



FREQUENTLY ASKED QUESTIONS
VERSION 9.1

AVERNUS RISING
A Campaign Supporting
BALDUR'S GATE: DESCENT INTO AVERNUS



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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 no longer used for Adventurers League play.

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.

Campaign Adventures. These are the non-hardcover DD-series adventures belonging to the current storyline season. The Season 9 Campaign Adventures are titled "*Avernus Rising*."

DDEX, DDAL Adventures. These are short, two-to-eight-hour module-style 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 (Community-Created Content). These are produced by independent organizations for use at local conventions and other community events. While they are initially exclusive to the convention that commissioned their production, they are purchasable via the Dungeon Master's Guild within six months of release.

DDIA Adventures. These adventures support the release of hardcover Wizards of the Coast products. If the product in question is an adventure, then the introductory adventure is typically a short adaptation of a single chapter from that product. Otherwise, the

adventure is an original adventure that utilizes new content from a non-story product.

DDHC "Hardcover" Adventures. These adventures are officially produced and published by Wizards of the Coast. This category also includes **select** products from the Guild Adept section of the Dungeon Master's Guild at www.dmsguild.com.

Other Content. Sometimes weird things happen, and additional content is made available for play. As a general rule, if it is produced by Wizards of the Coast or the Adventurers League staff, and bears the Adventurers League logo, it counts. However, check the ALCC to see if the product is available for play.

HOW MANY PLAYERS CAN I HAVE AT MY TABLE?

For the best experience, it's recommended that tables have five players—not counting the DM. That said, you can have as few as 3 players and as many as 7. Having more or fewer players is strongly discouraged to prevent a poor play experience.

Players can play one of their own characters at a time. DMs can't play a character.

DMs (or event organizers) may limit the size of their table to any legal table size.

WHAT RULES DO I USE?

All Adventurers League games are played using the fifth edition Dungeons & Dragons rules—house rules and Variant and optional rules, except those listed below, aren't permitted for use.

As an 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 aren't permitted for use in play; the campaign uses the rules as presented in the PHB.

FREQUENTLY-USED ACRONYMS?

The Adventurers League documents use the following terms when referring to various Wizards of the Coast products:

- **PHB.** *Player's Handbook*
- **PBR.** *Player's Basic Rules*
- **DMBR.** *Dungeon Master's Basic Rules*
- **DMG.** *Dungeon Master's Guide*
- **LR.** *Locathah Rising*
- **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*
- **TOF.** *Mordenkainen's Tome of Foes*

- **AL.** *Adventurers League*
- **ALPG.** *Adventurers League Player's Guide*
- **ALDMG.** *Adventurers League DMG*
- **ALCC.** *Adventurers League Content Catalogue*
- **GA.** *Guild Adept (Season Varies)*
- **GOS.** *Ghosts of Saltmarsh (Season 0)*
- **DRW.** *Dreams of the Red Wizards (Season 0)*
- **TOD.** *Tyranny of Dragons (Season 1)*
- **HDQ.** *Hoard of the Dragon Queen (Season 1)*
- **ROT.** *Rise of Tiamat (Season 1)*
- **EE.** *Elemental Evil (Season 2)*
- **PTA.** *Princes of the Apocalypse (Season 2)*
- **ROD.** *Rage of Demons (Season 3)*
- **OTA.** *Out of the Abyss (Season 3)*
- **COS.** *Curse of Strahd (Season 4)*
- **SKT.** *Storm King's Thunder (Season 5)*
- **TYP.** *Tales from the Yawning Portal (Season 6)*
- **TOA.** *Tomb of Annihilation (Season 7)*
- **WD: DH.** *Dragonheist (Season 8)*
- **WD: DMM.** *Dungeon of the Mad Mage (Season 8)*
- **BG: DIA.** *Descent into Avernus (Season 9)*

VARIANT AND OPTIONAL RULE AVAILABILITY

These optional or variant rules are available for use:

- **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 aren't available for use.

OFFICIAL RULE SOURCES

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

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

Sage Advice/Twitter. Sage Advice (SA) and tweets from the Wizards of the Coast staff are a great barometer for the 'rules-as-intended', in any case. The DM can choose to utilize them at their discretion for rules adjudication.

