



# ADVENTURERS LEAGUE™

## FREQUENTLY ASKED QUESTIONS

# 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](https://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.

**Introductory Adventures.** These adventures support the release of each hardcover D&D product release. 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.

**"Hardcover" Adventures.** These adventures are officially produced and published by Wizards of the Coast.

## How Many/Few 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 questions 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 allowed for use in D&D Adventurers League play.

## Can I use the Variant and Optional Rules in the PHB/DMG?

The only variant rules that are allowed are the Variant Human Traits in the PHB, and the Variant Half-Elf Traits and Variant Tiefling Traits in the SCAG. The variant familiar rules presented in the Monster Manual are NOT allowed, nor are other variant rules that are not specifically called out above.

## 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?

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 up to that individual DM. Sage Advice is a great barometer for 'rules-as-intended', in any case. As always however, the DM remains the final arbiter of how a rule is to be implemented in their game.

## What About Unearthed Arcana?

Unearthed Arcana is not a rules resource for the D&D Adventurers League, and cannot be used unless

you have specific campaign documentation that states otherwise.

## Can I Use Older Edition Rules?

---

All *Adventurers League* games must use the current, fifth edition of the *Dungeons & Dragons* rule set.

## Do I Need to Maintain an Adventure Logsheet?

---

Yes, you must maintain a separate **Adventurer Logsheet** 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>.

# 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 additional 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 D&D Adventurers League Players Guide.

**NOTE:** Options that allow a character to fly at 1<sup>st</sup> level are not allowed for D&D 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.

## Can I Use the *Dungeon Master’s Guide*?

---

The *Dungeon Master’s Guide* is a legal rules source for the purpose of determining a magic item’s abilities, but is not otherwise an allowed rules resource for character creation.

## 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 will be signed by the campaign administrators or other employees of Wizards of the Coast.

## Which Spells Can I Learn?

---

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

Wizards, some Warlocks, and other characters that can cast rituals 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 Rules.

**Downtime Activity.** For each downtime day spent copying spells, a character copies four spell levels into a spellbook. This downtime activity is special in that characters “trading” spells with one another must be seated at the same table playing the same adventure. If you wish to perform this downtime activity, you must do so in the presence of the table’s DM.

## I Have Questions About Backgrounds!

---

### Does PHB+1 Limit my Choice of Backgrounds?

No. You can choose backgrounds from any official rules resource (that is to say any resource produced by Wizards of the Coast or the D&D Adventurers League staff). You are not limited to backgrounds from your allowed rules resources.

### Can I Use a Background I Found in an D&D Adventurers League Article?

Yes! Some D&D Adventurers League articles and products provide new character options for some (or all) story origins (such as the Brotherhood of Cloaks, and the Mulmaster, Hillsfar, and Curse of Strahd Backgrounds). We make these especially for you!

### What’s Up with the Haunted One Background?

The Haunted One background is 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 their character, by following the rules on pages 125–126

of the *Player's Handbook*, 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 *Player's Handbook* and *Volo's Guide to Monsters* may still choose a language from the *Sword Coast Adventurers Guide*). Druidic, thieves' cant, monstrous languages (like Giant Eagle and Qualith) and other languages that are features of a class or background are not eligible choices for this purpose.

## 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. For the time being, pregenerated characters above 1st level aren't permitted for D&D Adventurers League play.

## 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 take the Battlerager Primal Path.

**Bladesinger.** Only elves and half-elves may take the Bladesinger Arcane Tradition.

### 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.

As the *Dungeon Master's Guide* isn't among the choices for an allowed rules resource, the Death domain is not a valid player option without specific campaign documentation stating otherwise.

Clerics do not need to have the same alignment as their chosen deity.

### What Familiars Can I Choose?

If your character can conjure a familiar, choose one from the list provided by the *find familiar* spell. Some classes (such as warlock) expand this list.

Unless you possess specific campaign documentation stating otherwise, creatures found in other resources (such as *Storm King's Thunder* or the *Monster Manual*), are not available as familiars.

## Can I Use the Half-Elf/Tiefling Variants in the *Sword Coast Adventurers Guide*?

Yes! The *Sword Coast Adventurers Guide* includes a table for Half-Elf and Tiefling Variants. All of the options presented here are permitted for use, except Winged Tiefling.

## Does My Paladin Have to Worship a Deity?

Yes, though your character's alignment isn't required to match that of their deity.

## I Have a Magic Item Question!

---

### Do I Need Magic Item Certificates Anymore?

You don't need a magic item certificate if you wish to trade your permanent magic items.

