



Masters Campaign Player's Guide
Version 1.1

Dreams of Red Wizards



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WELCOME TO THE D&D ADVENTURERS LEAGUE!

DO YOU LOVE DUNGEONS & DRAGONS?

We certainly do! The D&D Adventurers League welcomes anyone and everyone to join us at the game table, whether it's in-person or online. We're a diverse and inclusive group, so no matter who you are, if you love D&D, you're ONE OF US!

D&D ADVENTURERS LEAGUE HOUSE RULES

Nearly every D&D game has house rules that modify or clarify the existing rules as they pertain to that Dungeon Master's game. To maintain fairness for all participants in a shared-world campaign, all DMs use the same house rules.

What follows are the house rules for play in the D&D Adventurers League Forgotten Realms Masters' campaign. As the campaign continues, we'll modify these living rules as needed.

JOINING THE MASTERS CAMPAIGN

The Masters campaign is intended for those invested players with some experience with D&D Adventurers League. As such, you can join with the Masters campaign with any Seasonal or Historic campaign D&D Adventurers League character that has reached 5th-level, **or create a brand new 5th-level character**. A character that has migrated from the Seasonal campaign to the Historic campaign may not later choose to migrate to the Masters campaign. Once a character has chosen to migrate to the Masters campaign, they may no longer participate in Seasonal or Historic campaign adventures.

CHARACTER CREATION

Characters that join the Masters campaign after having participated in the Seasonal or Historic campaigns, do not rebuild and follow all character creation rules for your character's campaign of origin.

To create a new 5th-level character for the Masters campaign, create a 1st-level character using the rules in Appendix 3 and then advance the character to 5th-level using the rules described. Your new 5th-level character begins play with an additional 80 gp and a *potion of healing*.

CHARACTER REWARDS

When playing as part of the campaign you can play all of the Campaign adventures created in support of it and earn rewards! The Masters campaign does not support play in any published D&D hardcover adventures, except *Candlekeep Mysteries* (appendix 3).

LEVELING UP AND TIERS OF PLAY

As characters level up, they also advance tiers. We use tiers as we design content to determine appropriate challenges for characters of a given level as well as rewards.

The following table shows what tier your character is at various levels.

TIER BY CHARACTER LEVEL

Character Level	Tier
1 – 4	1*
5 – 10	2
11 – 16	3
17 – 20	4

*There are no tier 1 adventures in the Masters campaign, except when using *Candlekeep Mysteries* (see appendix 3).

Playing *Dreams of Red Wizards*. You gain a level at the end of the adventure, again at your discretion. If you'd like to continue playing at your current level, you can decline to gain a level, although it has an impact on other rewards that you receive.

GAINING HIT POINTS

When your character advances a level, use the fixed hit point value provided in the class's entry; characters never roll their hit points.

Alignment. Generally, Forgotten Realms characters can be any alignment but evil, but if your character possesses the Safe Haven background feature and is a member of either the Lords' Alliance or Zhentarim faction, they may choose to be lawful evil.

Deities. Your character can choose any deity listed in *Deities of the Forgotten Realms* and *Nonhuman Deities* table in the *Player's Handbook* or any of the deities mentioned in the resources, legal for the campaign that are specifically mentioned as found in the Forgotten Realms. Clerics must worship a specific deity but aren't limited to the Domains recommended for their deity.

WHAT RULEBOOKS SHOULD I USE?

At minimum you should have access to the *D&D Basic Rules*, a free [download](#) on the Wizards website. For the optimal experience, however, use the fifth edition [Player's Handbook \(PH\)](#).

When advancing your character, you can use non-optional rules found in the PH and all the books listed below. If a rule has been reprinted in a newer resource, you must always use the latest printing.

