



ADVENTURERS LEAGUE

FREQUENTLY ASKED QUESTIONS

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PART 1. WELCOME TO THE D&D ADVENTURERS LEAGUE

WHAT IS THE D&D ADVENTURERS LEAGUE?

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

DO I NEED A DCI NUMBER?

DCI numbers are only required when playing D&D Adventures League at a store that typically report their events through the Wizards Event Reporter (WER). If you have an 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.

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 with your store's organizer or on the Adventurers League Facebook group to double check.

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.

WHAT'S UP WITH ALL THESE ACRONYMS?

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

- **PHB.** *Player's Handbook*
- **PBR.** *Player's Basic Rules*
- **DMBR.** *Dungeon Master's Basic Rules*
- **DMG.** *Dungeon Master's Guide*
- **MM.** *Monster Manual*
- **EEPC.** *Elemental Evil Player's Guide*
- **SCAG.** *Sword Coast Adventurers Guide*
- **VGM.** *Volo's Guide to Monsters*
- **XGE.** *Xanathar's Guide to Everything*
- **TP.** "Turtle Package"
- **AL.** *Adventurers League*
- **ALPG.** *Adventurers League Player's Guide*
- **ALDMG.** *Adventurers League DMG*
- **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)*
- **PotA.** *Princes of the Apocalypse (Season 2)*
- **RoD.** *Rage of Demons (Season 3)*
- **OotA.** *Out of the Abyss (Season 3)*
- **CoS.** *Curse of Strahd (Season 4)*
- **SKT.** *Storm King's Thunder (Season 5)*
- **TYP.** *Tales from the Yawning Portal (Season 6)*
- **ToA.** *Tomb of Annihilation (Season 7)*

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.

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 campaign staff doesn't issue official guidance general rules questions unless it's directly affected by the scope and purpose of the program.

WHAT ABOUT SAGE ADVICE?

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

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

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

UNEARTHED ARCANA?

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

CAN I USE OLDER EDITION RULES?

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

DO I NEED TO MAINTAIN AN ADVENTURE LOGSHEET?

Yes. 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.

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, it **must** be a member of

one of the factions listed under its race. Download the D&D Adventurers League Player's Pack on www.dmsguild.com for more 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>

IS THIS GUIDANCE RETROACTIVE?

As a general rule, no; the FAQ is effective as of its effective date on the first 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 player purchase.

CAN I USE THE MONSTER MANUAL?

The *Monster Manual* and other resources are legal resources for the purpose of determining what is available for class features such as Wild Shape, Beast Companion, and various *conjure* spells, noting that, as always, your DM is the **final** arbiter for the rules—including 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). Additionally, without specific campaign documentation, you can’t use any of the Variant rules contained therein.

Finally, as there are no specific stat blocks for “templated” creatures, such as half-dragons, these are not permitted for use—only creatures with an official stat block are available to players and DMs.

WHAT DOES CAMPAIGN DOCUMENTATION MEAN?

Some certificates provide characters with additional rules options other than those listed above (such as

allowing a prohibited class/race). These certificates are typically signed by the campaign administrators or other employees of Wizards of the Coast.

WHAT ARE STORY ORIGINS?

Nothing. We don’t talk about them anymore.

WHAT LEVEL DO I START PLAY AT?

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

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

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, only dwarves may choose the Battlerager Primal Path, and only elves and half-elves may choose the Bladesinger Arcane Tradition.

WHAT IF I GET REINCARNATED?

If your character is killed and subsequently reincarnated, the DM rolls on the table provided in the spell’s description—they may not choose the race you return as. You may continue to advance in whatever classes you possessed normally; your new race doesn’t preclude you from advancing in an archetype you already have.

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

You may choose a rare elf subrace for your character, but only from a roleplaying perspective. If you do so, you choose a subrace as normal (high elf, wood elf, dark elf, etc.) and gain the traits that it normally provides. You don’t choose a second, “roleplaying” subrace; aside from roleplaying, the character creation process doesn’t change.

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

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

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

WAIT, MY PALADIN HAS TO WORSHIP A DEITY?!

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

IS IT TOO LATE TO USE MY SCAG REBUILD?

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

DO I HAVE TO APPLY XP WHEN I GET IT?

Yes. XP is applied immediately upon receiving it, and if it advances you to another level, you do so at the end of the session or the next long rest—whichever happens first.

DOES THIS MEAN I MISS OUT ON THE NEXT ADVENTURE?

It might. 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 level 1-4 adventures.

CAN I BE A WEREGECKO OR A VAMPIRE?

