



ADVENTURERS LEAGUE™

**FREQUENTLY ASKED
QUESTIONS**

PART 1. WELCOME TO THE D&D ADVENTURERS LEAGUE

WHAT IS THE D&D ADVENTURERS LEAGUE?

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

DO I NEED A DCI NUMBER?

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

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

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

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

<accounts.wizards.com>

WHAT ADVENTURES CAN I PLAY/RUN?

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

WHAT COUNTS AS AN ADVENTURERS LEAGUE ADVENTURE?

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

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

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

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

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

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

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

"Hardcover" Adventures. These adventures are officially produced and published by Wizards of the Coast. Not all of them have actual, hardcovers (see such as PAXWEST Cloud Giant Bargain).

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

How Many Players Can I Have at My Table?

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

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

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

What Rules Do I Use?

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

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

What's Up With All These Acronyms?

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

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

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)

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 D&D Adventurers League does not adjudicate general rules questions; only those which establish the availability of specific play options for our current campaign.

What About Sage Advice?

Sage Advice is a great barometer for 'rules-as-intended', in any case. Whether or not any given Dungeon Master chooses to utilize Sage Advice as a resource for rules adjudication in D&D Adventurers League play is at the discretion of each individual DM.

As always, the DM remains the final arbiter of how a rule is to be implemented in their game.

What About Guidance Given on Facebook/Google+, Etc.?

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

What About Unearthed Arcana?

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

Can I Use Older Edition Rules?

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

Do I NEED TO MAINTAIN AN ADVENTURE LOGSHEET?

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

WHEN SHOULD I MAKE A NEW LOGSHEET ENTRY?

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

AM I REQUIRED TO HAVE A FACTION?

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

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

WHERE DO I GET A FACTION KIT?

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

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

PART 2. PLAYER QUESTIONS

WHAT ARE ALLOWED RULES RESOURCES?

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

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

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

CAN I USE THE DUNGEON MASTER’S GUIDE?

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

CAN I USE THE MONSTER MANUAL?

The *Monster Manual* is a legal rules source for the purpose of determining what is available for class features such as Wild Shape, Beast Companion, and various *conjure* spells. However, without specific campaign documentation, you may not use any of the Variant rules contained therein.

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

WHAT DOES CAMPAIGN DOCUMENTATION MEAN?

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

WHAT ARE STORY ORIGINS?

Nothing. We don’t talk about them anymore.

WHAT LEVEL DO I START PLAY AT?

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

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

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

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

I HAVE QUESTIONS ABOUT BACKGROUNDS!

DOES PHB+1 LIMIT MY CHOICE OF BACKGROUNDS?

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

CAN I USE A BACKGROUND I FOUND IN A D&D ADVENTURERS LEAGUE ARTICLE?

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

WHAT’S UP WITH THE HAUNTED ONE BACKGROUND?

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

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

Starting Gold. This background does not include starting gold.

CAN I MAKE A CUSTOM BACKGROUND?

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

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

I HAVE A RACE/CLASS OPTION QUESTION!

WHAT RACE CAN MY BATTLEAGER/BLADESINGER BE?

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

Battlerager. Only dwarves may choose the Battlerager Primal Path.

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

WHAT IF I GET REINCARNATED?

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

WHAT DOMAINS CAN I CHOOSE?

A character that has one or more levels in the cleric class must select a deity to worship. Based on that choice, the character must choose either a domain associated with their chosen deity (as presented on the deities list) or the Life domain.

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

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

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

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

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

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

If your character cast's *find familiar*, your choice of familiars is limited to the list provided by the spell's description. Some classes (such as warlock) expand this list.

Without specific campaign documentation stating otherwise, creatures found in other resources (such as SKT or the MM), are not available as familiars.

DOES MY PALADIN HAVE TO WORSHIP A DEITY?

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

AM I LIMITED TO PHB+1 WHEN CHOOSING MY DEITY?

No. Your character is free to worship any Faerûnian or nonhuman deity in any official Wizards of the Coast product—including the Cat Lord (SCAG).

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.

WHICH SPELLS CAN I LEARN?

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

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

DOWNTIME ACTIVITY

For each downtime day spent copying spells, a character may spend eight hours copying spells into their spellbook. Two or more characters participating in the same adventure together at the same table that subsequently choose to perform this downtime activity at the same time may allow one another access to their spellbook; effectively “trading” spells between everyone involved to copy as normal.

As there may sometimes be a chance of failure when copying spells, you must perform this downtime activity in the presence of the table’s DM.

I HAVE A MAGIC ITEM QUESTION!

WHAT ARE CONSUMABLE MAGIC ITEMS?

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

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.

WHAT ARE PERMANENT MAGIC ITEMS?

Permanent magic items are any magic items that aren’t potions or scrolls.

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

WHEN CAN I REMOVE A MAGIC ITEM FROM MY COUNT?

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

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

Limited Rechargeability. Some permanent magic items can only be recharged under certain circumstances (e.g., *wingsuits*). Once all of the charges from these items have been used, they **don’t** count unless you somehow manage to recharge them.