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

Social Media (Detect Thoughts, Facebook, Google+, Etc.). Rules guidance given by an Admin using the #AL_Admin or #AL_Official hashtag is considered official rules guidance. In time, it may be added to this FAQ. As a matter of practice, the campaign staff doesn't provide official rulings on

general rules unless it impacts or is impacted by the rules of the program at-large.

GUILD ADEPT SEASON IDENTIFICATION

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

ADVENTURE LOGSHEETS

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

NEW LOGSHEET ENTRIES

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.

FACTION KIT AVAILABILITY

While Faction Kits certainly enhance the play experience, their use is optional. They're offered as print-on-demand products there and take some time to receive after you've ordered them, so don't delay.

<https://www.dmsguild.com>

RETROACTIVE GUIDANCE

Only use the most current version of the Adventurers League documents, including the ALPG, ALDMG, the ALCC, and the FAQ.

PART 2. PLAYER QUESTIONS

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.

Some Campaign documentation grants access to rules that are otherwise unavailable. Rules gained this way don’t count as your +1 but don’t grant access to any other rules aside in the resource. For example, if you have a certificate that allows you to create an aarakocra, it doesn’t grant access to the spells that are found in the *Elemental Evil Player’s Companion*.

What is Campaign Documentation? Certificates provide characters with additional rules options other than those listed above (such as allowing a prohibited class/race). These certificates are typically issued by the campaign staff or other employees of Wizards of the Coast.

REPRINTED RULES

The most current version of any rule is used—even if it’s reprinted in another book. This doesn’t, however, expand the options afforded by your choice of +1.

PLAYER USE OF DM MATERIALS:

The following guidance applies in determining what rules from a DM resource are available for players:

Dungeon Master’s Guide. Player use of the DMG resources is limited to the properties of magic items that you might find in your adventures. This means that equipment described in the DMG (poisons, etc.) isn’t available for purchase.

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

Adventures. Player use of adventures is limited to properties of magic items found within as well as the use of complete stat blocks for the purposes outlined for Monster Manual, above.

GUILD ADEPT CONTENT AVAILABILITY

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

BEGINNING PLAY

All characters begin play at 1st level. By DMing and playtesting adventures, however, you earn levels that can be applied to your other characters.

Beginning in Season 9, tier 2 pregenerated characters are available for Adventurers League play. The official tier 2 “pregen” characters are the only tier 2 pregens available for use.

LEVELING OUT OF CONTENT

As a general rule, you can’t postpone advancement in order to participate in a later adventure, nor can you remove a level once applied. If your character advances to 5th level, for example, that character is no longer able to participate in tier 1 adventures.

RACES & CLASSES

BATTLERAGER/BLADESINGER RACE

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

RESKINNING RACES

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

SEASONAL INCENTIVES AND PHB+1

Each season will generally include three traits: a) one available to each character of that season, b) one available to characters of a specific race or class thematically appropriate to the setting, and c) a third for characters ineligible for b).

These benefits aren’t dependent upon your choice of +1, but don’t grant access to any other rules found in that same resource.

AVAILABILITY OF NONSTANDARD FAMILIARS

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

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

LEVEL 20 CHARACTERS

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

Levels. You “gain levels” and earn all of the associated rewards (such as downtime) associated with them, but you remain 20th level.

DM Rewards. You can apply DM Rewards to a 20th level character.

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

SKILLS & BACKGROUNDS

CUSTOM BACKGROUNDS

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

LEARNING 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.

EQUIPMENT, GOLD, & MAGIC ITEMS

PURCHASING MUNDANE EQUIPMENT

Characters can purchase any equipment found in any resources available as a +1 (see ALPG). They can also purchase any spell components necessary to cast any spells in these same resources.

Unless specifically described as otherwise in an adventure or other resource, armor is made of the materials described in the PHB.

GOLD LIMIT LIMITATIONS

With the exception of gold earned by selling starting equipment, and except as otherwise specified, **all** gold your character obtains counts towards your Gold Limit. Including, but not limited to, gold earned hourly (see ALPG), by selling items (such as those found by adventuring or those created by crafting, spells or class features), and that earned via DM Rewards.

MAGIC ITEM LIMIT LIMITATIONS

Except as otherwise specified, **all** permanent magic items that your character possesses counts towards their Magic Item Limit except items of common rarity and story items.

