ADVENTURERS LEAGUE

FREQUENTLY ASKED QUESTIONS
VERSION 8.1

WATERDEEP

Dragon Heist & Dungeon of the Mad Mage

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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 DCI number, record it on your adventure logsheet each session. You can also record the DCI number of Dungeon Masters you play with.

If 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 aren't restricted to the current season's adventures; you can play any D&D Adventurers League adventure, with any character. 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 associated with a season 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, and generally have an interactive element in them. They frequently have higher-than average rewards but can be much more difficult than the DDEX/DDAL adventures.

DDAO Adventures. These 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 are produced by independent organizations for use at local conventions. While they are initially exclusive to the convention that commissioned their production, they are purchasable via the Dungeon Master's Guild within six months of release.

DDIA Adventures. These adventures support the release of hardcover Wizards of the Coast products. 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 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. This category also includes **select** products from the Guild Adept section of the Dungeon Master's Guild at www.dmsguild.com. The Adventurers League

Other Content. Sometimes weird things happen, and additional content is made available for 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 the ALCC to see if the product is available for play.

How Many Players Can I have at My Table?

Tables must have a minimum of three players, but no more than seven to be considered a legal table. This number doesn't include the DM.

Players may only play one, Adventurers League-legal character at a time and they may only play their own characters. DMs can't play a character.

DMs (or event organizers) may limit the size of their table to any legal table size; however, as a rule, DMs should be ready 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 play; the Adventurers League uses the rules as presented in the PHB.

Frequently-Used Acronyms?

The Adventurers League documents 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
- **VGM.** Volo's Guide to Monsters
- **XGE.** Xanathar's Guide to Everything
- **TP.** "Tortle Package"
- **TOF.** Mordenkainen's Tome of Foes
- **AL.** Adventurers League
- **ALPG.** Adventurers League Player's Guide
- **ALDMG.** Adventurers League DMG
- **ALCC.** Adventurers League Content Catalogue
- **GA.** Guild Adept *(Season Varies)*
- **TOD.** Tyranny of Dragons *(Season 1)*
- **HDQ.** Hoard of the Dragon Queen *(Season 1)*
- **ROT.** Rise of Tiamat *(Season 1)*
- **EE.** Elemental Evil *(Season 2)*
- **PTA.** Princes of the Apocalypse *(Season 2)*
- **ROD.** Rage of Demons *(Season 3)*
- **OTA.** 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)*
- **TOA.** Tomb of Annihilation *(Season 7)*
- **DH.** Dragonheist *(Season 8)*
- **DMM.** Dungeon of the Mad Mage *(Season 8)*

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.

Do I Use the PHB or the ALDMG?

Rules from an official D&D Adventurers League source, such as the ALPG, the ALDMG, or this FAQ establish the boundaries for our current campaign.

As a general rule, the admins don't issue official rulings on general rules questions unless it's directly affected by the scope and purpose of the program.

Sage Advice/Twitter. Sage Advice (SA) and tweets from the Wizards of the Coast staff are a great barometer for the 'rules-as-intended', in any case. Whether or not your DM chooses to utilize them for rules adjudication in is at their discretion; as always, the DM remains the final arbiter of rule disputes.

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

Social Media (Facebook/Google+, Etc.). 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.

What Season Does This Guild Adept Product Fall Under?

Adopted Guild Adept products are tied to a specific storyline season and detailed in their adventure code found in the ALCC. Products not included in the catalogue aren't available for play, though new products are often released between updates.

Can I Use Older Edition Rules?

All Adventurers League games are played using the Dungeons & Dragons 5th edition ruleset.

Do I Need to Maintain an Adventure Logsheet?

Yes. This logsheet catalogues your character's progression throughout their adventuring career. While the format of your logsheet is up to you, you are required to maintain one. The information that it should contain is detailed in the ALPG.

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.

Where Do I Get a Faction Kit?

While Faction Kits certainly enhance the play experience, their use is optional. 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

Is this Guidance Retroactive?

As a general rule, no; the FAQ is effective as of its effective date on the cover page, but its guidance isn't retroactive unless an entry states as much. It does, however, supersede previously issued guidance to the same effect.

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. We use the "PHB+1" rule outlined in the ALPG.

