play.

DDEX/DDAL Adventures. These are short, two-to-eight hour adventures that are associated with a given season's main storyline. They are typically set in a single location based on the season and span multiple tiers.

DDEP Adventures. These are epic adventures that require two or more tables to play simultaneously, and generally have an element in them that allows the tables some degree of interaction with one another. They frequently have higher-than average rewards but can be much more difficult than the DDEX/DDAL adventures.

DDAO Adventures. These adventures are sometimes referred to as "author only". This means that only the author can run the adventure; the authors are all D&D Adventures League administrators or other employees of Wizards of the Coast.

CCC (Convention-Created Content). These adventures are produced by independent organizations for use at local conventions. While they are initially exclusive to the convention that commissioned their production, they are required to be made available for purchase via the Dungeon Master's Guild within six months of their initial release.

CCC adventures do not count towards any DM Quests that specify DD-series adventures.

DDIA Adventures. These introductory adventures support the release of hardcover Wizards of the Coast product releases. If the product in question is an adventure, then the introductory adventure is typically a short adaptation of a single chapter from that product. Otherwise, the introductory adventure is an original adventure that utilizes new content from a non-story product.

DDHC "Hardcover" Adventures. These adventures are officially produced and published by Wizards of the Coast. Not all of them have actual, hardcovers (see such as DDAL-CGB *Cloud Giant's Bargain*).

Other Content. Sometimes weird things happen (see PAX West) and additional content is made available for Adventurers League Play. As a general rule, if it is produced by Wizards of the Coast or the Adventurers League staff and bears the Adventurers League logo, it counts. However, check with your store's organizer or on the Adventurers League Facebook group to double check.

HOW MANY PLAYERS CAN I HAVE AT MY TABLE?

All Adventurers League tables must have a minimum of three players, but not more than seven players to be considered a legal table. This number does not include the DM.

Players may only play one character at a time and they may only play their own characters.

DMs (or event organizers) may limit the size of their table to any legal table size; however, as a rule, DMs should be prepared to run tables of up to 7 players.

WHAT RULES DO I USE?

As a D&D Adventurers League Dungeon Master, you are empowered to adjudicate the rules as presented by the official materials (PHB, DMG, MM, etc.). Run the game according to those rules, but you are the final arbiter of any ambiguities that might arise in doing so.

House rules, that is to say rules that you create that aren't in the official materials such as critical fails, new races, new classes, etc., aren't permitted for use in D&D Adventurers League play; the Adventurers League uses the rules as presented in the PHB.

WHAT'S UP WITH ALL THESE ACRONYMS?

IKR?! Within this and other Adventurers League documents, we use the following terms when referring to various Wizards of the Coast products:

- **PHB.** *Player's Handbook*
- **PBR.** *Player's Basic Rules*
- **DMBR.** *Dungeon Master's Basic Rules*
- **DMG.** *Dungeon Master's Guide*
- **MM.** *Monster Manual*
- **EEPC.** *Elemental Evil Player's Guide*
- **SCAG.** *Sword Coast Adventurers Guide*
- **VGtM.** *Volo's Guide to Monsters*
- **AL.** *Adventurers League*
- **ALPG.** *Adventurers League Player's Guide*
- **ALDMG.** *Adventurers League DMG*
- **ToD.** *Tyranny of Dragons (Season 1)*
- **HotDQ.** *Hoard of the Dragon Queen*
- **RoT.** *Rise of Tiamat*
- **EE.** *Elemental Evil (Season 2)*
- **PotA.** *Princes of the Apocalypse (Season 2)*
- **RoD.** *Rage of Demons (Season 3)*
- **OotA.** *Out of the Abyss (Season 3)*
- **CoS.** *Curse of Strahd (Season 4)*
- **SKT.** *Storm King's Thunder (Season 5)*
- **TYP.** *Tales from the Yawning Portal (Season 6)*

CAN I USE THE VARIANT AND OPTIONAL RULES IN THE PHB/DMG?

The only optional or variant rules available for use are:

- **Variant: Customizing Ability Scores** (PHB)
- **Variant Human Traits** (PHB)
- **Half-Elf Variants** (SCAG)
- **Option: Human Languages** (SCAG)*
- **Tiefling Variants** (SCAG)
- **Variant: Playing on a Grid** (PBR)
- **Variant: Skills with Different Abilities** (PHB)

Without specific campaign documentation, any other variant or optional rules, such as Variant: Quasit Familiar (MM) are not available for use.

*The Option: Human Languages optional rule is available to all characters—regardless of their choice of “+1.”

WHAT RULES SHOULD I FOLLOW, THE PHB OR THE ALDMG?

Rules from an official D&D Adventurers League source, such as the Adventurers League Player's Guide (ALPG), the Adventurers League Dungeon Master's Guide (ALDMG), or this FAQ establish the boundaries for our current campaign. However, as a general rule, the D&D Adventurers League does not adjudicate general rules questions; only those which establish the availability of specific play options for our current campaign.

WHAT ABOUT SAGE ADVICE?

Sage Advice is a great barometer for ‘rules-as-intended’, in any case. Whether or not any given Dungeon Master chooses to utilize Sage Advice as a resource for rules adjudication in D&D Adventurers League play is at the discretion of each individual DM. As always, the DM remains the final arbiter of how a rule is to be implemented in their game.

WHAT ABOUT GUIDANCE GIVEN ON FACEBOOK/GOOGLE+, ETC.?

Any rules guidance given by an Admin using the #AL_Admin or #AL_Official hashtag is considered official rules guidance. In time, it may be added to this FAQ and made available without the drudgery of having to resort to Facebook's “search” function.

UNEARTHED ARCANA?

Unearthed Arcana isn't an allowed rules resource (see below); without specific campaign documentation it isn't available for use.

CAN I USE OLDER EDITION RULES?

Nope. All Adventurers League games must use the current, fifth edition of the Dungeons & Dragons ruleset.

DO I NEED TO MAINTAIN AN ADVENTURE LOGSHEET?

Yes, you must maintain a separate Adventurer Logsheets for each of your characters. This logsheet catalogues your character's progression throughout their adventuring career.