Magic Item Count. Some items have verbiage that exempt them from “Magic Item Count.” This is an older term that, while similar, is different than Magic Item Limit. Any rule prior to this FAQ that exempts a

magic item from a **count** or other similar rule is rescinded.

MAGIC ITEMS CATEGORIES

All magic items are categorized as either:

Consumable Magic Items. Scrolls, potions, *soul coins* (special magic items found in *Baldur’s Gate: Descent into Avernus*), and magical ammunition.

Permanent Magic Items. Any magic items that aren’t consumable magic items—including those that have a limited number of charges or uses.

MAGIC ITEMS FOUND DURING AN ADVENTURE

Your group must decide who keeps any **consumable** magic items they find. If you can’t come to an agreement, your DM determines the item’s winner randomly (usually by a die roll). Also, any permanent magic items found during the session are removed. Once this happens, you can do any of the following:

- **Forgo an Item.** Forgo any of the permanent magic item found during the session.
- **Keep an Item.** Keep any of the permanent magic items your group found (provided your Magic Item Limit accommodates it).
- **Replace an Item.** Replace a permanent magic item your character possesses with a permanent magic item your group found.
- **Abandon an Item.** Remove an item your character already possesses.

Your character loses any magic items that they forgo, replace, or abandon; they can’t be reclaimed later.

CHOOSING MAGIC ITEMS

If an adventure specifically allows you to choose a magic item, your choice must be from either the DMG or the adventure that awards the item. If the adventure doesn’t specify a rarity, the item must be tier appropriate to your character. If you’re allowed to choose an item of a specific rarity, you can choose one of a lesser rarity. For example, if you are awarded a rare consumable magic item, you can choose an uncommon one instead.

Additionally, if you’re able to choose the type of a magic item, you can only choose a type (longsword, longbow, studded leather, etc.) that is otherwise available for purchase.

TIER APPROPRIATE ITEMS

Some rewards award a tier appropriate magic item to your character. This is determined by your tier compared to the item’s rarity:

Tier	Appropriate Rarity
1	Common, uncommon
2	Common, uncommon, rare
3	Common, uncommon, rare, very rare
4	All

ITEMS WITH PERSISTENT EFFECTS

You can only benefit from a magic item that grants the same permanent benefit once (e.g., *tome of understanding*, *bag of beans*, etc.). This guidance is **retroactive**. Further, items that bestowed a persistent effect (such as a *manual of golems*, via *wishes* from *luck blades*, etc.) count against that character's Magic Item Limit for as long as they retain the benefit—even if they don't own the item or it has lost its magical properties. You can choose to replace or abandon the item as normal, but in so doing, the benefits it conveyed (resistance to damage, ability score increases, etc.) are lost.

Multiclass Characters If abandoning an item would render your character ineligible for multiclassing into a class of which they possess a level, you must rebuild your character's ability scores to qualify for your classes, but can't change any other aspect of the character. For example, a fighter that multiclassed into wizard by increasing their Intelligence to 13 via a *tome of clear thought* must rebuild their ability scores if they remove the tome. At the end of this process, they must have a minimum Intelligence of 13 and either a Strength or Dexterity of 13 (minimum). All other aspects of their character remain unchanged.

CURSED ITEMS

An item whose curse precludes its removal and isn't removed before the session ends **must** be kept by the character at the end of the session. If this would cause the character to exceed their Magic Item Limit, the cursed item replaces one of the character's other items (including other cursed items). Characters can't abandon such an item until the item's curse is removed (via spellcasting services, etc.) Such items owned by other players are returned at the end of the session (though you could trade for it normally).

STORY ITEMS

Characters that find a story item can keep and use the item without it counting against their Magic Item Limit, but only during sessions of the adventure in which the item was found. Only one character at the table can use a story item at a given time. These items **can't** be sold or traded.

PROBLEMATIC ITEMS

Some items are problematic and have been removed from Adventurers League play. While the ALCC addresses items found in adventures, the *deck of many things* is identified here. If you previously found the *deck*, the following guidance applies:

- **You Didn't Draw.** Remove it from your character.
- **You Already Drew.** If you found (and drew) from the deck prior to 25 August 2017, you retain any benefit or penalties you received from it. Future cards can't be drawn from the *deck*.

