



ADVENTURERS LEAGUE™

PLAYER'S GUIDE

VERSION 4.0



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Credits

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WHAT IS THE D&D ADVENTURERS LEAGUE?

The D&D Adventurers League is an ongoing official organized play campaign for DUNGEONS & DRAGONS®. It uses the fifth edition of the DUNGEONS & DRAGONS rules, and features the Forgotten Realms® setting. You can play D&D Adventurers League games anywhere. You can create a character and bring that character to any D&D Adventurers League game.

D&D Adventurers League games can be public, in-person play events, but they can also be played at home or in another private setting of your choosing. Typical venues for these events are game and hobby stores, conventions, public-accessible game day events, libraries, your home, or anywhere you gather to play a D&D Adventurers League game.

HOW TO USE THIS GUIDE

The *D&D Adventurers League Player's Guide* is a comprehensive guide to all the rules used by players for official games. A separate document contains important information for Dungeon Masters and organizers.

When there are differences between the rules and guidelines here and in other sources, the rules here take precedence for D&D Adventurers League play.

This guide is divided up into two parts:

- **Part 1** is about creating and advancing a character. It covers what rules are allowed for characters and how to advance characters after playing adventures.
- **Part 2** contains resources and other information that you might find handy. It also contains a list of frequently asked questions.

WHAT YOU NEED TO PLAY

In order to participate in D&D Adventurers League games, you'll need the following:

- **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast web site. It contains all the basic rules of the game, and you can create a character with it. Additional options for characters are available in the fifth edition *Player's Handbook* and the *Sword Coast Adventurer's Guide*.
- **A character sheet.** You can use an official D&D Adventurers League character sheet, or any other D&D character sheet that suits you.
- **A D&D Adventurers League adventure logsheet.** You'll use this to record each session of play, keeping track of your experience, treasure, and other notes.
- **A DCI number.** This is an official Wizards of the Coast organized play number. It's obtainable at public events; ask the organizer for one the first time you play. DCI numbers can also be acquired online by following the instructions provided [here](#).

STORYLINE SEASONS

Every few months, D&D Adventurers League begins a new storyline season. The storyline season provides a theme and plot elements that connect several

D&D ADVENTURERS LEAGUE MISSION

D&D Adventurers League events must:

- Be inclusive of players of all backgrounds
- Foster a welcoming atmosphere focused on fun
- Use only approved adventure content

adventures together to form a campaign. The current storyline season is called *Curse of Strahd*.

Storyline seasons provide continuity to play. In addition, the rotation of a storyline season provides a time to begin new characters, update rules documents, and start new adventures. You can always continue playing an existing character through multiple storylines, as long as your character meets the level requirement for the adventures.

PART 1: CHARACTERS

This section contains information on creating and advancing characters for play in the D&D Adventurers League.

ALLOWED RULES

Characters originating during the *Curse of Strahd* storyline season can use the following rules for character options:

- D&D *Basic Rules* (all rules except rolling ability scores and hit points, rolling for starting wealth, some alignment restrictions)
- D&D *Player's Handbook*™ (all rules except rolling ability scores and hit points, some alignment restrictions)
- *Curse of Strahd*™ appendix A
- *Monster Manual*™ appendix A (beasts only)
- *Sword Coast Adventurer's Guide*™ (see the sidebar)

Official documentation, such as a D&D Adventurers League certificate, **might provide exceptions** to the allowed rules. Spells, race, or class features in the allowed rules that specifically reference a creature not found in the allowed rules in order for them to function properly are also an exception to these rules.

CHARACTER CREATION

To create a character for the D&D Adventurers League, follow the steps below. Special exceptions and unique rules as applicable to the D&D Adventurers League are noted within each section.

Characters begin play at **1st level**.

CHOOSE A STORY ORIGIN

Select your story origin for your character. Most of the time, this is simple—it's your starting adventure's storyline season. Your choice of story origin tells you what rules you can use for character options. You can choose any available story origin, even if you plan on playing in another storyline.

The following story origins are currently available:

- *Rage of Demons*
- *Elemental Evil*
- *Tyranny of Dragons*
- *Curse of Strahd*

For the *Tyranny of Dragons*, *Elemental Evil*, and *Rage of Demons* story origins, see "Past Story Origins" at the end of this document.