No. If you end a session having contracted lycanthropy or vampirism, you must have the condition removed before you can start another session (see ALDMG: Spellcasting Services).

TO LEVEL 20 AND BEYOND!

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

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

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

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

I HAVE QUESTIONS ABOUT SKILLS AND BACKGROUNDS!

WHAT'S UP WITH THE HAUNTED ONE BACKGROUND?

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

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

Starting Gold. This background does not include starting gold.

CAN I MAKE A CUSTOM BACKGROUND?

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

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

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

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

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

Scenario 2. If a) is true, but either b) or c) is false, you may spend 1 downtime day preparing the spell, attuning the fork, or otherwise mustering components, and cast it the following day.

Scenario 3. If your character can't cast the spell at all, it's faced with the monumental (and slightly embarrassing) task of "walking" home. That is, your character wanders randomly throughout the planes until they make it back to Faerûn—spending 50 downtime days in the process.

CAN I LEARN SANSURI'S SIMULACRUM SPELL?

No. 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 need not 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.

SIMULACRUM

The following guidance applies:

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

TELEPORTATION CIRCLE

The following guidance applies:

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

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

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

Gaining Access to Other Circles. While the locations of *teleportation circles* are usually closely-held secrets, you may, as a downtime activity, trade knowledge of the location and sequence of a *circle*

you have created with someone else, who provides you the location of one in exchange. Both parties to the trade must spend 10 downtime days to complete the trade and learn the circle's sigil sequence, with the following additional guidance:

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

TRUE POLYMORPH

The following guidance applies:

Dragons Aren't Allowed in Town?! The effects of true polymorph are dispelled 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.

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

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 spell's description).

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

Table Boundaries. Only characters in your group may benefit from 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 ARE CONSUMABLE MAGIC ITEMS?

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

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

CAN I TRADE CONSUMABLE ITEMS?

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

WHAT ARE PERMANENT MAGIC ITEMS?

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

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

WHEN CAN I REMOVE A MAGIC ITEM FROM MY COUNT?

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

Limited Use Items. Some items possess an ability with a specified number of uses (e.g., *Keoghtom's ointment*, *chime of opening*) that can't be regained once used. Once they have all been used, these items **no longer** count.

Limited Rechargeability. Some items with a specified number of uses can only be recharged under certain circumstances (e.g., *wingwear*, *balloon pack*). Once they have all been used, it is no longer a magic item unless it's recharged. Until then, it **no longer** counts unless the item is later recharged. etc.). Once recharged, however, it once more counts against your magic item count.

Limited Function. Some items lose abilities when all of their uses have been expended, but retain some magical properties (e.g., *storm boomerang*, *luck blade*, etc.). Once out of uses, these items **still** count.

Unintentional Destruction. Some specific encounters or effects have a **specific** ability to unintentionally destroy permanent magic items

(*windvane*, *earthfang*, talon card from *deck of many things*, etc.). If destroyed in this fashion, these items **no longer** count.

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

Permanent Effects. Some items are destroyed or rendered nonmagical when used, but grant persistent effects (e.g. *tome of understanding*, *manual of golems*). Not only do these items **still** count even after they've been used, you can never benefit from more than one such item—no matter how you come by additional copies. Items that grant such effects to more than one person (e.g., eggs from *bag of beans*) increase the magic item count of each person that benefits from the item.

CAN MY FAMILIAR ATTUNE TO A MAGIC ITEM?

Any item attuned to an NPC under your control (such as, but not limited to, familiars, beast companions, simulacrum, conjured creatures, hirelings, lickspittles, etc.) counts against both 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.

ARE MAGIC ITEM CERTIFICATES NEEDED ANYMORE?

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

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

WHAT ARE UNIQUE ITEMS?

Unique is a specific rarity category. Any item not described in the DMG whose description doesn't include a rarity, is considered unique.

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

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

WHAT IF THE CERTIFICATE LISTS A RARITY?

Any item that doesn't have a complete description (e.g., *shield guardian amulet*, etc.) is considered unique *unless* you have a certificate which establishes the item's rarity. You must possess an original, physical certificate (i.e., not a photocopy, photograph, scanned copy, etc.) of the certificate in question and it **must** accompany the trade.

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

Without such a certificate, its rarity is unique.

CAN I TRADE AN ITEM WITHOUT CHARGES LEFT?

No. An item without charges or uses is considered nonmagical unless it has other magical properties that remain available. As such, such an item can't be traded. If the item somehow regains uses, it becomes a magical item again and can be traded normally.