- *Mordenkainen's Tome of Foes* (Chapters 1 through 5, only)
- *Sword Coast Adventurer's Guide*
- *Tasha's Cauldron of Everything*
- *Volo's Guide to Monsters*
- *Xanathar's Guide to Everything*

You may also use the rules found in the following electronic publications:

- *Elemental Evil Player's Companion*
- *Locathah Rising*
- *The Turtle Package*

Additionally, the following variant or optional rules are available:

- Blessed of Corellon (ToF)
- Customizing Your Origin (TCoE)
- Half-Elf and Tiefling Variants (SCAG/ToF)
- Variant Human Traits (PHB)
- Option: Human Languages (SCAG)

MAGIC ITEMS

In order to maintain portability in this shared-world campaign, whenever the group you're playing with finds a magic item, your character can keep it if you wish (assuming that it wasn't returned or lost, or it ran out of charges during the adventure). The number of magic items your character can own at a given time is determined by their tier (common, consumable, and story items don't count against this limit). Your character can also replace an item in their possession with a new one—useful in getting rid of obsolete items or those that have been destroyed or have no magic remaining.

Legendary items can only be kept by tier 4 characters, but others finding one instead unlock it and can choose to take possession of it when they reach tier 4. Until then the item doesn't count against the character's Magic Item Limit. Only one character a table can possess a story item at the table at a given time.

MAGIC ITEM LIMIT BY TIER

Tier	Magic Item Limit
1	1
2	3
3	6
4	10

GOLD AND DOWNTIME DAYS

Your Dungeon Master awards your character gold during play. To maintain fairness in a shared-world campaign, the maximum amount of gold your character can earn is based on how many hours they've played in their current tier. While your DM is strongly encouraged to award this amount of gold each hour, your character earns an amount of gold equal to half of the hourly award for each hour you play during the session if they don't.

Once your character has earned an amount of gold equal to their GP Limit, inform your DM; they can't earn any more until they reach a new level. Once your character reaches 20th level, their GP limit resets each time they complete an adventure.

GOLD PIECE LIMIT BY TIER

Tier	Hourly GP Award (Minimum)	GP Limit per Level
1	20gp (10gp)	80gp
2	30gp (15gp)	240gp
3	200gp (100gp)	1,600gp
4	750gp (375gp)	6,000gp

Downtime Days. Your character earns 20 downtime days after gaining a level, unless they are tier 1 and then they earn 10.

PLANNING FOR THE FUTURE

As your character gains levels, they evolve and grow. When advancing your character, the following rules apply:

Decline Advancement. If you decline advancement when your character gains a level, your character can still keep any other rewards they earned during the session.

Death, Disease, and Curses. Dead characters or those subject to a condition or story award that removes them from play (vampirism, lycanthropy, petrification, imprisoned in another plane, etc.) can't begin a new session until they've been returned to life or until relieved of the effects that removed them from play—something that NPC Spellcasting Services can typically accomplish

with a nominal gp cost. If your character doesn't have enough gold to pay for the cost of the requisite service or if they suffer from any effect that spellcasting services can't remove (such as a story award requiring a wish), you can instead choose to remove a permanent magic item (excluding common magic items) in order to return the character to life or to remove all effects that removed them from play. A character returned to play in this way also finds their Magic Item Limit reduced by 1 until they reach the next tier of play (or completed two adventures at 20th level).

This option is always available—even if a character's Magic Item Limit has been reduced to 0 or if they have no magic items.

PLAY BETWEEN ADVENTURES

The activities below should occur between adventures. It isn't appropriate to take up valuable play time with these things in the midst of a game.

MANAGING YOUR CHARACTER'S GEAR

Between sessions, your character can sell or buy equipment and spell components using the rules found in the PH. Additional options might be made available at the end of any given adventure. Sometimes, equipment might be hard to find during an adventure and unavailable for you to buy. Your DM will tell when this is the case. Gold earned from selling items counts against your GP Limit.

Your wealth and equipment is your own, it can't be given to another character, but:

- Equipment and consumable items can be lent to other characters at your table but must return it at the end of the session (unless it's been consumed or lost).
- Permanent magic items can be traded (see below).
- Characters can choose to contribute toward the cost of NPC spellcasting services obtained during an adventure.