CHOOSE A RACE

All races available in your rules for character options are allowed for play, including the uncommon races.

Variant Human Traits. If you are playing a human, you are allowed to use the variant traits, as presented in chapter 2 of the *Player's Handbook*.

SWORD COAST ADVENTURER'S GUIDE

All sidebars and optional rules in the *Sword Coast Adventurer's Guide* are legal for D&D Adventurers League play, with the exceptions noted here. The following rules options are either not allowed, or are restricted in some way:

- The Winged variant granting a fly speed for tieflings is not legal for D&D Adventurers League play. Cosmetic wings from the Appearance variant that don't grant a fly speed are fine.
- Races or other options that are mentioned but whose rules are found in another source (for example, aasimar and genasi) do not become legal without other campaign documentation unless that source is also legal for your character's story origin.
- You can indicate that you are a member of a rare elf subrace for the purpose of roleplaying, but you can use only the subrace traits for elves given in the *Player's Handbook*.
- You must be a dwarf to take the Path of the Battlerager primal path, and you must be an elf to take the Bladesinging arcane tradition.
- The inheritor background requires additional guidance. You can roll on the random table provided in the *Sword Coast Adventurer's Guide* as normal, but any item you choose must be a nonconsumable item found in the *Player's Handbook* worth 75 gp or less. Whether you choose to roll randomly or to pick your inheritance, your inheritance can be entirely mundane or possess a minor magical quirk. If you wish your item to have a minor magical quirk, you can choose either to have it glow with the light of a candle, or you can select an option from the What Quirk Does It Have? table in the *Dungeon Master's Guide*.

CHOOSE A CLASS

All classes and character options within each class available in your rules are allowed for play.

Deities. D&D Adventurers League storylines are set in the Forgotten Realms, and as such, people worship the deities of that world. If you would like your character to worship a deity, you can choose one from the list of Forgotten Realms or nonhuman deities presented in appendix B of the *Player's Handbook* or the D&D *Basic Rules*, or from the expanded lists of Faerûnian deities in chapter 1 of the *Sword Coast Adventurer's Guide*. Clerics and characters with the Acolyte background must choose a deity from one of these lists. If you're a cleric, you can choose one of the deity's suggested domains or the Life domain. The Death domain is not allowed unless that rules option is available for your storyline season.

DETERMINE ABILITY SCORES

You can generate your character's ability scores using one of the following methods:

- Standard set (15, 14, 13, 12, 10, 8)
- Customizing ability scores variant (*Player's Handbook* chapter 1)

After assigning ability scores, apply your racial benefits to derive your starting ability score at 1st level. You **cannot** roll your ability scores.

DESCRIBE YOUR CHARACTER

Select the following additional details to help define your character, as presented in your allowed rules:

- Name
- Alignment
- Ideals
- Bonds
- Flaws
- Background (select one or create a custom one)
- Faction (optional)

STARTING LIFESTYLES

Your starting lifestyle is determined by your background. You can change your lifestyle (up or down) when you spend downtime days for activities.

STARTING LIFESTYLES

Background	Starting Lifestyle
Acolyte	Modest
Charlatan	Comfortable
City watch*	Modest
Clan crafter*	Comfortable
Cloistered scholar*	Modest
Courtier*	Comfortable
Criminal	Poor
Custom	Modest
Entertainer	Modest
Faction agent*	Modest
Far traveler*	Modest
Folk hero	Modest
Guild artisan	Comfortable
Hermit	Poor
Inheritor*	Wealthy
Knight of the order*	Comfortable
Mercenary veteran*	Modest
Noble	Wealthy
Outlander	Poor
Sage	Modest
Sailor	Modest
Soldier	Modest
Urban bounty hunter*	Poor
Urchin	Modest
Uthgardt tribe member*	Poor
Waterdhavian noble*	Wealthy

* Background from the *Sword Coast Adventurer's Guide*.