WHAT IF I THINK MY CERT HAS AN ERROR?

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

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

DO I NEED A CERTIFICATE TO KEEP THAT ADDITIONAL PROPERTY?

Your DMs should 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.

WHAT IF NO ONE CLAIMS AN ITEM?

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

Unclaimed magic items can't be sold, exchanged for an alternate reward, or awarded to a character at a later date. Designating an unwanted item as "party loot" or as "a party magic item" isn't permitted.

CAN I FORGO MY SHARE OF THE LOOT?

If you choose or are otherwise unable to take a share of any monetary treasure found, you still count as a

member of the group when calculating individual shares. Any unclaimed portion of the reward isn't awarded to the other characters; it just goes away.

WHAT IS +1 WHITE DRAGON SCALE?

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

WHAT'S THE DEAL WITH HAZIRAWN?

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

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

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

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

Tradability. *Hazirawn* isn't tradeable.

IS THE BLACK DRAGON MASK TRADEABLE?

None of the *dragon masks* are tradeable.

CAN THE MASK OF THE DRAGON QUEEN BE DISASSEMBLED?

No. Nothing in the item's description suggests that this mask can be broken down into individual masks.

CAN I CRAFT HEALING POTIONS WITH DOWNTIME?

Yup. Use the crafting rules found in the PHB.

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

Applying one of the various runes found in the Season 5 adventures turns a mundane item into a permanent magic item. The rune can be applied to any mundane item that you own, or can permanently keep at the end of an adventure or session. If the item isn't found under a treasure subheading, it follows the normal rules for mundane treasure and isn't an eligible item for the transference of a *runes*.

SO...SHATTERSPIKE...

Shatterspike can't be used to destroy magic items, unless the item itself specifically provides an AC, hit points, etc. in its description. In that case, it's hella good at destroying them. Take that, *magic net!*

SPEAKING OF DESTROYING MAGIC ITEMS

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. Items destroyed in such a manner follow the normal rules for intentional or unintentional destruction. That said, don't make a point of destroying magic items whenever the opportunity presents itself; these situations should be few and far between.

#DATDECK

If your group happened across the *deck of many things* during your adventures, the following guidance is retroactively applied:

We Already Drew! Great! Enjoy any benefits you might have received. The *deck* counts against the magic item count of any characters that drew a card.

We Haven't Drawn! If the deck shows up as the result of a magic item table, the DM discards the deck and rolls again until something else comes up.

Better Should'a Known Better. If you draw the Donjon or the Void card, or if you draw the Skull card and are defeated by the avatar of death, your character is gone—removed from play. Kaput.

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.

CAN I KEEP <OPEN MOUTH; NAME OF ITEM FALLS OUT>?

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

If one of your characters ends a session with any of the following items during play, that character is **retired** from play so long as the item is in your possession; as a general rule, however, relinquishing the item allows the character to resume play unless otherwise specified. Doing so also removes the item from the character's item count—problem solved.

- *Wand of Orcus*
- *Wyrmskull Throne*
- *Blackrazor*
- *Wave*

- *Whelm*
- *Ring of Winter*
- *Bookmark*

SO, I GOT THIS BAG OF BEANS...

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

CAN I EVER BECOME PROFICIENT IN THE MUSKET I FOUND?

No.

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

Even then, no.

EVER?

Never.

HOW ABOUT NOW?

No, Jeremy.

I HAVE A QUESTION ABOUT AN ADVENTURE I PLAYED

DO I GET TO KEEP BLACKRAZOR/WAVE/WHELM?

In *White Plume Mountain*, the characters are hired to retrieve three legendary weapons (*blackrazor*, *wave*, and *whelm*) that have been stolen. The book is vague regarding the payment—for Adventurers League, the three owners reward the character. Only weapons turned in while the character is present count for that individual character. Additionally, as ownership of permanent magic items is determined at the end of the session, returning the weapon and claiming the reward must be done before the end of the session. This may necessitate some suspension of disbelief if the "turn in" magically happens while the characters are in the middle of a dungeon.

This guidance is **retroactive**; it affects sessions run prior to the issuance of this FAQ.

1. First Weapon Returned. 2,000 gp for each character in the party, and each character may choose three rare consumables (following normal rules for the number of pieces of magical ammunition). A character could, for example, choose a *potion of superior healing*, a *spell scroll of greater restoration*, and 1d6 +2 crossbow bolts.