DOWNTIME AND LIFESTYLE

Your character can participate in downtime activities between adventures. If downtime activities become available during an adventure, your DM will tell you and adjudicate their resolution as appropriate.

Between adventures you can use the downtime activities found in the PH as well as the following activities. Lifestyle costs aren't incurred when spending downtime days.

Downtime: Spellcasting Services. You can spend a downtime day to have an NPC cast one spell for you. The costs for available spells are listed in the ALDMG.

Alternatively, you can use this downtime activity to cast one spell yourself or benefit from a spell cast by another character that is at the same table as you without expending spell slots or renewable charges from magic items. The DM alone has ultimate discretion on whether use of downtime is feasible during the session (i.e., there are multiple days of inactivity that make it an option).
Downtime: Catching Up. By spending downtime at 4th, 10th, or 16th level you gain a level.

DOWNTIME: CATCHING UP BY TIER

Current Tier	Tier
1	20 days
2	80 days
3	200 days

Downtime: Copying Spells. Characters copying spells into a spellbook must use this downtime activity. You spend up to 8 hours copying spells into your spellbook and/or making their spellbook available for other characters to copy from for each downtime day you spend. Characters playing at the same table together can “trade” spells with each other using this activity. Each wizard has their own “language” used for scribing spells and can’t benefit from the Help action when scribing—even if assisted by other wizards. You must use this downtime activity if you wish to copy spells into a spellbook or to make your own spells available for someone else to copy. This downtime activity must be used in the presence of your table’s DM.

Downtime: Trading Magic Items. Permanent magic items can be traded on a one-for-one basis for items of the same rarity. Only tier 4 characters can trade legendary items. Each party to the trade must spend 15 downtime days unless they’re playing at the same table. Certificates (if present) must accompany the trade or be destroyed. Unique magic items or magic items without magical properties can’t be traded. If your magic item possesses a certificate, it must accompany the trade or be destroyed. In the event of conflict, the Dungeon Master’s Guide determines an item’s rarity and properties.

You may only trade with other characters in the Masters Campaign.

Brewing Potions of Healing (XGE). You don’t need to obtain rare materials to using this activity. You don’t suffer complications while using this activity.

Scribing Scrolls (XGE). You don’t suffer complications while using this activity.

MANAGING YOUR CHARACTER’S RENOWN

By adventuring, your character establishes themselves as notable among the denizens of Faerûn. As their reputation grows, they can call in favors from those they have crossed paths with along their journeys. Additional information on renown can be found in appendix 1.

SELECTING A FACTION (OPTIONAL)

Your character can be a member of a faction only if they have the Safe Haven background feature (see appendix 2).

When you choose a faction, you replace your current background feature with this one.

Faction Insignia. Members of a faction receive an identifying insignia of their faction: a pin, a brassard, or special coin. In addition, they can also identify themselves in other ways, such as clothing, tattoos, or secret handshakes. Upon reaching 5th level, faction members receive a magical signet ring (see appendix 2).

APPENDIX 1: CUSTOMIZING YOUR ORIGIN IN D&D

At 1st level, you choose various aspects of your character, including ability scores, race, class, and background. Together these elements help paint a picture of your character's origin and give you the ability to create many different types of characters. Despite that versatility, a typical character race in D&D includes little or no choice—a lack that can make it difficult to realize certain character concepts. The following subsections address that lack by adding choice to your character's race, allowing you to customize your ability scores, languages, and certain proficiencies to fit the origin you have in mind for your character. Character race in the game represents your character's fantasy species, combined with certain cultural assumptions. The following options step outside those assumptions to pave the way for truly unique characters.

ABILITY SCORE INCREASES

Whatever D&D race you choose for your character, you get a trait called Ability Score Increase. This increase reflects an archetypal bit of excellence in the adventurers of this kind in D&D's past. For example, if you're a dwarf, your Constitution increases by 2, because dwarf heroes in D&D are often exceptionally tough. This increase doesn't apply to every dwarf, just to dwarf adventurers, and it exists to reinforce an archetype. That reinforcement is appropriate if you want to lean into the archetype, but it's unhelpful if your character doesn't conform to the archetype.