WHEN SHOULD I MAKE A NEW LOGSHEET ENTRY?

You should create a logsheet entry for any of your character's noteworthy events, such as playing an adventure, trading a magic item, copying spells in your spellbook, performing a downtime activity, etc.

AM I REQUIRED TO HAVE A FACTION?

Factions represent groups with specific interests in our campaign. If you're playing one of the character races provided in the Player's Handbook, you're not required to be a member of a faction, though it is certainly encouraged.

If, however, you're playing one of the races from Volo's Guide to Monsters a faction is required. See the document for that product for more specific information.

WHERE DO I GET A FACTION KIT?

Faction Kits contain content specific to a given storyline, and while they certainly enhance the play experience, the use of a Faction Kit is optional. Faction kits can be purchased from the Dungeon Masters Guild. They're offered as print-on-demand products there, and take some time to receive after you've ordered them, so don't delay.

<https://www.dmsguild.com>.

PART 2. PLAYER QUESTIONS

WHAT ARE ALLOWED RULES RESOURCES?

Allowed rules resources are books and other resources that can be used by players in creating, advancing, and playing their characters. The Adventurers League uses a method we call “PHB+1”.

The *Player’s Handbook* (PHB) is the main rules resource available for players. In addition to this, players may choose one allowed resource for their character (the “+1”). When creating, or advancing your character, your race, class, and feat options are limited to those provided in your allowed rules. For more information on this, see the Adventurers League Players Guide.

NOTE: Without specific campaign documentation, racial options that allow a character to fly at 1st level aren’t available for use Adventurers League play at this time. Additionally, options presented in other resources, such as the Death Domain found in the *Dungeon Master’s Guide*, are not allowed for play unless you possess specific campaign documentation that indicates otherwise.

Rules granted through campaign documentation don’t count as your +1. However, if you don’t choose that particular resource as your +1, you can’t use any rules from it aside from that which your campaign documentation grants access to. For example, if you possess a certificate giving you access to create a character with the aarakocra race, the EEPC doesn’t count as your +1 unless you choose other rules from it—allowing you to choose SCAG and the rules therein as your +1.

DO I HAVE TO PICK MY “+1” AT CHARACTER CREATION?

Nope. You don’t have to choose a +1 until you decide to use material from outside of the PHB. Once you have chosen your +1, however, that choice can’t be changed; it should be indicated on your logsheet.

CAN I USE THE DUNGEON MASTER’S GUIDE?

The *Dungeon Master’s Guide* is an allowed resource for the purpose of determining a magic item’s abilities; it isn’t available for character creation.

CAN I USE THE MONSTER MANUAL?

The *Monster Manual* and other resources are legal rules sources for the purpose of determining what is available for class features such as Wild Shape, Beast Companion, and various *conjure* spells, keeping in mind that your Dungeon Master is the final arbiter for deciding whether or not you have satisfied any

requirements imposed upon you by your class (such as the druid’s requirement to have seen the beast in question). However, without specific campaign documentation, you may not use any of the Variant rules contained therein.

Additionally, as there are no specific stat blocks for “templated” creatures, such as half-dragons, these are not permitted for use.

WHAT DOES CAMPAIGN DOCUMENTATION MEAN?

Some certificates provide characters with additional rules options other than those listed above (such as allowing a prohibited class/race). These certificates are typically signed by the campaign administrators or other employees of Wizards of the Coast.

WHAT ARE STORY ORIGINS?

Nothing. We don’t talk about them anymore.

WHAT LEVEL DO I START PLAY AT?

All characters begin play at 1st level. However, by DMing and playtesting adventures, you earn experience that you can apply to characters of your choosing—including 1st-level characters that you haven’t played yet.

Pregenerated characters above 1st level aren’t currently available for Adventurers League play.

WHEN DO I COUNT AS 5TH LEVEL FOR REBUILDS, ETC.?

You are officially 5th level upon playing your first adventure at that level. Once the game begins you can’t rebuild your character, qualify for Faction Charity, etc. You’re all grown up, now act like it.

I HAVE A RACE/CLASS OPTION QUESTION!

WHAT RACE CAN MY BATTLERAGER/BLADESINGER BE?

Despite the sidebar suggesting that the DM may allow you to play a non-standard race with the battlerager or bladesinger, the following guidance applies:

Battlerager. Only dwarves may choose the Battlerager Primal Path.

Bladesinger. Only elves and half-elves may choose the Bladesinger Arcane Tradition.

WHAT IF I GET REINCARNATED?

If your character is killed and subsequently reincarnated, the DM must roll on the table provided in the reincarnate spell’s description—they may not

choose the race you return as. You may continue to advance in whatever classes you possessed normally; your new race doesn't preclude you from advancing in an archetype you already possess.

WHAT DOMAINS CAN I CHOOSE?

A character that has one or more levels in the cleric class must select a deity to worship. Based on that choice, the character must choose either a domain associated with their chosen deity (as presented on the deities list) **or** the Life domain. Those deities found in a sidebar that doesn't also contain suggested domains are limited to the Life domain.

Clerics must choose a deity, but needn't have the same alignment as their chosen deity.

I WANT TO PLAY A RARE ELF SUBRACE. WHAT GIVES?!

You may choose a rare elf subrace for your character, but only from a roleplaying perspective. If you do so, you choose a subrace as normal (high elf, wood elf, dark elf, etc.) and gain the traits that it normally provides. You do not choose a second, "roleplaying" subrace; aside from the roleplaying aspect, the character creation process remains unchanged.

For example, if you want to roleplay as if your character is an avariel and chose the high elf subrace, you would gain all of the benefits and hindrances of your subrace as normal, but could—if you wanted to—describe your character as having feathered wings that were simply incapable of sustaining flight. Easy.

I CAN HAZ A TRESSYM/GAZER/DIRE GOOSE FAMILIAR?

If your character cast's *find familiar*, your choice of familiars is limited to the list provided by the spell's description. Some classes (such as warlock) expand this list. Without specific campaign documentation stating otherwise, however, creatures found in other resources (such as SKT or the MM), are not available as familiars.