Each party participating in 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 in the trade, this downtime cost is waived.

### What Are Unique Items?

Unique is a specific rarity category to which only a few items belong. They are either noted as 'Unique' or are not assigned a rarity at all in the text of the adventure.

### 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 DMs Basic Rules or *Dungeon Master's Guide* (DMG).

### Is +1 White Dragon Scale the Same as White Dragon Scale Mail?

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.

## My Magic Item Has Additional Properties!

Some magic items found within a D&D Adventurers League game have quirks, unusual descriptions, or even special properties. Except where noted (within the adventure itself), these quirks and abilities are in addition to the items normal abilities.

## Do I Need a Certificate if I Want to Keep That Additional Property?

Some magic item certificates do not list an items unique quirks or abilities (as is the case with the cloak of elvenkind above). As such, DMs should always remember to provide the full item description to their players, and/or provide photographs or photocopies of each item for their players.

## What Are Consumable Magic Items?

Consumable items—scrolls and potions, specifically—do not count against your permanent magic item count.

## Can I Trade Consumable Items?

Yes, though any consumable item with a limited number of uses is traded with only its remaining uses on it. It does not regain lost uses/charges during the trade.

## What Are Permanent Magic Items?

With few exceptions, these items count against your Magic Item Total permanently (even in the event that the item is lost, broken, or destroyed). They are often earned through adventuring, though some may be earned or purchased by other means (such as a DM Quest Reward).

## Exception – Elemental Weapons

Characters which destroy *tinderstrike*, *ironfang*, *drown* or *windvane* by hurling them into the

appropriate elemental node may remove these items from their **Magic Item Total**, so as not to be penalized for completing a plot-based objective.

## What if No One Claims an Item at the End of an Adventure?

If none of the party members desires a magic item, it is left unclaimed (characters are not forced to claim all magic items).

Unclaimed magic items are not sold, or exchanged for an alternate reward, and cannot be awarded to a character at a later date. These items essentially vanish, never to be seen again.

## What's the Deal with Hazirawn?

As clarified by Steve Winter (author of *Hoard of the Dragon Queen*), this item was misprinted in the adventure.

## Errata - Hazirawn

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 should not perform contests of wills when resolving this conflict, nor should they create ability scores for the weapon.

## Can I Craft Healing Potions with Downtime?

---

Yes.

# DM QUESTIONS

## 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).

### Earning DM Rewards

DMs earn **DM Rewards** at the end of a DDEX, DDAL, DDAO, or DDEP adventure; and at the end of each game session of *Lost Mines of Phandelver* or any **hardcover** adventure (i.e. *Curse of Strahd*, *Storm King's Thunder*, etc.). DMs may also earn rewards upon completion of Introductory Adventures, such as *DDLE4 Death House* or *DDIA5 A Great Upheaval*.

### Calculating DM Rewards

Unless a specific reward is given for an adventure, DMs should calculate their **DM Rewards** as per the instructions on pages 9 and 10 of the *Adventurers League Dungeon Master's Guide* (ALDMG).

The table in the seasonal *DDAL Dungeon Master's Guide* (not the hardcover book) lists the most common session lengths. For longer sessions, simply combine the reward for running a **2-hour** or **4-hour**. If the adventure is intended to run longer (such as a hardcover chapter or an 8-hour adventure from season 1, 2, or 3), simply increase the DM rewards for every 2 hours of play up to a maximum of 8 hours. There are no additional or partial rewards for playing an odd number of hours (ie: spending 3 hours on a 2-hour game like *DDAL04-02 The Beast*).

### Banking DM Rewards

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

### DM Reward Logsheet

DMs should note any claimed (or unclaimed) **DM Rewards** in a convenient place, such as a **Character Logsheet**.

## DM Rewards – Starting Items

---

Special Starting Item certificates are a special DM reward that must be applied to a new character (one that has not been played in any *D&D Adventurers League* game, and that has not receiving any other Special Starting Item).

Should the characters starting gear change because of a character rebuild, the chosen item is added to their new starting gear as well.

## DM Quests

---

**DM Quests** are special achievement-based rewards that DMs can earn (these rewards are in addition to the normal **DM Rewards** that Dungeon Masters gain for completing an adventure/session).

### Do all rewards from a DM Quest get multiplied from multiple quests?

No, only the standard DM Rewards found in the adventure or the ALDMG are multiplied, not the bonus rewards for completing some quests.

### Are DM Quests Retroactive?

The **DM Quests** are effective for game sessions that started **March 4<sup>th</sup>, 2016** (or later). Adventures run prior to this date do not count toward the completion of any DM Quest, with the following exceptions.

