



## XANATHAR'S GUIDE TO EVERYTHING

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## GENERAL - MAGIC ITEMS FOR SALE

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Magic items (including *spell scrolls*, *potions*, and so on) aren't for sale without specific campaign documentation at this time. However, *potions of healing* may be purchased for their listed price in the Player's Handbook.

## CHAPTER 1 - CHARACTER OPTIONS

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### CLERIC

- **New Domains.** If a character uses one of these domains, they must choose a deity from the list in the domain's description. This deity must be a valid option for Faerun (consult the deity lists as noted in the FAQ).
- **Blessing of the Forge.** The modified item is not tradeable and is not considered to be a permanent magic item
- **Channel Divinity: Artisan's Blessing.** The item created follows the normal rules for exchange and sale of mundane treasure.

## CHAPTER 2 - DUNGEON MASTER'S TOOLS

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These new rules (Simultaneous Effects, Falling, Sleep, Adamantine Weapons, Tying Knots, Tool Proficiencies, and Spellcasting) are not currently required for Adventurers League play at this time. However, a DM or player that has access to these new rules may use them at the DM's discretion.

### RANDOM ENCOUNTERS

The rules for random encounters are not currently available for Adventurers League play.

### TRAPS

Experience point rewards for interacting with traps are denoted inside an adventure. The table in this book neither replaces that guidance nor does it implement those rewards if they do not already exist.

### DOWNTIME REVISITED

The downtime options presented here are not usable in Adventurers League play at this time

### AWARDING MAGIC ITEMS

Magic items are awarded as provided in the ALDMG.

### COMMON MAGIC ITEMS

These common magic items do not increase a character's permanent magic item count.

## APPENDIX A - SHARED CAMPAIGNS

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These rules are not part of the D&D Adventurers League at this time.

## ERRATA (PROVIDED BY WIZARDS OF THE COAST)

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- **Arcane Shot.** In the second paragraph of this feature, change "a magic arrow" in the first sentence to "an arrow."
- **Path of the Ancestral Guardian** features. In this table, each instance of "d8" should be "d6" to match the text in the Spirit Shield feature.

## IN CLOSING

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When in doubt, check the newest [Player's Guide](#), [Dungeon Master's Guide](#), and the FAQ (located inside both of those links).