WAIT, MY PALADIN HAS TO WORSHIP A DEITY?!

No. What makes you think you do? Dunno what you're talking about.

IS IT TOO LATE TO USE MY SCAG REBUILD?

Yes. The Season 4 *Curse of Strahd* ALPG removed the rebuild option for 5th level characters.

DO I HAVE TO APPLY XP WHEN I GET IT?

Yes. XP is applied immediately upon being awarded it, and if it advances you to another level, it is effective immediately.

DOES THIS MEAN I MISS OUT ON THE NEXT ADVENTURE?

It might. You can't postpone applying in order to participate in a later adventure. Once you hit the threshold needed to advance to 5th level, for example, that character is no longer able to participate in level 1-4 adventures.

TO LEVEL 20 AND BEYOND!

You've made it to level 20. Some folks get the itch to settle down when they reach this point; get hitched, have some wee'uns. Others keep doing what they do best. It's ultimately up to you.

Experience Points (XP). You no longer earn XP but continue to earn other rewards as normal. XP is still divided normally, you just don't receive any.

DM Rewards. You may apply DM Rewards or DM Quest Rewards to a 20th level character, but you waive any portion of the rewards that consists of XP.

Epic Boons. Epic boons may only be awarded if the DM is specifically directed to do so by an adventure or other officially released product.

I HAVE QUESTIONS ABOUT BACKGROUNDS!

WHAT'S UP WITH THE HAUNTED ONE BACKGROUND?

The Haunted One background was exclusive to the *Curse of Strahd* story origin, but is now open to all characters. Errata regarding this background appeared shortly after release. The errata is summarized as follows.

Skill Proficiencies. Choose two skills from among Arcana, Investigation, Religion, and Survival.

Starting Gold. This background does not include starting gold.

CAN I MAKE A CUSTOM BACKGROUND?

Yep. You can create a custom background for your character by following the rules on pages 125–126 of the PHB, with the following guidance:

Exotic Languages. Characters may choose exotic languages from any Allowed Rules Source, even if that rules source was not used to create that character (i.e., a character created using the PHB and VGtM may still choose a language from the SCAG). Druidic, thieves' cant, monstrous languages (like Giant Eagle or Qualith) and other languages that are features of a class or background are not eligible choices for this purpose.

I HAVE SPELL QUESTIONS!

This section focuses on answering questions about basic portability and play within Adventurers

League games; otherwise, the standing guidance that the DM is the final arbiter of the game's rules.

WHICH SPELLS CAN I LEARN?

When your character gains a level, any new spells you might learn are limited to your allowed rules resources.

Wizards, and other characters that prepare and/or cast spells from a spellbook may copy spells from a scroll, captured spellbook, or spellbooks belonging to another player's character—even if those spells are not normally found in your character's allowed resource.

HELP! I'VE BEEN PLANE SHIFTED! WHAT DO I DO?!

If your character has been *plane shifted* (or otherwise knocked about to a plane other than the Material) here's the secret for getting home without getting lost or otherwise killed:

Scenario 1. If a) they can cast a spell that allows travel to a plane of their choice, they b) have any necessary components for doing so (I'm looking at you, characters that can cast *plane shift* but don't have a fork tuned to Faerûn), and c) currently have that spell prepared, then they may do so on their next turn. They return to a location of your choosing—maybe slightly singed, wet, upside down, or of an unusual shade of wrong—but at a place of your choosing nonetheless.

Scenario 2. If a) is true, but either b) or c) is false, you may spend 1 downtime day preparing the spell, attuning the fork, or otherwise mustering components, and cast it the following day (after paying lifestyle costs as normal and any appropriate costs for any material components if you weren't smart enough to pack the appropriate planar fork).

Scenario 3. If your character lacks the ability to cast the spell at all, they are faced with the monumental (and slightly embarrassing) task of "walking" home. That is, your character wanders randomly throughout the planes until they happen to make it back to Faerûn, spending 50 downtime days (paying associated lifestyle costs as normal) in the process.

CAN I LEARN SANSURI'S SIMULACRUM SPELL?

No. Any spell that would require extrapolating a complete spell description from a limited amount of information can't be learned **or used**.

CLONE

The following guidance applies:

Maturity. A clone is not mature (and therefore provides no benefit) until the recipient spends a total of 120 downtime days after casting it. These

downtime days need not be spent solely for this purpose. For example, downtime days spent crafting or copying spells also count towards the maturation of the clone.

Vat Grown. A vessel used for growing and housing a clone can't be used for another clone until the first clone has been used.

SIMULACRUM

The following guidance applies:

No Copies of a Copy. Simulacrums can't cast *simulacrum*, or any spell that duplicates its effects.

TELEPORTATION CIRCLE

The following guidance applies:

It Takes Time. Scribing a permanent *teleportation circle* is a downtime activity that requires the expenditure of a total of 365 downtime days. These downtime days needn't be spent consecutively.

Not Just Anywhere. You can't just plop down a *teleportation circle* just anywhere and expect it to be safe from harm. As such, only *teleportation circles* made at the following locations are permanent:

- **Properties You Own.** Ownership of buildings or businesses in a specific location.
- **Established Temples.** Temples dedicated to faiths of which you are a member.
- **Other Organizations.** The headquarters or permanent base of operations of official organizations of which you are a member (Brotherhood of the Cloak, factions, etc.).

Gaining Access to Other Circles. While the locations of *teleportation circles* are usually closely-held secrets, you may, as a downtime activity, trade knowledge of the location and sequence of a *circle* you have created with someone else, who provides you the location of one in exchange. Both parties to the trade must spend 10 downtime days to complete the trade and learn the circle's sigil sequence, with the following additional guidance:

- **Temples.** The downtime cost is halved if both parties to the trade are members of the same faith.
- **Organizations.** The downtime cost is halved if both parties to the trade are members of the same organization. The location of these *circles* can't be traded with non-members.

TRUE POLYMORPH

The following guidance applies:

Dragons Aren't Allowed in Town?! A character that ends an adventure as a race or creature not otherwise available through their character creation

rules is removed from play until the effects of the true polymorph spell are dispelled.