2. Second Weapon Returned. Each character may choose one of the following items: *arrow catching shield*, *bracers of defense*, *canaith mandolin*, *necklace of prayer beads* (with six beads), *staff of the woodlands*, *+2 wand of the war mage*, or a *+2 weapon*.

3. Third Weapon Returned. Each character receives three renown points and records the completion of a secret mission for their faction.

I Don't Wanna Surrender It! First, ending a session without returning one of the weapons denies the group from receiving any reward associated with it—drag. The worst part, however, is that the character that chooses to retain ownership is too busy running and hiding from the forces that pursue it, or simply spending all their time busy being dead. Such characters are retired from play.

This involuntary retirement can be cut short by surrendering the stolen weapon. In-so-doing, the weapon is removed from their character (reducing their magic item count), but they don't receive the reward associated with turning it in, above. Sometimes, no reward is a reward in its own right. Characters should be made aware of this before they decide to keep a weapon.

DEAD IN THAY & SOUL-BOUND UNDEAD

If a character is raised as soul-bound undead in *Dead in Thay*, they are immediately retired from play if they leave the Doomvault without destroying Kazit Gul (and thus, the Doomvault), figuring out how to correctly use the Undying Laboratory, or receiving a *wish* to end this effect—even *true resurrection* is unable to wrest the adventurer's soul from Szass Tam's terrible grasp.

DO I HAVE THE DEMIPLANE OF DREAD STORY AWARD?

As implied in the Death in Ravenloft sidebar (ALDMG p8), if you who play a session of *Curse of Strahd* or DDLE4 *Death House* you're trapped in Barovia.

While not explicitly stated in the sidebar, you gain the following story award upon entering Barovia:

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.

IS FACTION CHARITY AVAILABLE IN BAROVIA?

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

OTHER STUFF

HOW OFTEN CAN I USE A DOWNTIME ACTIVITY?

Unless otherwise specified, downtime activities found outside of the PHB may only be used once.

CAN I PERFORM DOWNTIME ACTIVITIES WHILST DEAD?

The **only** downtime activity that a dead character can perform is obtaining Spellcasting Services.

WHAT DOWNTIME ACTIVITIES CAN I PURSUE?

Only those downtime activities in the PHB, the ALPG, and other campaign-approved sources can be pursued. Note that **characters** providing spellcasting services can only do while playing an adventure. There is no exemption when they are providing this services for themselves.

PART 3. DUNGEON MASTER QUESTIONS

WHAT'S UP WITH DM REWARDS?

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

HOW DO I EARN DM REWARDS

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

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

HOW DO I KNOW HOW MUCH I EARN?

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

HOW DO I LOG MY DM REWARDS?

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

HOW LONG CAN I KEEP UNCLAIMED REWARDS?

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

HOW DO I APPLY DM REWARDS TO MY CHARACTER?

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

I'VE GOT PARTY COMPOSITION QUESTIONS!

WHAT LEVEL MUST THE CHARACTERS BE?

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

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

DD-SERIES ADVENTURES

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

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

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

HARDCOVER ADVENTURES

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

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

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

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

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

MIXED-TIER PARTIES? WUSSAT?

Unless the adventure specifically says otherwise, characters of different tiers can adventure together providing each character's level falls within the adventures listed level range. Characters playing DD-

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

How Does XP Work?

Can I Award Milestones Instead?

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

Some adventures however allow it, as follows:

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

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

Leaving Early/Arriving Late & Milestones?

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

Leaving Early/Arriving Late & XP?

Characters only earn XP for challenges they participated in. In the case of adventures that prescribe a minimum XP amount, this amount is ignored if someone arrives after the adventure starts or leaves before it’s completed.

Characters starting an adventure and immediately leaving it for the minimum XP receive no rewards for doing so. This guidance is retroactive; any such rewards previously earned are forfeit. For shame.

Can Parts Be Replayed?

A group of characters that play only part of a chapter or adventure can’t return to that chapter or adventure unless the entire group agrees to do so. That is, if a game runs exceedingly long and all

players and the DM agree to meet the following weekend to pick up where they left off and finish the game. If this occurs, appropriate entries should be entered on logsheets to reflect this.

Replaying the entirety of a portion of an adventure you want to replay is not permitted.

This Adventure Doesn’t Award Much XP...

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

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

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

Tomb of Annihilation. If you are running *Tomb of Annihilation*, we are giving DMs a bit more leeway to award non-combat XP. The *Tomb of Annihilation* Primer provides more guidance on this. This option is only available to sessions of *Tomb of Annihilation*.

Does This Adventure Have a Secret Mission?