- **Your Drawing Went Bad.** If you drew the Donjon or the Void card, or were defeated by the avatar of death, your character is removed from play.

UNIQUE MAGIC ITEMS

Items without a specified rarity are of like rarity to items found in the DMG unless they possess additional, mechanical properties **outside** of the Special Features tables on pages 142 and 143 of the DMG. Those items with a rarity but which also possess unusual properties are **unique** and can't be traded.

Any items which don't provide a rarity that also don't have a rarity provided by the ALCC are also considered unique **unless** you have a certificate which establishes its rarity. You must possess an original, physical certificate (i.e., not a photocopy, photograph, scanned copy, etc.) of the certificate from the item in question, specifically from the adventure where it was obtained and it **must** accompany the trade.

CERTIFICATES WITH ERRORS

If an error exists, 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.

ITEMS WITH ADDITIONAL PROPERTIES

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

ATTUNE TO A MAGIC ITEM BY FAMILIARS

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

This doesn't suggest that such creatures **can** attune to magic items. Whether or not a mindless undead creature, for example, can attune to and utilize a magic item is still subject to DM discretion.

TRADING MAGIC ITEMS

In order to trade a magic item, you must have it in your character's possession; magic items held in reserve can't be traded. Similarly, you can't trade magic items without magical properties. They can, however, be replaced with a new one. Your character must be alive in order to trade magic items.

DESTROYING MAGIC ITEMS

Unless the conditions of an item's destruction is specifically stated (talon card from *deck of many*

things, ioun stone, +2 nets, etc.) permanent magic items can't be destroyed. That said, DMs shouldn't make a point of destroying magic items whenever the opportunity presents itself; these situations should be few and far between. Destroyed magic items count against a character's Magic Item Limit until they're removed or replaced at the end of a session.

BAG OF BEANS & MUMMY LORDS

See guidance on giving out magic items and benefiting from an item more than once, above. In this case, the mummy lord has neither a specific loot table nor does it award specific items. As such, you receive no magic items for defeating it.

RENOVN & FACTIONS

RENOVN/FACTION ITEMS

Items gained by virtue of your renown or by being a member of a faction are available upon reaching Adept rank (tier 2). You don't have to take these items, they're just another item available should you want it, and can be removed and replaced normally.

CUSTOM FACTIONS

The omission of a set list of authorized factions is intentional to allow characters to become members of any faction they come across in their adventures beyond the "Big 5." However, this has the added benefit of characters creating their own factions. All of the grounds for suspension of renown benefits still apply, however.

Due to their pronounced role as villains in the *Dreams of the Red Wizards* series of adventures, the Red Wizards of Thay aren't available as a faction.

OTHER REWARDS

REPEATING DOWNTIME ACTIVITIES

Any downtime activity found outside of the *ALPG* and *PHB* can be used only once unless it says otherwise.

DOWNTIME ACTIVITIES AVAILABLE TO DEAD CHARACTERS

The **only** downtime activity available to a dead character or a character that is removed from play is obtaining spellcasting services to return them to play.

SPELLS

AVAILABLE SPELLS

Spells are either a race or class option; they're subject to PHB+1. Characters that can copy spells into a ritual book or spellbook are the exception to this rule and can copy spells from outside of their PHB+1, but only those they find outside of advancement—such as by capturing enemy spellbooks or purchasing scrolls.

A spell must possess a complete spell description for your character to know, scribe, or prepare it.

ITEMS CREATED BY SPELLS

Spells or effects that create items can only create items that are otherwise available for purchase.

REINCARNATION

The DM rolls on the table provided in the spell's description in the *PHB*—the race can't be chosen.

You continue to advance in whatever classes you already possess but may be disqualified from future choices. Some feats, however, have a requisite race. Per the *Player's Handbook*, if you fail to meet a feat's requirements, you can no longer utilize that feat.

PLANE SHIFT, ET. AL.

If your character was transported to another plane and the adventure doesn't provide them with an apparent way to return, the means by which they do so depend on the following three questions:

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

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

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

A. is False. Your character wanders randomly throughout the planes until they make it home—spending 50 downtime days in the process. This cost may be increased in some circumstances.