Permanence Isn't Just a Number. A *true polymorph* upon which concentration has been maintained for the entirety of its duration becomes a permanent spell. As a permanent spell, it can still be dispelled and its effects removed.

WISH

The following guidance applies:

Reality Repairs Itself. Any of the bulleted options provided in the spell's description are available as described, and are permanent until dispelled, unless a specific duration is provided in the spell's description. However, the effects of a *wish* made for something outside of that list is at the DM's discretion, using the guidance provided in the spell's description. These discretionary effects can't be made permanent, and expire at the end of the adventure or the session—whichever comes first.

This means that any conjured creatures or items disappear into nothingness, the dead rise as if nothing happened, the denizens of that backwater village don't remember that amazingly-hilarious joke you told, etc.

Stressful Things Are Stressful. Any **permanent stress-induced effects incurred by casting wish are permanent regardless of** whether or not the effects of the wish are not. Losing the ability to cast *wish* in the future can't be prevented or undone except by *wishing* for a reroll (as detailed in the spells description).

You Are You; and So Is He. If a *simulacrum* you have created casts *wish*, both you and your *simulacrum* suffer the stress associated with casting the spell—including the risk of being forever unable to cast *wish* again. The inability to cast *wish* extends to any *simulacrum* you create in the future.

Table Boundaries. Only characters in your group may benefit from permanent effects granted by a *wish* that you cast. The benefits don't extend to other groups or tables during multi-table events.

Must Be Overseen by the DM. Due to the risks inherent in casting *wish*, it must be done in the presence of a DM; it may not be cast between adventures.

I HAVE A MAGIC ITEM QUESTION!

WHAT ARE CONSUMABLE MAGIC ITEMS?

The DMG defines only scrolls and potions as consumable items. As such, these items do not count against your permanent magic item count.

The Adventurers League expands this to include magical ammunition—that is any items with the weapon (arrow, bolt, or sling bullet) category.

CAN I TRADE CONSUMABLE ITEMS?

No. While you can give them to other characters to use during an adventure, they can't be traded, sold, or otherwise given away outside of an adventure; any unused consumable items must be returned at the end of the session.

WHAT ARE PERMANENT MAGIC ITEMS?

Permanent magic items are any magic items that aren't consumable magic items.

With a few specific exceptions, these items all permanently count against your permanent magic item count. The number of permanent magic items your character possesses could potentially be considered when determining whether or not you are awarded an item found in an adventure.

WHEN CAN I REMOVE A MAGIC ITEM FROM MY COUNT?

Any permanent magic item you are awarded during play increases your permanent magic item count. Some items can be lost, destroyed, or simple wear out, however. Whether or not the item continues to count against your permanent magic item count depends on the item and how you come to lose it.

This guidance supersedes previous guidance regarding the removal of magic items from your permanent magic item total (such as the *Out of The Abyss* Amendment and drowcraft items).

Limited Use Items. Some permanent magic items have a limited number of uses (e.g., *Keoghtom's ointment*) that can't be recharged. Once completely used, these items **no longer** count.

Limited Rechargeability. Some permanent magic items can only be recharged under certain circumstances (e.g., *wingwear*, *balloon pack*). It is intended that once such an item is out of charges, it is considered nonmagical until it's been recharged. Once all of the charges from these items have been used, they **no longer** count unless you somehow manage to recharge them.

Unintentional Destruction. Some items have story-driven conditions that lead to their destruction (e.g. *windvane*, *earthfang*, *tinderstrike*, etc.). If destroyed in this fashion, these items **no longer** count.

Intentional Destruction. Some items have conditions that include the ability or potential to intentionally destroy the item (e.g., *horn of blasting*, *Saint Markovia's thighbone*, *wands*, etc.). If destroyed through normal use, these items **still** count.

Limited Function. Some items lose some of their function when all of their charges have been used (e.g., *luck blade*, *storm boomerang*, etc.), but still retain some magical function. Even if all of their charges have been used, these items **still** count.

Permanent Effects. Some items are destroyed or rendered nonmagical when used, but grant permanent effects (e.g. *tome of understanding*, *luck blades*). Not only do these items **still** count even after they've been used, the Adventurers League staff has interpreted the guidance prescribed in the DMG to mean that you can never benefit from more than one such item—no matter how you come by additional copies.

CAN MY FAMILIAR ATTUNE TO A MAGIC ITEM?

Yes. However, any item attuned to an NPC under your control (such as, but not limited to, familiars, beast companions, simulacrum, conjured creatures, hirelings, lickspittles, etc.) counts against both the controlling character's limit of three attuned items and the character's permanent magic item count.

ARE MAGIC ITEM CERTIFICATES NEEDED ANYMORE?

You don't need a magic item certificate if you wish to trade your permanent magic items unless the item's rarity isn't described in the print-version of the resource it's found in. If this is the case, the item is unique and can't be traded.

Each party to the trade must spend 15 downtime days to facilitate the trade. If you are seated at the same table and playing the same adventure with the other party to the trade, this downtime cost is waived.

WHAT ARE UNIQUE ITEMS?

Unique is a specific rarity category. Any item not described in the DMG that doesn't otherwise have a listed rarity is considered unique.

I DON'T KNOW WHAT MY ITEM'S RARITY IS

Items are of like rarity to items found in the DMG unless they possess additional abilities **outside** of those found in the Special Features tables on pages 142 and 143 of the DMG. This includes, but isn't limited to saving throw bonuses, intelligence, additional benefits against specific foes, etc. Items like this are considered unique items.

WHAT IF THE CERTIFICATE LISTS A RARITY?

Any item that doesn't have a complete description (e.g., *shield guardian amulet*, etc.) is considered unique **unless** you have a certificate which establishes the item's rarity. You must possess an

original, physical certificate (i.e., not a photocopy, photograph, scanned copy, etc.) of the certificate in question and it **must** accompany the trade.

The item to be traded must be found in the adventure listed on the certificate. You can't—for example—use a certificate for a *shield guardian amulet* from *Out of the Abyss* to trade a *shield guardian amulet* found in *Curse of Strahd*.

Without such a certificate, its rarity is unique.