ALLOWED ALIGNMENTS

D&D Adventurers League play focuses on creating a welcoming, fun environment. Though we recognize that most players are able to portray characters who run

USING PREGENERATED CHARACTERS

If you don't want to create a character right away, that's fine. You can use a pregenerated character to get started, and later on, you can change your character to something that you find more interesting, or modify your existing character. See "Character Advancement" for more information on how this is done.

a wide range of motivations, we've decided to restrict alignment choices to keep groups from becoming too self-destructive. The following alignments are **not allowed** in the D&D Adventurers League:

- Neutral evil
- Chaotic evil

In addition, the following alignment is **restricted** to Lords' Alliance or Zhentarim faction characters only:

- Lawful evil

FACTIONS

When you create a character, or at any time you'd like during your character's adventuring career, you can choose to become a member of a **faction**. A faction is an organization dedicated to achieving its goals through its members' actions across Faerûn, the main continent of the Forgotten Realms. Each faction is distinct, and offers adventurers a chance to earn prestige within its ranks through the acquisition of renown by completing adventures and tasks that further that factions' interest.

Factions persist from storyline to storyline, and are woven into the fabric of current and future narratives in the D&D Adventurers League. Factions each have their own goals, but are not overtly hostile to one another. Faction members might have a dislike of other factions, but they are civilized enough to keep from being completely antagonistic.

If you have your character join a faction, the following rules apply. Joining a faction is optional.

One Faction Only. You can be a member of only one faction at a time. If you ever switch factions or decide to become unaffiliated, you lose all benefits and renown associated with your former faction. The factions aren't kind to traitors or deserters.

No Undermining of Other Characters During Adventures. Adventurers are brought together by common cause, and during an adventure, they're expected to work together to overcome challenges. Though certain factions might find others distasteful, individuals will put that aside and become a team when put in dangerous situations. In short, play nice with each other when things get deadly.

CHOOSE EQUIPMENT

When you create your D&D Adventurers League character for the current season, take **starting equipment** as determined by your class and background. You **cannot** roll for your starting wealth.

Purchasing Items. You can purchase any mundane item found in your rules for character options.

Trinkets. You can begin play with one trinket of your choice from the table in chapter 5 of the *Player's Handbook* or the *Basic Rules*, or you can roll randomly to determine your trinket.

THE ADVENTURE LOGSHEET

In addition to your character sheet, you should have an **adventure logsheet**. This sheet serves as a record of each session of play. Treat your logsheet as an extension

of your character sheet; it is your official record of your character!

Fill in the top of the logsheet prior to playing your first adventure. At the end of each session of play, fill in all information provided, even if your character didn't earn some of it (simply put a "0" on those lines).

A digital version of the logsheet is acceptable, but you must be able to show your logsheet to the DM. A paper backup copy is advisable in case of technical issues.

Most of the information on the sheet is self-explanatory, but a few items bear additional explanation.

XP. You begin play with 0 experience points (XP).

Gold. You begin play with whatever gold pieces (gp) you had after you purchased your initial gear. You can express silver pieces (sp) and copper pieces (cp) by using decimals.

Downtime. At the end of each adventure, your character will earn days of downtime, which you can spend on different downtime activities. Your Dungeon Master will tell you how much downtime each adventure earns. You begin with 0 downtime days.

Renown. You begin play with 0 renown points in your faction. If you do not have a faction, you do not track renown (just fill all the lines with "0").

Magic Items. Record the number of permanent magic items your character possess here; record the name of the item in the adventure notes area. You begin with 0 permanent magic items.

Adventure Notes/Downtime Activity. Use this space to record notes from the adventure. At a minimum, you should write down any magic items gained (permanent or consumable). If you're spending downtime, note what activity you're engaged in.

ADVENTURES AND EPISODES

An **adventure** is defined as a complete game activity with a beginning, middle, and end. Adventures can last anywhere from one session to multiple sessions. An **episode** (sometimes also known as a **chapter** or **part**) is a single-session or multisession play experience that is part of a larger adventure. Episodes are often the foundation of for-sale adventure products such as *Hoard of the Dragon Queen*.