CLONE

The following guidance applies:

Maturity. A clone isn't mature (and therefore provides no benefit) until the recipient spends a total of 120 downtime days after casting it. These downtime days **needn't** be spent solely for this purpose. However, a vessel used for growing and housing a clone can't be used for another clone until the first clone has been utilized.

SIMULACRUM

Simulacra can't cast *simulacrum*, or any spell that duplicates its effects.

TELEPORTATION CIRCLE

The following guidance applies:

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

Not Just Anywhere. Only *teleportation circles* made at the following locations are permanent:

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

Gaining Access to Other Circles. You may trade knowledge of the location and sequence of a *circle you've created* with someone else, who provides you the location of one in exchange. Both parties to the trade must spend 10 downtime days to complete the trade and learn the circle's sigil sequence, with the following additional guidance:

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

TRUE POLYMORPH

The effects of this spell are **removed** at the end of the adventure or session—whichever happens first.

WISH

The following guidance applies:

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.

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 and expire at the end of the adventure or the session—whichever comes first.

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 It. If a *simulacrum* you have created casts *wish*, both you and your *simulacrum* suffer the stress associated with casting the spell—including the risk of being forever unable to cast *wish* again. The inability to cast *wish* extends to any *simulacrum* you create in the future, as well as *wish* cast by deities via Divine Intervention or other, similar class features.

Table Boundaries. Only characters in your group may benefit from a *wish* that you cast. The benefits don't extend to other groups or tables.

PART 3. DUNGEON MASTER QUESTIONS

EARNING AND REDEEMING DM REWARDS?

DM Rewards provide DMs additional advancement and treasure options, as well as other special rewards such as race or class option unlocks in recognition of the effort required to run D&D Adventurers League games. The exact nature of this reward differs from adventure to adventure (and season to season).

LOGGING 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.

DURATION OF UNREDEEMED REWARDS

You may bank them for a later time or use them immediately at your discretion, but you must apply the entirety of a single DM Reward to the same character.

I'VE GOT PARTY COMPOSITION QUESTIONS!

REQUISITE CHARACTER LEVEL

Each adventure lists a minimum and maximum character level (typically expressed as a level range, such as levels 1-4, or levels 1-15; but may be expressed as Tiers). Whether or not a character outside of this range can participate in the adventure depends on the adventure, itself.

DD-SERIES ADVENTURES

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

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

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

HARDCOVER ADVENTURES

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

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

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

Tiers. Some adventures (such as TYP and DMM) use specific tiers of play for each dungeon instead of a single level range for the entire book. These are identified in the ALCC.

MIXED-TIER PARTIES

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

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

HOW DOES ADVANCEMENT WORK?

Season 9 introduces a new way for your players' characters to advance. Operating on the notion that characters should more easily achieve the level they prefer to play at, whether a player's character levels rests largely on the player; in any case, a player may decline a level that they've earned by adventuring.

Hardcover Adventures. You can award a level whenever you feel it appropriate—to a maximum of one per session. Some adventures provide cues for these sorts of awards, some don't. However, if you don't award them a level, your players' characters earn a level after four hours of play (eight hours at tier 2). In either case, the characters progress in next level at the end of the session.

Module-Style Adventures. Each character gains a level upon successfully completing the adventure, and progress in level at the end of the session. This includes adventures featuring four, 1-hour mini-adventures. Note, however, that this can result in characters advancing outside of the adventure's level range—rendering them incapable of completing other mini-adventures.

AWARDING REWARDS

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.

AWARDING NONMAGICAL TREASURE

As a general rule, mundane equipment and treasure indicated in adventures is ignored—even if listed under a treasure subheading; it's just not found by the characters. Items specifically identified as being found by the characters is the exception to this rule.

Gold. You have freedom in how and when to award gold, but also what form it takes. These gold rewards can be awarded as a pile of coins, a few precious gems or art objects, or even mundane equipment. For example, an orc might have a pouch of filthy coins, a lich a handful of diamonds for use in spellcasting, and a bandit might carry a well-made longsword. Note, however, that awarding mundane items as part or all of an hourly award means that the characters may earn less gold in the long-run, since these items are still sold at half their listed value. Be creative, your players will **absolutely** appreciate it.