CAN I TRADE AN ITEM WITHOUT CHARGES LEFT?

No. Once an item runs out of charges or uses, it is considered nonmagical unless it has other magical properties that remain available. As such, such an item can't be traded. If the item somehow regains uses, it becomes a magical item again and can be traded normally.

WHAT IF I THINK MY CERT HAS AN ERROR?

On occasion, a magic item certificate contains errors, such as a different item rarity, lists the wrong item type (e.g., the certificate lists an item as a *+2 shield* while the adventure lists it as a *+1 shield*), or even provides non-standard attunement requirements.

If an error occurs, use the item description as listed within the adventure itself, and the item rarity listed in the DMG. However, to err is to be human; errors will be included in Part 3, below, as they are identified in the future.

DO I NEED A CERTIFICATE TO KEEP THAT ADDITIONAL PROPERTY?

Your DMs should remember to provide the full item description to their players, and/or provide photographs or photocopies of each item for their players. It is your responsibility to make sure that you keep accurate track of any additional properties in your adventure logsheet.

WHAT IF NO ONE CLAIMS AN ITEM?

If no one desires a magic item, it is left unclaimed (characters are not forced to claim all magic items).

Unclaimed magic items can't be sold, exchanged for an alternate reward, or awarded to a character at a later date. These items vanish at the end of the session—never to be seen again. Designating an otherwise unwanted item as "party loot" or as "a party magic item" isn't permitted.

CAN I FORGO MY SHARE OF THE LOOT?

Yes, but that doesn't affect the way in which it is divided or awarded. If you choose or are otherwise unable to take a share of any monetary treasure found, you still count as a member of the group when calculating individual shares. Similarly, any

portion of the reward that you don't receive isn't awarded to the other characters; it just goes away.

WHAT IS +1 WHITE DRAGON SCALE?

While listed as *+1 scale* in *Hoard of the Dragon Queen*, the listed item has been upgraded to *white dragon scale*, so as to avoid confusion with the printed certificate.

WHAT'S THE DEAL WITH HAZIRAWN?

As clarified by Steve Winter (HotDQ author), this item was misprinted in the adventure.

When unattuned, this item deals an extra 1d6 necrotic damage on a hit. All other magical properties require *Hazirawn* to be attuned to the character.

Sentience. *Hazirawn* is a sentient magic item, therefore if the wielder is not acting in accordance with the sword's motivations (neutral evil alignment), it may suppress any of its attuned properties at-will. *Hazirawn* seeks to destroy users of arcane magic at every opportunity.

As *Hazirawn* lacks mental ability scores, DMs shouldn't perform contests of wills when resolving this conflict, nor should they create ability scores for the weapon. DMs should exercise caution in adjudicating the weapon's personality. Don't penalize players for not fulfilling the weapon's role; the weapon can't control its wielder's actions. Wheaton's Law applies here, kids.

Tradability. *Hazirawn* isn't tradeable.

IS THE BLACK DRAGON MASK (HOTDQ) TRADEABLE?

None of the *dragon masks* are tradeable.

CAN I CRAFT HEALING POTIONS WITH DOWNTIME?

Yup. Use the crafting rules found in the PHB.

CAN I APPLY A RUNE TO A MUNDANE ITEM AND KEEP IT?

Applying one of the various runes found in the Season 5 adventures turns a mundane item into a permanent magic item. The rune can be applied to **any mundane item you own**, or an item that appears under the treasure subheading of the encounter in which it is found. If the item is not found under a treasure subheading, it follows the normal rules for mundane treasure and is not an eligible item for the transference of a *runes*.

CAN I EVER BECOME PROFICIENT IN THE MUSKET I FOUND?

No.

WHAT IF I FIND A WAY TO BECOME PROFICIENT IN IT?

Even then, no.

EVER?

Never.

DO I GET TO KEEP BLACKRAZOR/WAVE/WHELM?

In *White Plume Mountain*, the characters are hired to retrieve three legendary weapons (*blackrazor*, *wave*, and *whelm*) that have been stolen. The book is vague regarding the payment—for Adventurers League, the three owners reward the characters as follows; This guidance is **retroactive**—it affects sessions run prior to the issuance of this FAQ.

1. Returning One Weapon. 2,000 gp for each character in the party, and each character's choice of three rare consumables (including +2 arrows, bolts, and sling stones). A character can choose a *potion of superior healing*, a *spell scroll of greater restoration*, and a +2 crossbow bolt.

2. Returning Two Weapons. As above, and each character can choose one of the following items: *arrow catching shield*, *bracers of defense*, *canath mandolin*, *necklace of prayer beads* (with six beads), *staff of the woodlands*, +2 wand of the war mage, or a +2 weapon of their choice.

3. Returning All Three Weapons. As both above, and each character receives three renown points and can mark the completion of a secret mission for their faction.

I Don't Wanna Surrender It! First, keeping one of the weapons denies the group from receiving any reward associated with it—drag. The worst part, however, is that any characters who choose to retain ownership of one or more of the weapons are too busy running and hiding from the forces that pursue it, or simply spending all their time busy being dead. Such characters are retired from Adventurers League play. Characters should be made well aware of the repercussions of their treachery before they commit to the decision.

This involuntary retirement can be cut short by surrendering the stolen weapon. In-so-doing, the weapon is removed from their character (reducing their magic item count) and they don't receive the reward associated with turning it in, above. Sometimes, no reward is a reward in its own right.

PART 3. DUNGEON MASTER QUESTIONS

WHAT'S UP WITH DM REWARDS?

DM Rewards provide DMs bonus experience, gold, and downtime in recognition of the time and effort required to run D&D Adventurers League games. The exact nature of this reward differs from adventure to adventure (and season to season).

How Do I Earn DM Rewards

By DMing of course! You earn DM Rewards at the end of any adventure (or session in the case of “hardcover” adventures or adventures without a specific reward section). The ALDMG provides guidance on how DM Rewards are earned.

This guidance isn't retroactive, but supersedes the rewards listed in adventures that predate this FAQ.

How Do I Know How Much I Earn?