### Exception – Winter Fantasy 2016

**DDEP4 – Reclamation of Phlan** and **DDAL4-1 – Suits of the Mists** run at Winter Fantasy count toward the completion of any applicable **DM Quest**

### Exception – GadCon 2016 and GaryCon 2016

**DDAL4-2 – The Beast** and **DDAL4-3 – The Executioner** run at one (or both) of these events count toward the completion of any applicable **DM Quest**.

### DM Quests – Older Adventures

DMs which run older DDEX or hardcover adventures this season, can earn progress toward the following **DM Quests**:

First Timer; Traveler; Dedicated DM; Déjà Vu; Ethereal DM

## Quest – Barovian Adventurer

When applying a reward that includes multiple rewards (XP, GP, Renown, Magic Items, etc) all rewards must be given to the same character.

## Quest – Bounty Hunter

Each time a DM runs a table that includes **one (or more) new players**, the DM earns **1,000xp** which may be applied to a single character. This is per-table, not per-new player.

Each of the new players at the same table earn a *potion of healing* for their character.

## Quest – Déjà vu

To gain credit for this quest, you must complete the chosen adventure a minimum of **five times during the current season**. Sessions of the same adventure run prior to **March 11, 2016** do not count toward the completion of this quest (except as noted above).

## Quest – Ethereal DM

Each week the D&D Adventurers League announces one D&D module to be the Quest of the Week. The week of and week before the quest, in the DMs League groups (Facebook – Google+), we'll talk about the adventures with each other, comment and give advice about running the adventure. Additionally, those who've played Quests of the Week can talk about their adventures on any of our social media pages, sharing the triumphs and tribulations of their heroes.

<http://dndadventurersleague.org/dm-quests/quest-of-the-week/>

## Applying DM Quest Rewards

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

## Hardcover adventure DM Item Rewards from Random Rolls

When you reward players with a magic item from a random roll from a hardcover adventure note the number rolled on your logsheet and you may choose that item for any DM Quest item rewards earned.

## Character Death – Faction Charity

Please refer to the D&D Adventurers League Player's Guide for more information about Faction Charity.

## Exception – Curse of Strahd Adventures

The various factions have little to no presence within the mist-covered land of **Barovia**, and cannot provide **Faction Charity** to any character with the **demiplane of dread** story award. Instead, the Mists may offer Dark Gifts to the characters if they wish to be raised from the dead.

Characters playing *DDEP4 – Reclamation of Phlan* or parts 1-4 of *DDAL4-1 Suits of the Mist* do not possess the **demiplane of dread** story award, and therefore can benefit from faction charity normally during those adventures.

## 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* and/or *DDLE4 – Death House* are **trapped within Barovia**.

While not explicitly stated in the sidebar, such characters are assumed to gain the **Demiplane of Dread** story award upon completion of their first session of either adventure.

## 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.

## Awarding Downtime & Renown

When running *Lost Mines of Phandelver* or one of the hardcover adventures (eg. *Curse of Strahd*), characters earn **10 Downtime** and **1 Renown** at the end of each episode, chapter, or section they complete.

## DDAL, DDEX, and DDEP Adventures

When running DDEX, DDAL, or DDEP adventures – characters earn downtime and renown upon completion of the adventure. The specific amount varies from adventure to adventure (see **Downtime & Renown** in the adventure for more information).

## Exception - Princes of the Apocalypse

Unlike most hardcover adventures, each chapter of *Princes of the Apocalypse* covers several “episodes” worth of adventuring. Thus, *Princes of the Apocalypse* has been divided into the following **15 episodes**:

**Chapter 6 - Episode 1:** This episode includes all 5 of the short wilderness encounters (*Bears and Bows*, *Haunted Tomb*, *Bloody Treasure*, *The Last Laugh* and *Lance Rock*), as well as the *Necromancers Cave*.

Chapter 6 – Episode 2 (*Tomb of Moving Stones*)

**Chapter 3 – Episodes 3-6:** Each of the four *Elemental Keeps* counts as a single episode. All other encounters and locations within this chapter do not count toward the completion of an episode.

**Chapter 4 – Episodes 7-10:** Each of the four *Elemental Temples* counts as a single episode.

**Chapter 5 – Episodes 11-15:** The *Fane of the Eye* and each of the four *Elemental Nodes* count as a separate episode.

## Secret Missions & “bonus” Renown

**Secret Missions** (also referred to as **special missions**) are only available in specific DDAL and DDEX adventures, and **DM Quests**.