BEFORE EACH PLAY SESSION

Once you've sat down and are waiting to begin a D&D Adventurers League game, here are a few pregame tips to get ready:

- Introduce yourself to your fellow players and the Dungeon Master (DM). You can describe what kind of character you're bringing to the table (race, class, faction, flaw, and so on), so the other players know what to expect.
- Fill out the first part of your adventure logsheet, including the adventure name, session number, date, the DM's name, and the DM's DCI number.
- Select spells and make any other character option choices as appropriate at the start of the adventure, prior to the adventure's introduction. If you want to have the DM read you the adventure description to help inform your choices, that's fine.

REPLAYING ADVENTURES

You can replay the same adventure, but you must do so with a different character each time. If you run an adventure as Dungeon Master, you can play it afterwards.

- When the DM is ready, let him or her know if you're taking part in a downtime activity before the beginning of an episode or an adventure.
- If you are participating in an online game, you need to be able to provide your DM with a PDF, a scan, or an online version of your logsheet, just as you would for a face-to-face game. A digital logsheet must be clearly legible (no blurry photos).

DURING EACH PLAY SESSION

While playing, here are a few tips to make your game experience more enjoyable:

- Be courteous to the other players. Let everyone have a chance to take their turns in the spotlight. Don't engage in other distractions at the table (playing mobile games, talking on the phone, and so on). If you need to do something you think might be distracting, excuse yourself from the table for a few minutes.
- Listen and write down notes when appropriate. Sometimes you'll want to remember the name of an important nonplayer character (NPC) or a small detail that seems important to you. You can bring a small notebook with you, use a mobile device, or write on your character sheet or adventure logsheet.
- Provide information to the DM whenever he or she requests it. Though it's fine to keep some information hidden from the other players if you like, the DM needs to get a handle on your character, and often might need to understand details about your character that the rest of the group might not know. You can pass notes if you'd rather not talk about a specific detail in front of the rest of the group.
- Have fun! If you're not having a good time at the table, you should bring it to the DM's attention as soon as possible without disrupting the flow of the game. If you're having an issue with the DM, bring it to the organizer's attention.

AFTER EACH PLAY SESSION

At the conclusion of each play session, you can expect the following:

- Record the rewards given to you by the DM. You should receive experience points (XP), gold (gp), downtime days (end of an episode), renown points (end of an episode), and possibly other special rewards. Record this information on your adventure logsheet.
- If the adventure has magic items, determine as a group how those items are distributed. Information on doing so can be found in the *D&D Adventurers' League Dungeon Master's Guide*.
- Let the DM know if you'd like take part in a downtime activity at the end of an episode or an adventure.

- Thank the other players and the Dungeon Master for the game.
- Help with cleanup of the play area.

If you're playing adventures with multiple episodes (including adventure products like *Lost Mine of Phandelver* or *Curse of Strahd*), you won't be awarded downtime days or renown points until the end of an episode, rather than at the end of each session.

DOWNTIME AND LIFESTYLE

Downtime activities and lifestyle maintenance are done when you're not adventuring. They help to define adventurers outside their normally extraordinary adventures, and can have an impact on how others perceive them.

If you want your character to engage in a downtime activity between episodes or adventures, you have the following options available to you. All of these options are found in the *Basic Rules* or the *Player's Handbook*.

Crafting. You can craft nonmagical objects. However, D&D Adventurers League play does not support multiple characters combining their downtime days toward the crafting of a single item. *Potions of healing* (as listed in the *Player's Handbook*) are treated as nonmagical objects for the purpose of crafting.

Practicing a Profession. You can use this downtime activity to maintain a lifestyle, effectively spending your downtime to keep a standard of living.

Recuperating. If you're affected by a debilitating injury, disease, or poison and you haven't found a way to get rid of it by the end of an episode or an adventure, you can use downtime to attempt to shake it off. If you

DOWNTIME: SPELLCASTING SERVICES

If you finish an episode or adventure, need a spell cast, and have access to spellcasters, you can spend one downtime day (and pay lifestyle expenses) to have an appropriate spell cast. Any settlement the size of a town or larger can normally provide some spellcasting services, which always have a cost associated with them. Your character needs to be able to travel to the settlement to obtain these services. See the *D&D Adventurers League Dungeon Master's Guide* for more information.