You receive DM Rewards as detailed in the ALDMG—in one-hour increments. These increments are not further broken down into smaller increments, but it's cumulative. That is to say that if you DM 3 hours one night and 3 hours the next, you earn 6 hours of DM Rewards. To facilitate this, keep an accurate track of how long your sessions last.

How do I Log My DM Rewards?

Just as with an adventure logsheet, there is no mandatory format for logging DM Rewards. Find a system that works for you and run with it.

How Long Can I Keep Unclaimed Rewards?

DMs are under no obligation to apply DM Rewards to a character immediately, and may bank them for a later time.

How Do I Apply DM Rewards to My Character?

You must apply the entirety of a single DM Reward to the same character. That is to say that if you run an adventure and earn 150 XP, 75 gp, and ten downtime days, the character that receives the XP must also receive the gp and the downtime days.

I'VE GOT PARTY COMPOSITION QUESTIONS!

WHAT LEVEL MUST THE CHARACTERS BE?

Each adventure lists a minimum and maximum character level (typically expressed as a level range, such as levels 1-4, or levels 1-15; but may be expressed as Tiers). Whether or not a character

outside of this range can participate in the adventure depends on the adventure, itself.

DD-SERIES ADVENTURES

These adventures typically use the following ranges and **can't** be played by characters outside of that level range; these level ranges are used almost exclusively by DD-series and CCC adventures.

Levels 1-2. This level range is almost exclusively used in the DDEX/ALXX-01 adventures—five mini-adventures designed to kick off new seasons.

Levels 1-4, Levels 5-10, Levels 11-16, or Levels 17-20. These level ranges coincide with the four tiers of play.

HARDCOVER ADVENTURES

These adventures typically use the following ranges and **can** be played by characters of a higher level, provided they are within the adventure's level range when they begin playing the adventure. A character is only “playing” one **hardcover** adventure at a time. For example, a character that starts playing CoS and then jumps over to an SKT game and advances outside of the level range for CoS can't play that adventure anymore. **This rule only applies to other DDHC adventures.** Similarly, if an adventure directs you to run a **specific** portion of another hardcover adventure, the second adventure is considered the same adventure unless you continue playing it **outside** of the section referred to in the first. I've gone cross-eyed.

Levels 1-7 or 8-15. Used in HotDQ and RoT, these level ranges allow for mixed-tier parties.

Levels 1-10+. This level range is typical for most other hardcover adventures, and allows for mixed-tier parties.

Tiers. *Tales from the Yawning Portal* uses specific tiers of play for each dungeon instead of a single level range for the entire book, as follows:

- **Sunless Citadel:** Tier 1
- **Forge of Fury:** Tier 1
- **Hidden Shrine of Tamoachan:** Tier 2
- **White Plume Mountain:** Tier 2
- **Dead in Thay:** Tier 2
- **Against the Giants:** Tier 3
- **Tomb of Horrors:** Tier 3

MIXED-TIER PARTIES? WUSSAT?

Unless the adventure specifically says otherwise, characters of different tiers can adventure together

providing each character's level falls within the adventures listed level range. Characters playing DD-series adventures however are prohibited from adventuring in mixed-tier parties.

When adventuring in a mixed-tier party, some measure of discretion should be taken, to not overwhelm lower-level characters, but still provide a challenge for their higher-level groupmates. A good rule to follow is that if a character falls within 1 or 2 levels of the Average Party Level (APL), they should have no problem fitting into a group. Characters outside this range (but within the same tier) should have no problem, but characters of different tiers (esp. low-level characters) may find the adventure too difficult to survive, or may make the adventure too easy for their companions.

How Does XP Work?

Can I Award Milestones Instead?

Sometimes. As a general rule, milestones are not used in Adventurers League play. Instead you should award XP normally.

Some adventures however allow it, as follows:

Death House. The use of milestones is optional for this portion of the *Curse of Strahd* adventure.

A Great Upheaval. Milestones are the default method of advancement in this portion of the *Storm King's Thunder* adventure.

Leaving Early/Arriving Late & Milestones?

A character that doesn't participate in the entirety of each session that concluded with a milestone being awarded, they earn XP as normal for what happened while they were present. This award can't exceed the amount awarded by the milestone.

Leaving Early/Arriving Late & XP?

Characters only earn XP for challenges they participated in. In the case of adventures that prescribe a minimum XP amount, this amount is ignored if someone arrives or must leave early.

Can Parts Be Replayed?

A group of characters that play only part of a chapter or adventure can't return to that chapter or adventure unless the entire group agrees to do so. That is, if a game runs exceedingly long and all players and the DM agree to meet the following weekend to pick up where they left off and finish the game. If this occurs, appropriate entries should be entered on the player's and DM's logsheets to reflect this.

If you played the entirety of a portion of an adventure and simply want to replay it, this is not permitted.

This Adventure Doesn't Award Much XP...

Sometimes characters fall behind the adventure's expected level. In these situations, there are two main methods of supplementing character experience. In either case, treasure can't be added to random encounters unless specifically mentioned:

Random Encounters. You can't grant players roleplaying experience to make up the deficit; however, they may add random encounters as needed (assuming the adventure provides a list of random encounters).

DDAL/DDEX Adventures. In extreme cases, even random encounters may not be enough, or may be simply inappropriate to add. In such situations, consider explore the idea of weaving a DDEX or DDAL adventure into the campaign to help.

Does This Adventure Have a Secret Mission?

Secret Missions (sometimes mistakenly labeled special missions) are available in certain DD-series adventures, and DM Quests. These missions usually have an accompanying sidebar or its own subheading.

Ok. How Does Treasure Work?

It depends. As a general rule, if it is found in an adventure, the characters can take it. Whether or not they can keep it is another matter.

Nonmagical Items. Only treasure and equipment specifically listed under a treasure subheading can be kept (and converted into gp) by the characters. Items not listed under a treasure subheading may be taken by the characters, but at the conclusion of the session, such items either crumble to dust, break, are lost, or are rendered useless—they can't be used, sold, or otherwise kept.

If the adventure instructs you to generate treasure randomly, you may do so, provided that the direction is included under a treasure subheading.