AWARDING MAGIC ITEMS

Characters can find magic items that are specifically mentioned in the encounter in which it's found. Any mentions of random magic item tables are ignored. The exceptions to this rule are identified in the ALCC. Magic items are **always** annotated in *italics*. If the item isn't italicized, it isn't a magic item.

MAGIC AMMUNITION QUANTITIES

Parcels of *+X ammunition* are found in lots of 1d6. Any other magical ammunition are individually.

THE ADVENTURES DIRECTS ME/THE PLAYER TO PICK THE ITEM

If an adventure specifically allows the player or the DM to choose an item for their character to unlock, the item selected is chosen from either the DMG or the adventure in which the item is awarded. If the adventure is silent on the rarity of the item, it must be tier-appropriate to the character receiving it.

AWARDING NONSTANDARD ARMOR

Unless specifically mentioned in the adventure or encounter it is found in, armor is made of the materials described in the PHB.

CHAPTERS AS ONE-OFF ADVENTURES

Chapters of hardcover adventures can be run in one-of sessions, but not individual encounters. This rule is designed to facilitate play.

HOW DO MULTIPLE SESSION ADVENTURES WORK?

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

REPLAYING CONTENT

Characters can't replay content but may continue content that they didn't complete. That is, if a game

runs exceedingly long and all players and the DM agree to meet the following weekend to pick up where they left off and finish the game. If this occurs, appropriate entries should be entered on logsheets to reflect this. Replaying a portion of an adventure you want to replay **isn't** permitted.

LOGGING MULTI-PART SESSIONS

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

PLAYING CONTENT BETWEEN SESSIONS

Characters can play other adventures (including other multiple-session adventures) between sessions. At the start of each new adventure, the character's hit points, hit dice, and other consumable resources are restored to full; however, the character will begin play suffering the effects of any diseases, toxins, curses, or other maladies that weren't removed at the end of the adventure.

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

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

LEVELING BETWEEN SESSIONS

Since characters may play side module-style adventures between sessions of a multiple-session hardcover adventure, they may very well gain levels between sessions.

While the character gains the full benefit of leveling in between sessions, expended hit points, spell slots, and other consumable resources don't refresh between sessions until the character rests.

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

OFFICIAL ADVENTURE ERRATA

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

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

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

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

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

DDEP05-01 The Iron Baron. The Flameborne Armor story award allows the creation of a new suit of armor with a maximum market value of 750 gp. The effect of the story award can't be combined with other suit of magical or mundane armor—it is the creation of an entirely new suit of armor.

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

WHAT ABOUT SUGGESTIONS ON RUNNING THEM?

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

<http://dndadventurersleague.org/errata>

PART 4. EVENT ORGANIZER QUESTIONS

BECOMING AN EVENT ORGANIZER

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

OBTAINING ADVENTURES FOR YOUR EVENT

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

INTRODUCTORY ADVENTURES (DDIA)

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

DDEX/DDAL/CCC ADVENTURES

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

STARTER SET & HARDCOVER ADVENTURES

Lost Mine of Phandelver and hardcover adventures produced by Wizards of the Coast are legal for Adventurers League play unless specified as otherwise in the Adventurers League Content Catalog (ALCC). These adventures are best suited for tables which meet regularly (such as private games), but can easily be scheduled in your weekly Adventurers League games, should you choose to do so.

WORLD PREMIERS & REGIONAL PREVIEWS

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

<http://bit.ly/DnDALPremier>

PART 6. CHANGELOG

V9.1

- Added *Locathah Rising*
- Gold Limit Limitations (selling starting equipment does not count towards Gold Limit)
- Multiclass characters (those who remove tomes/manuals)
- Unique Magic Items (clarifying wording on unique items)

v9.0

- Removed references to advancement checkpoints and incorporated guidance regarding Season 9 advancement rules.
- Removed references to treasure checkpoints and incorporated guidance regarding Season 9 magic item rules.
- Revised DM Reward guidance.
- Added guidance rendering the phrase “magic item count” obsolete. Any verbiage rendering an item exempt from magic item counts or similar, outdated mechanics is obsolete.
- Added new resources to acronym list.
- Applied limitations to *creation*, *fabricate*, and *wish* as they apply to generating gp; the gp generated in this way is subject to a character’s GP Limit.