### Bonus Renown

Characters may be awarded **1 additional renown** for completing specific side quests within a hardcover adventure, providing the adventure indicates this should occur.

To date, this only occurs when completing the chapter 6 side quests in *Princes of the Apocalypse* (but may be available in future hardcover adventures).

## Awarding Treasure

DMs should only award treasure specifically listed within an adventure’s **Treasure** section, with few exceptions (listed below). Items not listed as treasure may not be awarded to characters (but may be used until the end of the current session, at which times they become unusable).

### Exception – Wand of Orcus

This item is not available as permanent treasure, despite the adventure implying this is the case. At the end of the encounter, if a character is still in possession of it they must decide to either maintain the attunement (if they were previously successful) and retire that character from future *D&D*

*Adventurers League* play, or to drop the Wand and remove it from their character sheet.

The Wand’s goal is to slay everything in the universe, which is contrary to the goals of the *D&D Adventurers League* organized play system.

### Exception - Random Treasure

If an adventure instructs DMs to award **random treasure**, the DM can award random **gold, gems, art objects**, and **consumable magic items** as appropriate (providing the reward is rolled randomly as per the instructions on pages 136 – 139 of the *Dungeon Master’s Guide*).

DMs should never award **permanent magic items** in this way, including (but not limited to) **permanent items** with a limited number of charges (such as a *necklace of fireballs* or *luckblade*).

### Exception – Adventure Amendments

If the adventure has an **Official Amendments** document (e.g., *Out of the Abyss* or *Curse of Strahd*), it is treated as **Official Adventurers League Errata** for the purposes of determining treasure, and other details.

## Milestones & Character Levels

**Milestones** are not used in *D&D Adventurers League*, save for a few exceptions (listed below). Dungeon Masters should instead award **experience** as normal for each battle.

In an adventure that relies heavily on the use of **milestones**, this may result in characters falling behind the adventure’s expected level. In these situations, there are two main methods of supplementing character experience.

### Random Encounters

DMs running such adventures should not 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**).

### Running Other Adventures

In extreme cases, the use of **random encounters** may not be available, or may be insufficient to make up the deficit. In such situations, DMs may wish to pause the current adventure, and run one (or more) DDEX or DDAL adventures to help level the characters to the appropriate levels.

## Exception – Death House

DMs running *DDLE4 – Death House* and *DDIA5 – A Great Upheaval* may use the **milestone** rules when running these adventures.

## Someone left! Oh no!

If you are running a game and a player must leave early (prior to the conclusion of the chapter or session), they should receive experience based on the encounters that they successfully completed. If this is a game that is approved to use milestones, this rule replaces that one. If this is a DDEX, DDAL, DDEP, or DDAO adventure ignore the ‘minimum experience’ entry at the rewards section of the adventure when determining the experience rewards that character should receive. Characters that leave games early are not eligible to receive gold, downtime, renown, or permanent magic items from that adventure.

Any character that leaves early will not be able to return to that chapter or adventure unless every player from that specific game leaves early (for example, if a game runs exceedingly long and all players and the DM agree to meet on another day to finish the game). Appropriate entries should be entered on the player’s logsheet to reflect this.

## Min/Max Character Levels

Each adventure lists a **minimum** and **maximum** character level (expressed as a **level range**, such as levels 1-4, or levels 1-15).

As stated on page 2 and 4 of the *Adventurers League Dungeon Masters Guide* (ALDMG) and page 8 of the *Adventurers League Player’s Guide* (ALPG), characters can only participate in an adventure if their **total character level** falls within the adventures listed **level range**.

Some typical level ranges for adventures include (but are not limited to):

**Levels 1-2:** This level range is typically found in DDEX and DDAL X-1 adventures (eg. DDEX1-1, DDEX2-1, or DDAL4-1).

**Levels 1-4, Levels 5-10, or Levels 11-16:** These level ranges coincide with the first three tiers of play.

**Levels 1-7 or 8-15:** Used in the first season’s hardcovers, these level ranges allow for mixed-tier parties.

**Levels 1-11:** This level range is typical for most hardcover adventures, and allows for mixed-tier parties.

## Adventures - Mixed-Tier Parties

Characters of different tiers can adventure together providing the level of each character falls within the adventures listed level range (eg. levels 1-7, 8-15, or 1-15 in the case of hardcover adventures).

Characters playing DDEX and DDAL adventures however are prohibited from adventuring in mixed-tier parties, as these adventures have a much narrower level range which only allows characters of a single tier to participate (eg. levels 1-2, levels 1-4, or levels 5-10).