Magical Items. If the item—or the table on which it is awarded—is specifically mentioned as being present in the encounter, it can be taken and kept by the characters.

Do I Roll for Random Magic Items?

Some adventures direct you to determine magic items randomly. For *Storm King's Thunder* and those seasons that follow, we have decided to permit this. However, the guidance does not apply for previous

seasons's adventures (specifically *Out of the Abyss* and *Curse of Strahd*).

For these adventures prior to *Storm King's Thunder*, the previous guidance still applies when directed to determine treasure randomly.

<http://dndadventurersleague.org/amendments-to-out-of-the-abyss/>

<http://dndadventurersleague.org/curse-of-strahd-amendment/>

If you are running an adventure that permits you to determine treasure randomly, you must note the number rolled on your logsheet. The item (and type if a weapon, armor, or other item of various types) that is awarded to the characters is included among those items you may choose from when selecting DM Quest Rewards.

WHAT 'BOUT DAT WAND O' ORCUS?

This item is not available as permanent treasure, despite the adventure's implications. The Wand's goal is to slay everything in the universe, which, shockingly, is contrary to the heroes that can be found in Adventurers League play.

At the end of the encounter, if a character in possession of the rod decides to maintain attunement to the rod (assuming they successfully did so), the character becomes a horribly wicked person and is retired Adventurers League play. Before they make this choice, you should make all of the ramifications of this choice explicitly clear; such retirement should **never** come as a surprise.

Alternatively, the character may drop the wand of Orcus and remove it from their character sheet—problem solved.

SO, I GOT THIS BAG OF BEANS...

See guidance on giving out magic items, above. In this case, the mummy lord has neither a specific loot table nor does it award specific items. As such, characters receive no magic items for defeating it in Adventurers League play.

HOW MANY MAGIC ARROWS DO THE CHARACTERS FIND?

Parcels of +1 *ammunition* are found in lots of 1d6. Any other pieces of magical ammunition are found as individual items. Magic ammunition are consumable magic items.

WHAT ABOUT RISE OF TIAMAT?

You may not award permanent magic items as a part of Tiamat's hoard in *Rise of Tiamat*. You may award **appropriate** consumable magic items, gold, gems,

and art objects within the limits set by the tables on pages 136 to 139 of the DMG.

THE ADVENTURES SAYS THE PLAYER GETS TO PICK THE ITEM...

If an adventure specifically allows the player to choose an item for their character, the item selected must be chosen from either the DMG or the adventure in which the item is awarded. If the adventure is silent on the rarity of the item, it must be tier-appropriate to the character receiving it.

WHAT DO THE CHARACTERS FIND IN ACERERAK'S VAULT?

The *Tomb of Horrors* is an iconic dungeon with many years of history and lore. It is also filled with terrible artifacts of death and drek. This guidance is **retroactive**—it affects sessions run prior to the issuance of this FAQ.

Spheres of Annihilation. The effects resembling *spheres of annihilation* in the green devil faces in the *Tomb of Horrors* are traps; they can neither be controlled nor claimed as treasure.

Acererak's Hoard. Under the treasure subheading on page 227 of TYP, replace "(except that none can be of legendary rarity)" with: "(except all items must be uncommon, rare, or very rare, and may include no more than one *manual* or *tome*—it seems that the demilich's library has long ago rotted away)".

IS FACTION CHARITY AVAILABLE IN BAROVIA?

If the adventure occurs primarily in Barovia, the answer is no. The characters themselves likely represent the extent of a given faction's presence in the Demiplane of Dread. As such, there is no one of suitable power available to call upon in times of need. That said, that call may be answered by other, more insidious entities...

DOES CURSE OF STRAHD AWARD THE DEMIPLANE OF DREAD STORY AWARD?

As implied in the Death in Ravenloft sidebar (ALDMG p8), characters who play one (or more) sessions of *Curse of Strahd* or DDLE4 *Death House* are trapped in Barovia.

While not explicitly stated in the sidebar, such characters are assumed to have gained the story award upon entering the Demiplane of Dread. For your convenience, the story award is as follows:

DEMIPLANE OF DREAD (STORY AWARD)

You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place

outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

CAN I RUN SINGLE CHAPTERS OF THE HARDCOVER ADVENTURES AS ONE-OFF ADVENTURES?

Yes. You may not, however, run individual encounters as one-off adventures. This rule is designed to facilitate play—not teh lewtz.

HOW DO MULTIPLE SESSION ADVENTURES WORK?

Whether due to time constraints, or adventure length, adventures take multiple sessions.

HOW SHOULD WE LOG IT?

Players are expected to fill out their log entry at the end of each session (as normal).

However, it is recommended that characters participating in a multiple-session adventure also record their characters current hit points, and other expended resources (hit dice, spell slots, rages, etc.) in the notes section of their log entry, as such resources are not refreshed between sessions of the same adventure.

CAN THEY PLAY OTHER ADVENTURES BETWEEN SESSIONS?

Characters can play other adventures (including other multiple-session adventures) between sessions.

At the start of each new adventure, the character's hit points, hit dice, and other consumable resources are restored to full; however, the character will begin play suffering the effects of any diseases, toxins, curses, or other maladies that weren't removed at the end of the adventure.

It is for this reason, that characters participating in one (or more) multiple-session adventures should take careful note of their current resources at the end of each session.

Players taking their characters from game to game in this way are permitted to advance in level, and earn rewards (gold, magic items, etc.) between sessions of a multiple-session adventure, but must exercise caution or else they may accidentally level-out of their original game.

GAINING LEVELS BETWEEN SESSIONS

Since characters may adventure between sessions of a multiple-session adventure, they may also advance in levels between sessions.

While the character gains the full benefit of leveling immediately, expended hit points, spell slots, and other consumable resources do not refresh between sessions until the character rests.

All other benefits of gaining a level (including newly acquired abilities) are available immediately. This requires some suspension of disbelief on the part of the players and Dungeon Master, especially in the case of the character gaining new equipment, magic items, or class features between sessions.

IS THERE OFFICIAL ADVENTURE ERRATA?