Secret Missions (sometimes mistakenly labeled special missions) are available in certain DD-series adventures, and DM Quests. These missions usually have an accompanying sidebar or its own subheading. They also reward the completion of a secret mission in the adventure’s reward section.

CCC adventures **don’t** contain secret missions.

OK. How Does Treasure Work?

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

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

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

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

DO I ROLL FOR RANDOM MAGIC ITEMS?

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

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

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

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

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

HOW MANY MAGIC ARROWS DO THE CHARACTERS FIND?

Parcels of +1, +2, or +3 ammunition are found in lots of 1d6. Any other magical ammunition is found as individual items.

WHAT ABOUT RISE OF TIAMAT?

You may not award permanent magic items as a part of Tiamat's hoard in *Rise of Tiamat*. You may award **tier-appropriate** consumable magic items, gold, gems, and art objects within the limits set by the tables on pages 136 to 139 of the DMG.

THE ADVENTURE 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, the item selected must be chosen from either the DMG or the adventure in which the item is awarded. If the adventure is silent on the rarity of the item, it must be tier-appropriate to the character receiving it.

WHAT DO THE CHARACTERS FIND IN ACERERAK'S VAULT?

The *Tomb of Horrors* is an iconic dungeon with many years of history and lore. It is also filled with terrible

artifacts of death and drek. This guidance is **retroactive**—it affects sessions run prior to the issuance of this FAQ.

Spheres of Annihilation. The effects resembling *spheres of annihilation* in the green devil faces in the *Tomb of Horrors* are traps; they can't be controlled or claimed as treasure.

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

CAN I AWARD ARMOR MADE OF BEES?

No. Unless specifically mentioned in the adventure or encounter it is found in, armor is made of the materials described in the PHB.

WHAT COULD A WISH WISH IF A WISH COULD CAST WISH?

If the efreeti in *Tomb of Horrors* (TYP) is released, it might grant three wishes. Note that this is not the wish spell, and it is limited in what it can create or deliver—the effect the wish lasts until the end of this game session.

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

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

HOW DO MULTIPLE SESSION ADVENTURES WORK?

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

HOW SHOULD WE LOG IT?

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

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

CAN THEY PLAY OTHER ADVENTURES BETWEEN SESSIONS?

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

At the start of each new adventure, the character's hit points, hit dice, and other consumable resources

are restored to full; however, the character will begin play suffering the effects of any diseases, toxins, curses, or other maladies that weren't removed at the end of the adventure.

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

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

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 Dungeon Master, especially in the case of the character gaining new equipment, magic items, or class features between sessions.

IS THERE OFFICIAL ADVENTURE ERRATA?

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

DDEX3-5 *Bane of the Tradeways*. This is a two-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, one-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.

PART 4. EVENT ORGANIZER QUESTIONS

BECOMING AN EVENT ORGANIZER

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

OBTAINING ADVENTURES FOR YOUR EVENT

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

INTRODUCTORY ADVENTURES (DDIA)

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

DDEX/DDAL ADVENTURES

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

STARTER SET & HARDCOVER ADVENTURES

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

WORLD PREMIERS & REGIONAL PREVIEWS

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

<http://bit.ly/DnDALPremier>

PART 5. CHANGELOG

v7.0

- General verbiage.
- Clarified guidance on high-level spells. Seriously, if I never talk about *true polymorph* again, I will die a happy, happy man.
- The *mask of the dragon queen* can't be split up into individual, lesser masks.
- Reminder about what downtimes are available and when.
- Characters must be present to earn rewards for turning in *wave*, *whelm*, and *blackrazor*. Clarified they follow general rules for claiming ownership.
- Magic items can only be destroyed under very specific circumstances. Wheaton's Law, DMs.
- Added some junk about the *deck of many things*.
- Removed verbiage made redundant by updates to the ALPG and the ALDMG.
- Guidance on language allowance; restrictions no longer exclusive to backgrounds.
- Included information regarding non-combat XP for DMs running *Tomb of Annihilation*.
- Armor made of special materials are special.
- Starting an adventure and immediately leaving it for the minimum XP is cheating, you cheater.
- You can take an item of lesser rarity if allowed to pick an item as a reward.
- Included list of items that force a character into retirement.
- Yes, you must maintain a logsheet.
- Efreeti wishes clarified.
- Story-driven destruction of magic items now called unintentional destruction.

v7.1

- Missing sentences were found under the couch.
- Orcus isn't a warlock.
- Moved player guidance to player section.
- FAQ guidance isn't always retroactive.