Alternatively, another party member can provide the service. Both you and the spellcaster in your party spend one downtime day to have the spells cast. Anyone in the party can pay the cost for consumed material components for spells such as *raise dead*. If your character is raised from the dead during the course of an adventure, he or she can continue to play and gain rewards from that play, but the penalties imposed by the *raise dead* spell apply.

HELP FROM WHO!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is the hag **Jeny Greenteeth**. The *D&D Adventurers League Dungeon Master's Guide* has more information.

EXCHANGING WEALTH

You cannot give another character gold. However, you can pay for some or all of the cost of services that help another character, such as the cost of a *raise dead* spell.

In order to donate funds toward services for another character, you must be in the same party (at the same play table) unless otherwise specified by the adventure.

don't succeed, or if you don't spend downtime days to rid yourself of the condition, you begin the next episode or adventure affected by it.

Training. You can spend downtime days to work toward learning a new language or set of tools.

New Options. See the sidebars for using downtime for spellcasting services and catching up.

Other Activities. Certain adventures might have special downtime activities available, and higher-ranking faction members get access to special downtime activities exclusive to their faction.

RECORDING DOWNTIME

To record your downtime activity, simply deduct the days from your total on your adventure logsheet. Make a note of your downtime activity and the total number of days used toward it in the adventure notes section.

For example, if you wanted to train to learn the Gnomish language and you spent 10 days doing so, you'd write Training: Gnomish (10) after the first time you spent downtime toward this activity, and deduct 10 days from your downtime total. If you spend 5 days later on, you'd write Training: Gnomish (15) in your notes section, and deduct 5 more days from your downtime total.

RECORDING LIFESTYLE EXPENSES

Whenever you engage in a downtime activity, you must pay your lifestyle expenses, as described in chapter 5 of the *Basic Rules* or the *Player's Handbook*. Simply deduct the cost from your gold on your adventure logsheet. You pay lifestyle expenses only when downtime is spent.

It takes a while to increase your lifestyle, but it's easy to reduce it. If you spend one or more downtime days maintaining a lower lifestyle than your current lifestyle, your lifestyle changes to that new lifestyle. If you spend 30 downtime days maintaining a higher lifestyle than your current lifestyle, your lifestyle changes to that new lifestyle.

DOWNTIME: CATCHING UP

Sometimes the rest of your party levels up a bit before you do. Instead of watching them go on higher-level adventures while leaving you at home, you can catch up. When you're catching up, your character is assumed to be going on a small side adventure, such as guarding a caravan or patrolling the wilderness.

Catching up is a special downtime activity only available at 4th level and 10th level, to get your character to the next tier of play. At 4th level, you can spend 20 downtime days to level up to the start of 5th level. At 10th level, you can spend 100 downtime days to level up to the start of 11th level. You still pay lifestyle expenses when you spend downtime catching up.

BUYING AND SELLING ITEMS

At the end of an episode or adventure (and sometimes during an adventure), you can buy or sell mundane items. Any **gems, jewelry, art objects, and trade goods** you find during adventures are automatically converted to their full value in gold and divided up among the adventurers in your group.

Arms, armor, and other equipment fetch half their cost if you sell them. Arms and armor obtained from monsters is worthless unless otherwise specified; if such gear is found during an adventure, it can be used for the duration of the session before it breaks or becomes unusable.

Magic items cannot be sold, and are not generally available for purchase, except for *potions of healing* (see “Adventuring Gear” in chapter 5 of the *Basic Rules* or the *Player’s Handbook*).

RECEIVING MAGIC ITEMS

Magic items are rare and wondrous things, with permanent magic items even more so. At the end of some sessions, your group might have a small number of magic items to divide up among the characters. The Dungeon Master helps the group determine who gets the magic items, but in general, if everyone in the group is in agreement that a specific character should receive a magic item, then that character gets it.

If you receive a magic item, write the item in the adventure notes section of your adventure logsheet. If the item is a **consumable item** (a potion, scroll, or other one-use item), you can also write it on your character sheet, but make sure to erase or cross it out when you use it. If the consumable item possesses a certificate, the certificate must be destroyed if the item is used.