What follows is official adventure errata the DD-series adventures; This list will be replaced by a link to a comprehensive list in future releases:

DDEX2-7 *Bounty in the Bog*. The minimum and maximum XP is 900/1200, respectively.

DDEX2-12 *Dark Rites at Fort Dalton*. DMs running this adventure receive 100 XP, 50 gp, and five downtime days.

DDEX2-13 *The Howling Void*. This is a four-hour adventure. The minimum and maximum XP is 4,500/6,000, respectively.

DDEX2-14 *The Sword of Selfaril*. DMs running this adventure receive 400 XP, 200 gp, and ten downtime days.

DDEX2-15 *The Black Heart of Vengeance*. DMs running this adventure receive 400 XP, 200 gp, and ten downtime days.

DDEX3-5 *Bane of the Tradeways*. This is a two-hour adventure.

DDAL04-03 *The Executioner*. The minimum and maximum XP is 450/600, respectively.

DDAL04-05 *The Seer*. The characters receive five downtime days.

DDAL05-02 *The Black Road*. This adventure is optimized for five 3rd-level characters.

DDAL05-03 *Uninvited Guests*. This adventure is optimized for five 3rd-level characters.

DDAL05-06 *Beneath the Fetid Chelimber*. The minimum and maximum XP is 450/600, respectively.

DDAL05-07 *Chelimber's Descent*. The minimum and maximum XP is 450/600, respectively. DMs running this adventure receive 150 XP, 75 gp, and five downtime days.

DDAL05-10 *Giant Diplomacy*. The minimum and maximum XP is 640/850, respectively.

DDEP05-01 *The Iron Baron*. The Flameborne Armor story award allows the creation of a new suit of armor with a maximum market value of 750 gp. The effect of the story award can't be combined with other suit of magical or mundane armor—it is the creation of an entirely new suit of armor.

WHAT ABOUT SUGGESTIONS ON RUNNING THEM?

Below is an unofficial, community-maintained document that provides suggested corrections, tips,

and a wealth of other information helpful for running the adventures.

<http://dndadventurersleague.org/errata>

PART 4. EVENT ORGANIZER QUESTIONS

BECOMING AN EVENT ORGANIZER

Becoming an event organizer is as simple as finding players and a DM and running official D&D Adventurers League games!

OBTAINING ADVENTURES FOR YOUR EVENT

In addition to the Starter set and hardcover adventures (such as *Curse of Strahd*), Dungeon Masters can purchase DDEX, DDAL, and select DDAO adventures from the Adventurers League section of the Dungeon Master's Guild.

INTRODUCTORY ADVENTURES (DDIA)

Upon the release of each new product by Wizards, stores may schedule in-store games called Introductory Adventures. These adventures typically contain 12-15 hours of exclusive game content that is only available to play at WPN stores. Adventures with the DDLE code also count as Introductory Adventures.

DDEX/DDAL ADVENTURES

These adventures are available for sale exclusively on the Dungeon Master's Guild.

STARTER SET & HARDCOVER ADVENTURES

Lost Mine of Phandelver and all official hardcover adventures are considered legal for play in the D&D Adventurers League program. These adventures are best suited for tables which meet regularly (such as private games), but can easily be scheduled in your weekly Adventurers League games, should you choose to do so.

WORLD PREMIERS & REGIONAL PREVIEWS

If you are a convention organizer, you may also request to host a world premier release or regional preview of an upcoming DDAL adventure, by filling out the following request form as soon as possible.

<http://bit.ly/DnDALPremier>

PART 5. CHANGELOG

V6.0

Travis devoured versions 4 & 5 in a terrifying shower of gore, forcing the other admins to band together and create version 6. The following changes were implemented in this version of the FAQ:

- Added changelog. See?! We listen!
- Items of undefined rarity that possess a certificate that defines their rarity are tradeable, but only if the original, physical certificate accompanies the trade.
- Provided additional guidance for *Hazirawn*.
- Defined *dragon masks* as being untradeable.
- DDEX2-14 *Sword of Selfaril* and DDEX2-15 *Black Heart of Vengeance* now award correct amount of downtime days.
- Pieces of magical ammunition are now categorized as consumable items.
- +1 magic ammunition is found in lots of 1d6. All other pieces of magic ammunition are found individually.
- Items attuned to followers count against controlling character's limit and magic item count.
- The process for getting home from a different plane has been added.
- Removed the "+1" requirement for the Option: Human Languages optional rule from SCAG.
- Guidance regarding the reduction of magic item count provided in this FAQ supersedes info from previously published sources.
- Mundane equipment must appear under a treasure subheading in order to be an eligible target for a rune.
- Sansuri's *simulacrum* defined as unavailable.
- Items or an item table must be specifically mentioned in an encounter in order for the characters to receive them (I'm looking at you, mummy lord).
- Flameborne Armor story award guidance revised for consistency with the story award's intent and verbiage as provided in the adventure.
- Elaborated on what "playing" an adventure means—because apparently, it needed to be done.
- Added high level spell guidance.
- Characters no longer receive XP at level 20.
- You needn't choose your +1 at character creation.
- Limited source of items chosen as in-game awards.
- Clarified what additional properties affect rarity.
- Added variant rule for using skills with different abilities.
- Option for human regional languages available outside of +1.
- Addressed single encounters as one-off adventures.
- Magic items with a limited number of charges are considered nonmagical unless they are somehow recharged. This change affects tradability.
- Removed information detailed in the newest version of the ALPG/ALDMG.
- Relocated DM Quest information to DM Quest documents.
- Updated event code for *Cloud Giant's Bargain* from PAXWEST to DDAL-CGB to bring it in-line with the rest of the AL program.
- Added TYP to the acronym list.
- Added TYP's tiering list to the hardcover level range section.

v6.1

Just a couple changes.

- Skipping from a hardcover adventure to DD- and CCC-series adventures is ok.
- Clarified what you can apply a *rune* to.
- Clarified permanent effects of a *wish*.
- Stupid, extra b)
- TYP
- Other secret things.
- Guidance added regarding three legendary weapons from *White Plume Mountain*.
- Guidance added regarding items found at the end of *Tomb of Horrors*.