Sometimes, campaign documentation will grant you access to rules that you don't otherwise have access to. Rules gained this way don't count as your +1. However, if you don't choose that particular resource as your +1, you can't use any other rules aside from that which your campaign documentation grants access. For example, if you have a certificate allowing you to create an aarakocra character, the EEPC doesn't count as your +1 unless you choose other rules from it—such as spells.

My Race Was Reprinted in Another Book!

The most current version of any rule is used—even if it's reprinted in another book. This does not, however, affect your choice of +1.

Can I Use the Dungeon Master's Guide?

DMs may use the content found in Chapter 8 of the DMG to help run the game. Player use of the DMG resources is limited to noting the abilities of magic items that you might find in your adventures. This means that equipment described in the DMG (poisons, etc.) aren't available for purchase.

Can I Use the Monster Manual?

Creatures with **complete stat blocks** found in the *Monster Manual* and other resources listed in the ALCC are available for use with class features such as Wild Shape, Beast Companion, and various *conjure* spells. As always, your DM is the **final** arbiter for the rules, such as determining whether or not your character has satisfied requirements such as those imposed by your class (such as the druid's requirement to have seen the beast in question).

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 Level Do I Start Play At?

All characters begin play at 1st level. By DMing and playtesting adventures, however, you earn advancement checkpoints that can applied to characters of your choosing.

Pregenerated characters above 1st level are only available for Adventurers League play under very specific, storyline-specific circumstances.

I Have a Race/Class Option Question!

What Race Can My Battlerager/Bladesinger Be?

Only dwarves may be a Battlerager and only elves and half-elves may be Bladesingers.

What if I get Reincarnated? The DM rolls on the table provided in the spell's description—neither you nor they may choose the race you return as. You continue to advance in whatever classes you already possess but may be disqualified from future choices.

Reskinning Races

You may reskin your race (playing a rare elf subrace, for example) if you choose, but have the traits of a normally available subrace (high elf, etc.); the character creation process doesn't change. Your DM may disallow this if they feel it inappropriate.

For example, if you want to reskin your elf as an avariel, you'd chose the high elf subrace (gaining all of the benefits and hindrances of your subrace as normal) but describing your character as having feathered wings that were simply incapable of sustaining flight.

Can I use Nonstandard Familiars?

If your character cast's *find familiar*, your choice of familiars is limited to the list provided by the spell's description (or the class feature for some warlocks).

Without specific campaign documentation, creatures found in other resources (such as SKT or the MM), aren't available as familiars.

Is My Level Too High to Play This Adventure?

As a general rule, 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 tier 1 adventures.

To Level 20 and Beyond!

You've made it to level 20. Whether you keep adventuring or not is ultimately up to you.

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Advancement Checkpoints. You continue to earn advancement checkpoints but gain no levels. For every 8 checkpoints you earn, you gain 5,500 gp.

DM Rewards. You may apply DM Rewards or DM Quest Rewards to a 20th level character.

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.

Can I use Guild Adept Content for my Character?

Guild Adept content follows the same rules as any other resource—if it's not listed as available in the ALPG, then its content isn't available for players without specific campaign documentation.

I Have Questions About Skills and Backgrounds!

Can I Make a Custom Background?

You can create a custom background for your character by following the rules in the PHB, but you can't create custom background features.

Can My Character Learn Exotic Languages?

Characters may choose **exotic** languages from any allowed rules source, even if that rules source wasn't used to create that character (i.e., a character created using the PHB and VGM 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!

Which Spells Can I Learn?

Spells are a class option; any new spells learned by advancing in a class or by feats are subject to PHB+1.

Characters that prepare spells from a spellbook may copy spells even if those spells aren't normally found in your character's PHB+1.

What Do I Do if I've Been Plane Shifted?

If your character was knocked about to a plane other than the Material, the means by which you return home depend on the following three questions:

- *A.* You can cast a spell that allows planar travel.
- *B.* You have the spell prepared.
- *C.* You have the necessary components.

A., B., and C. are True. You may cast the spell on their next turn and return to play normally. You return to a nearby place of your choosing.

A. is True, B. or C. are False. Spend a downtime day preparing the spell or mustering components and cast it the following day.

A. is False. Your character must "walk" home; it wanders randomly throughout the planes until they

make it back to Faerûn—spending 50 downtime days in the process. This cost may be increased in some circumstances.

Can I Learn Nonstandard Spells?

In order to cast, copy, or know a spell, it must possess a complete spell description.