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

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

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

Permanent Effects. Some items are destroyed when used, but grant permanent effects (e.g. *tome of understanding*). Not only do these items **still** count even after they’ve been used, the Adventurers League staff has interpreted the guidance prescribed in the DMG to mean that you can’t ever benefit from more than one such item—no matter how you come by additional copies.

ARE MAGIC ITEM CERTIFICATES NEEDED ANYMORE?

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

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

WHAT ARE UNIQUE ITEMS?

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

I DON’T KNOW WHAT MY ITEM’S RARITY IS

Items are of like rarity to items found in the DMG unless they possess additional **substantive**, **mechanical** abilities such as, but not limited to saving throw bonuses, intelligence, additional benefits against specific foes, etc. Items like this are considered unique items.

A named item without these additional benefits is otherwise the same as its counterpart found in the DMG.

WHAT IF I THINK MY CERT HAS AN ERROR?

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

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

MY MAGIC ITEM HAS ADDITIONAL PROPERTIES!

Some items found within the non-hardcover series of adventures have quirks or unusual descriptions. Except where noted (within the adventure itself), these quirks and abilities are in addition to the items normal abilities and don't affect the item's rarity. This guidance only applies to items found in the DD-series of adventures.

DO I NEED A CERTIFICATE IF I WANT TO KEEP THAT ADDITIONAL PROPERTY?

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

WHAT IF NO ONE CLAIMS AN ITEM AT THE END OF AN ADVENTURE?

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

Unclaimed magic items can't be sold, exchanged for an alternate reward, or awarded to a character at a later date. These items vanish—never seen again.

CAN I FORGO MY SHARE OF THE LOOT?

Yes, but that doesn't affect the way in which it is divided or awarded. If you choose not to take a share of any monetary treasure found, you still count as a member of the group when calculating individual shares. Similarly, your share isn't awarded to the other characters; it simply goes away.

WHAT IS +1 WHITE DRAGON SCALE?

While listed as *+1 scale* in Hoard of the Dragon Queen, the listed item has been upgraded to *white*

dragon scale, so as to avoid confusion with the printed certificate.

WHAT'S THE DEAL WITH HAZIRAWN?

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

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

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

As *Hazirawn* lacks mental ability scores, DMs should not perform contests of wills when resolving this conflict, nor should they create ability scores for the weapon.

Tradeability. *Hazirawn* isn't tradeable.

CAN I CRAFT HEALING POTIONS WITH DOWNTIME?

Yup. Use the crafting rules found in the PHB.

CAN I EVER BECOME PROFICIENT IN THE MUSKET I FOUND?

No.

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

No. Not ever.

EVER?

Never.

I'VE GOT QUESTIONS ABOUT XP...

DO I HAVE TO APPLY XP WHEN I GET IT?

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

DOES THIS MEAN I MISS OUT ON THE NEXT ADVENTURE?

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

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).

This guidance is not retroactive.

How Do I Know How Much I Earn?

The rewards you earn for DMing an adventure depends on the adventure itself.

Specific Reward Section. You receive DM Rewards as detailed in the adventure. Just like player rewards, your rewards don’t increase or decrease if the game runs shorter or longer than the adventure’s prescribed length.

No Specific Reward Section. You receive DM Rewards in 2-hour increments. These increments are not further broken down into smaller increments. However, the intent is that the time you spend DMing is cumulative. That is to say that if you DM 3 hours one night and 3 hours the next, you should gain 6 hours of DM Rewards. To facilitate this, you should 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.

SAME QUESTION, BUT ABOUT DM QUEST REWARDS?

DM Quests are special rewards that you earn by completing various “achievements.” Each season has its own set of quests the progress of which are tracked on specific quest cards available for free on the Dungeon Master’s Guild website.

While possessive of a similar name, these rewards are different to the DM Rewards that you earn by running adventures.

Who Can I Give My Special Starting Item To?

The special starting item certificates must be awarded to a new character. A new character is a character that hasn’t participated in an adventure yet. Only one character can benefit from a special starting item certificate.

Once the item has been chosen, it can’t be swapped out for a new one. If you later rebuild the character, your character keeps the item you chose. If you chose a nonmagical item, this item can be later sold normally.

Certain DM Quests Multiply Rewards. What Gives?

Some DM Quests provide a “multiplier.” This multiplier increases only the DM Reward—the XP, gp, and downtime reward earned for running the adventure; it does not multiply DM Quest Rewards—those earned by completing other DM Quests.

How Do I Apply DM Quest Rewards to My Character?

As with normal DM Rewards, you must apply the entirety of a single DM Quest Reward to the same character. That is to say that if you run an adventure and earn a permanent magic item and a renown point, the character that receives the magic item must also receive the renown point.

Are DM Quests Retroactive?