If the item is a **permanent magic item**, write the item in the adventure notes section of your adventure logsheet and on your character sheet. In addition, you’ll need to update the number of magic items noted in the magic item column on the logsheet (above the adventure

CHARACTER REBUILDING

We recognize that many players will start out with a pregenerated character, or might try out a character class, race, or other option, and then decide later on that it wasn’t what they were looking for. As such, characters in the first tier (levels 1–4) can be rebuilt after any episode or adventure.

A player cannot change a character’s name, but can rebuild the character using any other rules options available for that character’s story origin. The character keeps all experience, treasure, equipment, magic items, downtime, and faction renown earned to that point. The character replaces the old starting equipment with the new starting equipment. If a player decides to change his or her character’s faction, that character loses all renown earned with the former faction, and starts at 0 with the new faction.

When a new product is released that provides additional character options, the D&D Adventurers League administrators might announce additional rebuild options, but are under no obligation to do so. Please check dndadventurersleague.org for more information.

Once a character reaches 5th level, rebuilding is not allowed.

CERTIFICATES

Some events offer certificates for magic items or other rewards. Most certificates are representations of an item earned in an adventure. Some magic items have a trade log on them. If you have a certificate of a magic item, it might unlock the ability to trade the item to another character. You **cannot** trade magic items without a certificate. A magic item that is consumable (or that is treated as consumable because it can be recharged only in adventures from a specific storyline season) is not valid for trading even if it has a certificate with a trade log on it.

Characters can trade magic items only on a one-for-one basis, and can trade items only of equivalent rarity. The rarity of each magic item is noted on the certificate. Fill out the trade log to trade the magic item to another character. If a magic item doesn’t have a trade log on it, it **cannot** be traded. Most magic items can be traded a maximum of **two times** before being locked to the last owner.

You do not need a certificate to show you have ownership of a magic item. Your adventure logsheet should have that information. If you lend out your magic items during play to other characters, they revert back to your ownership at the end of the session.

There are also a few special certificates that aren’t obtainable through normal play. These certificates might provide additional benefits or exceptions to some of the rules in this document.

notes). Your total number of permanent magic items helps determine who gets future magic items found in adventures. Permanent magic items that are broken, lost, stolen, discarded, or destroyed still count against your total number of magic items.

Certain rechargeable items can be recharged only within a particular storyline, including items such as *wingwear* and *balloon packs* from the *Elemental Evil* storyline. Such items are treated as consumable items outside that storyline. If you have such an item and are no longer playing in the original storyline, it is now considered a consumable item, and you can lower your magic item count to reflect this.

CHARACTER ADVANCEMENT

A character who earns enough XP to advance a level can do so at the end of a long rest or at the end of an episode or an adventure. XP earned must be applied. Once a character earns enough XP to advance a level, the character must do so; he or she cannot delay advancement. A character who earns enough renown to advance a rank in his or her faction can do so at the end of an episode or an adventure. Note your new level or rank on your character sheet and in the notes section of your adventure logsheet.

Hit Points at Higher Levels. Whenever you gain a level, use the fixed hit point value shown in your class entry. You **cannot** roll your hit points.

Customization Options. If your allowed rules for character options includes the *Player’s Handbook*, you can use the options in chapter 6, including **multiclassing** and **feats**.

LEVELING AND TIERS OF PLAY

Adventures for the D&D Adventurers League are broken into four tiers of play—first tier (levels 1–4), second tier (levels 5–10), third tier (levels 11–16), and fourth tier (levels 17–20). Your character’s level determines which tier of adventures you can play with that character. You cannot play adventures outside your tier.

You can level your character after completing a long rest, or at the end of an episode or adventure. You’ll find that your character will gain levels quickly to 3rd level. After that, it might take twelve hours of play or more to progress from one level to the next. Adventures that take place at level 17 and above are rare, and often reflect significant events in and around the Forgotten Realms.

ADVANCEMENT LIMITATION—CURSE OF STRAHD

Once characters enter Barovia by playing the launch event adventure *Death House*, DDAL4-01: *Suits of the Mists*, or the hardback *Curse of Strahd* adventure, they cannot return to Faerûn. As long as they are trapped in Strahd’s realm, characters cannot participate in any adventure or event that takes place outside Barovia.