Clone

The following guidance applies:

Maturity. A clone isn't mature (and therefore provides no benefit) until the recipient spends a total of 120 downtime days after casting it. These downtime days **needn't** be spent solely for this purpose. For example, days spent 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.

Creation

This spell can create only items otherwise available for purchase. These items **can't** be sold.

Fabricate

The following guidance applies:

Existing Objects Only. You can create any object available to your character for purchase.

Commensurate Quality. The raw materials provided must have a value of **at least** half the value of the object that you create using the spell. When creating art objects, the materials must equal to the value of the object that you create using the spell.

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. 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. You may trade knowledge of the location and sequence of a *circle*

you've 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 (usually factions). The location of these *circles* can't be traded with non-members.

True Polymorph
The following guidance applies:
   Dragons Aren't Allowed in Town?! The effects of true polymorph are **removed** at the end of the adventure or session—whichever happens first.

Wish
The following guidance applies:
   Reality Repairs Itself. The effects of any *wish* made for something outside of the bulleted list in the spell's description are at the DM's discretion using the guidance provided in the spell's description. These discretionary effects expire at the end of the adventure or the session—whichever comes first.
   Wishing For Objects. The object must be normally available for purchase. The object can't be sold.
   Stressful Things Are Stressful. Casters run the risk of stress-induced effects incurred by casting *wish* regardless of whether or not the effects of the wish are temporary. Losing the ability to cast *wish* in the future can be undone only by *wishing* for a reroll (as detailed in the spells description).
   You Are You; and So Is It. 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, as well as *wish* cast by deities via Divine Intervention or other, similar class features.
   Table Boundaries. Only characters in your group may benefit from a *wish* that you cast. The benefits don't extend to other groups or tables.
   Must Be Overseen by the DM. Due to the risks inherent in casting *wish*, it must be cast in the presence of a DM during an adventuring session.

I Have a Magic Item Question!

What Can I Buy with Treasure Checkpoints
The following item unlocks are "evergreen," meaning that the items can be purchased at any time—regardless of season—and needn't be unlocked before purchasing again; unless otherwise specified the availability and cost of the listed items is

determined by the magic item table they are found in using the Availability and Cost table in the *ALPG*:

Evergreen Unlock List
Item
Studded leather armor (Tier 1-4, 2 treasure checkpoint)
Scale mail armor (Tier 1-4, 3 treasure checkpoint)
Splint armor (Tier 2-4, 8 treasure checkpoints)
Bag of holding
Potion of greater healing
Spell scroll (Cantrip – 3rd level)
Rod of the pact keeper +1
Shield +1
Wand of the war mage +1
Weapon +1
Potion of superior healing
Spell scroll (4th – 5th level)
Armor +1
Rod of the pact keeper +2
Shield +2
Wand of the war mage +2
Weapon +2
Potion of supreme healing
Spell scroll (6th – 8th level)
Rod of the pact keeper +2
Shield +3
Wand of the war mage +2
Weapon +3
Spell scroll (9th level)

Season 8 Unlock List
Item
Eyes of minute seeing
Cloak of elvenkind
Slippers of spiderclimbing
Chime of opening
Portable hole
Cape of the mountebank
Rod of security
Spellguard shield
Cloak of invisibility

What Are Consumable Magic Items?
The DMG defines scrolls and potions as consumable items. The Adventurers League expands this to include magical ammunition—that is any items with the weapon (arrow, bolt, or sling bullet) category.
   These items can't be traded; they can be given to other characters to use during a session but must be returned at the end of the adventure if not used.

What Are Permanent Magic Items?
Permanent magic items are any magic items that aren't consumable magic items.

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 properties **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. Items without a specified rarity or those that possess unusual properties are **unique** and can't be traded.

What if the Certificate Lists a Rarity?

Any item that doesn't have a complete description (e.g., *staff of defense*, 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 from the item in question, specifically from the adventure it was obtained from and it **must** accompany the trade.

Can My Familiar Attune to a Magic Item?

Any item attuned to a creature under your control (familiars, beast companions, etc.) counts against both your character's limit of three attuned items and the character's permanent magic item count.

This rule doesn't imply that such creatures have **the ability** to attune to magic items. Whether or not a mindless undead creature—for example—can attune to something is subject to DM discretion.

Can I Benefit from an Item More Than Once?

You can only benefit from a magic item that grants a permanent benefit to a given ability score once (e.g., *tome of understanding, bag of beans*, etc.). This guidance is **retroactive**.