Generally, DM Quests have an effective date of March 4th, 2016. Adventures run prior to this date do not count toward the completion of any DM Quest, with the following exceptions:

Winter Fantasy 2016. Sessions of DDEP4

Reclamation of Phlan and DDAL04-01 *Suits of the Mists* count toward the completion of any applicable DM Quest

GadCon and GaryCon 2016. Sessions of DDAL04-02 *The Beast* and DDAL04-03 *The Executioner* count toward the completion of any applicable DM Quest.

I DIDN'T FINISH A QUEST. CAN I CONTINUE WORKING ON IT?

Unless otherwise specified, as long as you started the quest before the start of a new season of DM Quests, you can continue to work on completing it. However, adventures that you apply to previous season's DM Quests don't count towards progress with any other season's DM Quests.

DO I COMPLETE BOUNTY HUNTER WITH EACH PLAYER OR TABLE?

You complete this quest each time you run a table that includes one or more new players.

However, each new player at your table earns the player reward: a *potion of healing*.

HOW MANY TIMES EQUALS A DÉJÀ VU?

In order to complete this quest, you must run the same adventure a number of times as specified by the DM Quest instructions. Once you achieve this DM Quest for a given adventure you can award the extra player XP every time you run the adventure during any future season.

WHAT QUEST COUNTS FOR QUEST OF THE WEEK?

Each week the D&D Adventurers League chooses one D&D module to be the Quest of the Week. The week of and week before the quest, in the DMs League groups (Facebook and Google+), we discuss the adventures with each other, comment and give advice about running the adventure.

Additionally, those who've played Quests of the Week can talk about their adventures on any of our social media pages, sharing the triumphs and tribulations of their heroes.

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

DO REGIONAL PREVIEWS COUNT AS PREMIERES FOR THE PREMIERE DM, DM QUEST?

No, Premiere DM is only achievable by DMs running the adventures at the worldwide premiere conventions listed for each season.

CAN I HAVE A +1 MUSKET OR TREBUCHET OF WARNING?

No. When choosing the type of weapon you receive as a DM Quest Reward, the DMG isn't an allowed resource.

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

Yes; playing individual chapters of an adventure is allowed.

OK. WHAT CAN AND WHAT CAN I NOT GIVE OUT?

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, or are otherwise 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.

Magic Items. If the item is specifically mentioned as being present in the encounter, it can be taken and kept by the characters.

WHAT 'BOUT DAT WAND O' ORCUS?

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

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

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

DO I ROLL FOR RANDOM MAGIC ITEMS?

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

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

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

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

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

WHAT ABOUT RISE OF TIAMAT?

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

IS FACTION CHARITY AVAILABLE IN BAROVIA?

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

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

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

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

DEMIPLANE OF DREAD (STORY AWARD)

You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

HOW MUCH DOWNTIME AND RENOWN SHOULD I GIVE?

When running a hardcover adventure or any other adventure without a specific reward section, your players receive downtime and renown at the same rate you do—in 2-hour increments.

These increments are not further broken down into smaller increments. It is the intent, however, that the time spent playing is cumulative. That is to say that if the session lasts 3 hours one night and 3 hours the next, the characters should earn 15

downtime days and 1 renown point. To facilitate this, you should keep an accurate track of how long your sessions last.

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.

I HEARD PRINCES OF THE APOCALYPSE AWARDED RENOWN?

The side quests in chapter 6 side quests in *Princes of the Apocalypse* specifically award renown. No other adventure does this, but it may be included in future releases.

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.

HOW DO MILESTONES WORK WITH LEAVING/ARRIVING EARLY?

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.

HOW DOES XP WORK WITH LEAVING/ARRIVING EARLY?

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

CAN PARTS BE REPLAYED?

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

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). See below for more guidance on random encounters.

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

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 level range when they begin the adventure:

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

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

MIXED-TIER PARTIES? WUSSAT?

Unless the adventure specifically says otherwise, characters of different tiers can adventure together providing each character's level falls within the

adventures listed level range. Characters playing DD-series adventures however are prohibited from adventuring in mixed-tier parties.

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

HOW DO MULTIPLE SESSION ADVENTURES WORK?

Whether due to time constraints, or adventure length—some adventures are divided into 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 play other adventures (including other multiple-session adventures) between sessions.

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

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

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

GAINING LEVELS BETWEEN SESSIONS

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

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

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

IS THERE OFFICIAL ADVENTURE ERRATA?

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

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

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

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

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

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

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

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

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

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

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

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

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

WHAT ABOUT SUGGESTIONS ON RUNNING THEM?

Below is an unofficial, community-maintained document that provides suggested corrections, tips, and a wealth of other information helpful for running the adventures.

<http://dndadventurersleague.org/errata>

PART 4. EVENT ORGANIZER QUESTIONS

BECOMING AN EVENT ORGANIZER

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

OBTAINING ADVENTURES FOR YOUR EVENT

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

INTRODUCTORY ADVENTURES (DDIA)

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

DDEX/DDAL ADVENTURES

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

STARTER SET & HARDCOVER ADVENTURES

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

WORLD PREMIERS & REGIONAL PREVIEWS

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