If you'd like your character to follow their own path, you may ignore your Ability Score Increase trait and assign ability score increases tailored to your character. Here's how to do it: take any ability score increase you gain in your race or subrace and apply it to an ability score of your choice. If you gain more than one increase, you can't apply those increases to the same ability score, and you can't increase a score above 20.

For example, if the Ability Score Increase trait of your race or subrace increases your Constitution by 2 and your Wisdom by 1, you could instead increase your Intelligence by 2 and your Charisma by 1.

LANGUAGES

Your character's race includes languages that your character is assumed to know, usually Common and the language of your ancestors. For example, a halfling adventurer is assumed to know Common and Halfling. Here's the thing: D&D adventurers are extraordinary, and

your character might have grown up speaking languages different from the ones in your Languages trait. To customize the languages you know, you may replace each language in your Languages trait with a language legal in the Masters campaign.

PROFICIENCIES

Some races and subraces grant skill, weapon, or tool proficiencies. These proficiencies are usually cultural, but your character might not have any connection to the culture in question or might have pursued different training. You can replace each of those proficiencies with a different one, as shown on the Proficiency Swaps table.

PROFICIENCY SWAPS

Proficiency	Replacement Proficiency
Skill	Skill
Armor	Simple/martial weapon or tool
Simple Weapon	Simple weapon or tool
Martial Weapon	Simple/martial weapon or tool
Tool	Tool or simple weapon

For example, high elf adventurers have proficiency with longswords, which are martial weapons. Consulting the Proficiency Swaps table, we see that your high elf can swap that proficiency for proficiency with another weapon or a tool. Your elf might be a musician, who chooses proficiency with a musical instrument—a type of tool—instead of with longswords. Similarly, elves start with proficiency in the Perception skill. Your elf might not have the keen senses associated with your kin and could take proficiency in a different skill, such as Performance.

The "Equipment" chapter of the *PH* includes weapons and tools suitable for these swaps.

PERSONALITY

The description of a race might suggest various things about the behavior and personality of that people's archetypal adventurers. You may ignore those suggestions, whether they're about alignment, moods, interests, or any other personality trait. Your character's personality and behavior are entirely yours to determine.

APPENDIX 2: RENOWN

All characters accrue renown based on their level/tier.

RENOWN TITLES BY TIER

Tier	Title
1	Novice
2	Adept
3	Veteran
4	Heroic

RENOWN BENEFITS

Your character starts a new adventure or chapter, they gain inspiration and one renown benefit associated with their current rank or lower. Renown benefits can't be sold and are lost at the end of the adventure.

RENOWN BENEFITS BY TITLE

Rank	Benefit
Novice	<i>Potion of healing</i>
Adept	<i>Potion of greater healing</i> , a silvered weapon, or 10 pieces of silvered ammunition
Veteran	<i>Potion of superior healing</i> , an adamantine weapon, or 10 pieces of adamantine ammunition
Heroic	<i>Potion of supreme healing</i> or a <i>spell scroll</i> valued at 2,500 gp or less (see <i>Buying Potions and Scrolls</i>)

RENOWN MAGIC ITEMS

At Adept and higher rank, your character gain access to basic magic items—specifically *bags of holding*, *+1 weapons*, *+1 shields*, *+1 rods of the pact keeper*, and *+1 wands of the war mage*—and can choose as many of them as their Magic Item Limit permits. While they can't be sold or traded, they can replace and be replaced by other items between sessions.

These items are thematically linked to your background. For example, a Folk Hero might be given an old *+1 longsword* and a *+1 shield* from a retired adventurer back home, while a Sage may find a *+1 wand of the war mage* hidden in a library and use an old, dusty bag of holding on their adventures.