Do I Need a Certificate to Trade a Permanent Magic Item?

Only if the item would otherwise be unique and untradeable.

Can I Trade an Item Without Magical Properties Left?

Items without useable magical properties can't be traded unless the item somehow regains uses.

What if I Think My Cert Has an Error?

If an error occurs, use the item description as listed within the adventure itself, and the item's metadata (rarity, category, etc.) listed in the DMG.

Do I Need a Cert For Items With Additional Properties?

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

Can My Magic Items be Destroyed?

Unless the conditions of an item's destruction is specifically stated (talon card from *deck of many things, ioun stone, +1 nets*, etc.) permanent magic items can't be destroyed. That said, don't make a point of destroying magic items whenever the opportunity presents itself; these situations should be few and far between.

We Found a Deck of Many Things

The deck of many things isn't permitted in Adventurers League play. If you previously found the *deck*, the following guidance applies:

- *You Didn't Draw.* Remove it from your character.
- *You Already Drew.* If you found (and drew) from the deck prior to 25 August 2017, you retain any benefit or penalties you received from it. Future cards can't be drawn from the *deck*.
- *Your Drawing Went Bad.* If you drew the Donjon or the Void card, or were defeated by the avatar of death, your character is removed from play.

Can I Take an Item of Lesser Rarity?

If you are allowed to choose an item of a specific rarity, you may choose one of a lesser rarity unless otherwise specified. For example, if you are allowed you to pick a rare consumable item, you can choose an uncommon one instead.

Are There Any Prohibited Items?

There are some items that are either too nefarious, sought after, or possessive of global importance to keep while maintaining an adventuring lifestyle.

The following items **aren't unlocked** for purchase if found by your character:

- *Blackrazor*
- *Bookmark*
- *Deck of Many Things*
- *Giant-Sized Staff of Power (SKT)*
- *Mithral Splintmail +1*
- *Ring of Winter*
- *Shield guardian amulet*
- *Slaad control gem*
- *Wand of Orcus*
- *Wave*
- *Whelm*
- *Wyrmskull Throne*

However, some items, while problematic, are essential to the adventure. Use of these items are granted via story award and are only available for use while playing the adventure they are specific to. Additional details are provided in the ALCC.

How do Story Items/Effects Work?

Story Items and Effects are features that are thematically important to the adventure.

Story Items. Once found, any character present when a story item is located can subsequently use it without spending checkpoints, but only if they're playing in a session of the adventure in which the item is found. Only one character at the table can use a story item at a given time, but if that character isn't there during the next session, another can use it in their stead. These items can't be sold or traded.

Story Effects. All characters present when the story effect is discovered has the effect provided they're playing in a session of the adventure in which they're found. These effects aren't always beneficial.

So, I Got This Bag of Beans…
See guidance on giving out magic items and benefiting from an item more than once, above. In this case, the mummy lord has neither a specific loot table nor does it award specific items. As such, you receive no magic items for defeating it in AL play.

What About Nolzur's Marvelous Pigments
Objects created using the *pigments* can't be sold.

Other Reward Questions

How Often Can I Use a Downtime Activity?
Unless otherwise specified, downtime activities found in adventures may only be used once.

What Downtime Activities Can Dead Characters Use?
The **only** downtime activity that a dead character can perform is obtaining Spellcasting Services.

Part 3. Dungeon Master Questions

What's Up With DM Rewards?
DM Rewards provide DMs additional advancement and treasure checkpoints, as well as other special rewards such as item unlocks in recognition of the 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?
You earn DM Rewards at the end of any session you run or by completing DM Quests.

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?
You may bank them for a later time or use them immediately at your discretion, but you must apply the entirety of a single DM Reward to the same character. For example, if you earn two advancement checkpoints and one treasure checkpoint, the character must be awarded both the advancement and treasure checkpoints.

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—mini-adventures designed to kick off new seasons.

Levels 1-4, Levels 5-10, Etc. These level ranges coincide with the four tiers of play.

Hardcover Adventures

A character can only play one **hardcover** adventure at a time. If character playing one adventure jumps into another hardcover from a **different storyline**, and levels outside of the first adventure's level range, they can't return to the first adventure. If an adventure directs you to run a specific portion of a different hardcover adventure, only the specified portion is considered the same storyline season. The following level ranges are the most common:

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

Levels 1-10/11. These level ranges are typical for most other hardcover adventures and allows for mixed-tier parties.