When adventuring in a mixed-tier party, some measure of common sense and caution should be taken, to not overwhelm lower-level characters.

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.

## Multi-Session Adventures

Whether due to time constraints, or adventure length – some adventures are divided into multiple sessions.

### Log Entries

When playing a **multiple-session adventure**, players are expected to fill out their log entry at the end of each session (as normal).

It is recommended that characters participating in a **multiple-session adventure** also record their characters current hit points, and other consumable resources (remaining 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.

### Playing Other Adventures between sessions

Characters participating in a **multiple-session adventure** are permitted to 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 disorders which were not removed prior to the start 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**.

Characters participating in one (or more) **multiple-session adventures** gain the full benefits of such rewards at the start of each new session including (but not limited to) magic items, gold, and new equipment purchased/obtained during an adventure.

### Gaining Levels between sessions

Since characters may adventure between sessions of a **multiple-session adventure**, they may gain one (or more) character levels between sessions.

While the character gains the full benefit of leveling immediately, as the characters hit points, spell slots (and other consumable resources) do not refresh between sessions of the same **multiple-session adventure**, some of these benefits will not be noticed until such times as the character completes a long rest.

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 suddenly gaining new equipment, magic items, or class features between sessions.

### Random Encounters

**Random encounters** listed within an adventure may be used whenever the DM sees fit. Such encounters may also be combined with an existing encounter for the purposes of increasing an encounters difficulty.

DMs should only use encounters specifically listed on the adventures **random encounter** table(s), and should avoid creating encounters that are not

specifically listed within, or appropriate to the adventure.

### Rewards

In most cases, **random encounters** do not provide treasure (only **experience**).

If, however, the adventure lists an unspecified treasure award for one (or more) **random encounters**, the DM should roll for **mundane treasure** per the **Individual Treasure Table** on page 136 of the *Dungeon Master's Guide*.

Permanent magic items may not be added unless specifically directed by the adventure.

## Sword Coast Adventurers Guide

---

Special Character Rebuild (Retired)

At that time, existing characters which were **5<sup>th</sup> level (or above)** as of November 3<sup>rd</sup>, were offered a one-time "free" **character rebuild** to incorporate material from this book into their character. **This special rebuild offer has now expired.**

### Adventures – Errata

---

The following constitutes **Official Errata** for each of the following adventures.

DDEX 2-7 – Bounty in the Bog

Characters should earn between **900 – 1200xp** for completing this adventure. Characters which received less than **900xp** should update their log entry to **900xp** instead.

DDEX 2-12 – Dark Rites at Fort Dalton

DMs running this adventure should receive **100xp**, **50gp** and **5 downtime days**.

DDEX 2-13 – The Howling Void

Characters should earn between **4,500 – 6,000xp** for completing this adventure. Characters which received less than **4,500xp** should update their log entry to receive **4,500xp** instead.

# ORGANIZER'S 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 [DMsGuild](#).

## 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 [DMsGuild](#).

## Starter Set & Hardcover Adventures

*Lost Mines 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 *D&D 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.

## Scheduling Games in WER

*D&D Adventurers League* games can be scheduled (and run) on any day of the week. It is not mandatory for stores to schedule games in **WER**, however doing so offers the store several benefits.

## Wizards Play Network (WPN)

To schedule games, the store must first join the [Wizards Play Network](#).

## Wizards Event Reporter (WER)

Once the store has joined the WPN, they must then download the [Wizards Event Reporter](#), which allows stores to schedule upcoming games, and report their completed games.

Once an event is scheduled in **WER** it will appear on the [Wizards Store & Event Locator](#) as an upcoming event, making it that much easier to attract players to your upcoming games.

## Reporting Games in WER

In order to participate in a scheduled event, all players (and DMs) must have a valid **DCI number**.

At the time of the event, the **event organizer** should provide each table with an [Adventurers League Session Tracking Form](#) so that each player (and DM) can report their attendance at the event. The **event organizer** then collects the completed **session tracking forms** and then enters the relevant data into **WER**.

## Scheduling Off-site Games

Depending on space, stores may wish to schedule some (or all) of their events in an off-site location. In addition to scheduling **in-store events**, **WPN Stores** also have the option of scheduling **off-site events** in any **public venue** (such as a convention, educational institution, or military institution).

When scheduling an event in an off-site location, it is recommended that stores add an [event location](#) for all off-site games, so that players who find the event in the [Wizards Store & Event Locator](#) arrive at the correct location. [AP1]