RENOWN SUSPENSIONS

Just as your character earns access to rewards through heroic acts, they can lose them through unheroic ones. Your DM can suspend these benefits—immediately removing access to renown and faction benefits for the remainder of the current adventure and for an additional number of adventures determined by the unheroic acts they commit:

Long-Term Suspension. Your character's access to renown benefits is suspended for a number of adventures or chapters equal to half their level (minimum 1). These suspensions are imposed for egregious in-game and out-of-game actions, such as:

- Attacking another character without the consent of their player and the Dungeon Master.
- DM's Discretion (use sparingly). This includes truly disruptive things; such as hostile behavior against faction members, overtly evil acts, etc.

If this type of behavior persists after this penalty has occurred, the DM has ultimate discretion to excuse you from the game—in which case you forfeit all rewards for the session. If excused in this way, you can't replay the adventure with the same character.

Short-Term Suspensions. Your character's access to renown benefits is suspended for one adventure or chapter. These suspensions can be imposed for:

- Leaving a faction to join another.
- Your character is witnessed committing a crime.
- Your character is found guilty of committing a crime.
- DM's discretion (use sparingly). This can include things such as acting a manner that is not beneficial to the faction's goals; significant disrespect of persons with legitimate authority, abusing commoners, intentionally hindering the group, etc.

It's important to note that sometimes these actions can be allowed or even requested by the other party members (such as everyone involved agreeing that casting fireball amidst the party is the only way to eliminate their foes en masse or if your character is subject to spells such as dominate person, etc.). In these cases, no suspension of benefits is applied.

FACTION MEMBERSHIP

Characters with the Safe Haven background feature can join any faction they wish (including those of their own design, but excluding the Red Wizards of Thay) provided they meet its requirements (for example, Bregan D'aerthe requires that its members be draw). Your character can be a member of only one faction at a time.

FACTION MAGIC ITEMS

Adept faction members obtain one magical ring bearing their faction's insignia that identifies them as a member. Your character's magic item limit applies to this item and it can't be sold or traded, it can replace and be replaced by other items between sessions. You may choose not to accept the ring. You can choose one of the following, determined by your character's faction:

FACTION MAGIC ITEMS

Rank	Benefit
All	<i>Ring of protection</i>
Harpers	<i>Ring of free action</i>
Emerald Enclave	<i>Ring of animal influence</i>
Order of the Gauntlet	<i>Ring of fire resistance</i>
Lords' Alliance	<i>Ring of the ram</i>
Zhentarim	<i>Ring of evasion</i>

FEATURE: SAFE HAVEN

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

APPENDIX 3: CANDLEKEEP MYSTERIES

The connection to Candlekeep is reoccurring theme in the Masters campaign and so the D&D hardcover *Candlekeep Mysteries* is legal for both existing characters in the Masters campaign and for brand new 1st-level characters created specifically for the Masters campaign using the rules described below.

All rules in the Masters Campaign Player's Guide above apply to these characters except where superseded by rules in this appendix.

CREATING A CHARACTER

Most characters enter the Masters campaign from either the Seasonal or Historic campaigns after they have achieved 5th-level. However, since *Candlekeep Mysteries* begins at 1st-level, the Masters campaign allows the creation of new 1st-level characters solely for the play of adventures in this hardcover. Once these characters reach 5th-level they may participate in both *Candlekeep Mysteries* and *Dreams of Red Wizards* adventures.

Step 1 – Choose a Race, Class, and Background. These choices can be made from any legal resource for the Masters campaign and may be made in whatever order you're most comfortable with, as you think about the character you want to play.

Step 2 – Determine Ability Scores. Your character's ability scores are generated using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (*PH*).

Step 3 – Describe Your Character. The rules for your alignment and deities worshipped are same as for other characters in the Masters campaign.

Step 4 – Choosing Equipment. Your character's starting equipment and gold is determined by their class and background; you don't roll for their gold. You start with a trinket of your choice from the table in Chapter 5 of the *PH*.

Your character can sell starting equipment using the rules in the *PH* and can buy equipment and spell components found in the *PH* or any other legal resource. Selling starting equipment provided by your class and background doesn't count toward your GP Limit.