Tiers. TYP 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?

Provided they're able to play in the adventure, characters of different tiers can adventure together. Some DMs choose to avoid mixing tiers in order to maximize ease of play—restricting play to that a specific tier within the adventure's level range.

When adventuring in a mixed-tier party, be careful to avoid overwhelming lower-level characters while still providing a challenge for their higher-level groupmates. If a character falls within 1 or 2 levels of the Average Party Level (APL), they should have no problem fitting into a group, but characters of different tiers may find the adventure too difficult or may make it too easy for their companions.

How Does Advancement Work?

Can I Award Milestones Instead?

No. Characters advance **only** by the accumulation of advancement checkpoints.

Leaving Early/Arriving Late & Checkpoints?

How many checkpoints a character receives depends on the adventure that they're playing:

Hardcover Adventures. Characters receive one advancement checkpoint for each hour of play. This isn't reduced any further; if a character plays for 1 hour and 57 minutes, they earn one checkpoint.

DD-Series Adventures (Seasons 1-7). Characters receive **one advancement checkpoint** for each hour of play to a maximum of the prescribed duration of the adventure in hours.

DD-Series Adventures (Season 8+). The adventure outlines how many checkpoints characters earn based on the objectives that they complete.

My Characters Aren't Advancing Fast Enough

Sometimes characters fall behind the adventure's expected level. Aside from Catching Up (see ALPG) and DM Rewards, there are two suggested methods of accelerating character advancement:

Random Encounters. You can't grant players advancement checkpoints to make up the deficit, but you may add random encounters as needed if the adventure provides a list of random encounters.

Other DD-Series Adventures. In extreme cases, even random encounters may not be enough, or may be simply unavailable. Consider exploring weaving an adventure or two into the campaign to help out

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. As a general rule, mundane equipment and treasure can't be kept—even if listed under a treasure subheading. The characters can use the items, but such items are lost at the end of the session—they crumble to dust, break, are lost, or are other rendered useless. The items can't be sold and any gp found can't be utilized—it too disappears at the end of the session in which it's found.

Magical Items. If the item—or the table on which it is determined—is specifically mentioned as being present in the encounter, the item is unlocked by the characters for later purchase.

How Do I Know What Is or Isn't a Magic Item?

Magic items are always annotated in *italics*. If the item isn't italicized, it isn't a magic item.

Do I Roll for Random Magic Items?
No. Any mentions of random magic item tables are ignored. In some circumstances, the ALCC will provide a substitute, but this isn't always the case.

How Many Magic Arrows do the Characters Find?
Parcels of *+X ammunition* are found in lots of 1d6. Any other magical ammunition are individually.

The Adventures Directs Me/the Player to Pick the Item...
If an adventure specifically allows the player or the DM to choose an item for their character to unlock, the item selected is 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.

Can I Award Armor Nonstandard Material?
Unless specifically mentioned in the adventure or encounter it is found in, armor is made of the materials described in the PHB.

Can I Run Chapters as One-Off Adventures?
Yes, but not individual encounters. This rule is designed to facilitate play.

How Do Multiple Session Adventures Work?
Whether due to time constraints, or adventure length, adventures take multiple sessions.

Can Parts be Replayed?
Characters can't replay content but may continue content that they didn't complete. 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 logsheets to reflect this. Replaying a portion of an adventure you want to replay **isn't** permitted.

How Should We Log It?
Players must complete a log entry at the end of each session. 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 between sessions of a multiple-session adventure but must exercise caution or else they may accidently level-out of their original game.

Leveling 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 DM, 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:

DDEX2-13 The Howling Void. This is a 4-hour adventure.

DDEX3-5 Bane of the Tradeways. This is a 2-hour adventure.

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.

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.

DDAL07-01 A City on the Edge. This adventure consists of five, 1-hour mini-adventures.

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 and DDAL adventures from 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/CCC 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 6. CHANGELOG

v8.0

- Relocated adventure-specific guidance to Content Catalogue.
- Removed and re-accomplished guidance to account for prohibited item lists, advancement and treasure checkpoints, and change in gp acquisition.
- Removed references to magic item count.
- Added new resources to acronym list.
- Applied limitations to *creation*, *fabricate*, and *wish* as they apply to generating gp.
- Removed milestone allowances for *A Great Upheaval* and *Death House*.