PART 2: OTHER INFORMATION AND RESOURCES

This section contains a variety of other topics important to the D&D Adventurers League.

CODE OF CONDUCT

D&D Adventurers League play is meant to be inclusive, fun, and safe. All participants (players, Dungeon Masters, and organizers) are expected to adhere to the following code of conduct:

- Participants must not conduct themselves in a manner that is disruptive to the enjoyment or safety of others at the event.
- Participants noticing disruptive behavior should make those responsible for the behavior aware of their actions. If a participant feels uncomfortable bringing it to the attention of the disruptive individual, the participant should notify the organizer of the event immediately.
- Participants who feel as though they are in an unsafe environment should notify the organizer of the event immediately.
- The Dungeon Master has the right to ask a disruptive player to leave the table and speak with the organizer. The organizer has the right to remove a disruptive or threatening player or Dungeon Master from the play area or premises.
- No tolerance is given for theft or aggressive behavior. Theft and aggressive behavior are grounds for immediate removal from the play area and the premises.

EXAMPLES OF VIOLATIONS

Organizers, DMs, and players alike should maintain an awareness of possible violations to the code of conduct.

DISRUPTIVE BEHAVIOR

- Excessively vulgar or profane language
- Throwing or breaking objects in anger
- Leaving excessive trash in the play area
- Talking over other players excessively
- Demanding more attention from the DM
- Talking on a phone excessively at the table

UNSAFE BEHAVIOR

- Using racial, gender, or cultural slurs against another participant
- Taking inappropriate photos of other participants
- Harassing other participants
- Using social media to bully other participants

AGGRESSIVE BEHAVIOR

- Threatening to hit other participants
- Tearing up another player's character sheet
- Pulling out another participant's chair, causing the player to fall
- Intentionally turning over a table

THEFT

- Stealing books, miniatures, or other products
- Stealing another participant's certificates

- Taking another participant's dice without asking permission
- Stealing organizer or DM materials, such as table tents, maps, and adventure documents

ORGANIZER RESPONSE

An organizer who has code of conduct violations brought to his or her attention should resolve the manner quickly and professionally, with minimal disruption to the event if possible. The responses given here are guidelines, and if the situation calls for a more or less serious response to resolve a situation, the organizer is empowered to take appropriate action.

Disruptive behavior can be dealt with by the Dungeon Master upon first offense by issuing the participant a warning. Upon being issued a second warning, the Dungeon Master should notify the organizer of the event. If the Dungeon Master is engaging in disruptive behavior, a player should immediately inform the organizer.

Unsafe behavior is more serious, and the Dungeon Master or other participants have the right to notify the organizer immediately. The organizer should issue a warning for the first offense, and remove the player from the table or play area upon any subsequent offenses.

Theft and aggressive behavior are grounds for an immediate removal from the play area and/or premises and should always be brought to the organizer's attention immediately.

ADMINISTRATION

The D&D Adventurers League is like a large shared-world campaign, and as such, it needs many people to help keep it running smoothly. Unlike a home game, where the Dungeon Master makes all the campaign decisions, the administrators of the D&D Adventurers League set the rules and structure for it. These individuals are considered official voices for the D&D Adventurers League on certain topics.

THE WIZARDS TEAM

The team at Wizards of the Coast includes the D&D product marketing specialist as well as other key members of the D&D team. They are responsible for making decisions that affect the overall strategy of the D&D Adventurers League, such as the way products tie into play, setting policy and procedure, adjusting programs, and ensuring global support through play kits and special events. The current team members are noted in the credits of this guide.

The Wizards team doesn't usually involve itself on specific rulings, instead focusing on implementing broad changes and adjusting the system to fit the needs of the community. However, the Wizards team is always on the lookout for quality feedback, which can be sent to the contact information in the "Links and Resources" section of this guide, or through our [Game Support team](#).

ADMINISTRATORS

Our administrators oversee the day-to-day management of the D&D Adventurers League. They communicate directly with the public, develop adventures, and make policy and rules recommendations to the Wizards team. In addition, they can be considered an official source for rulings on how something works in the D&D Adventurers League.

Each administrator position occupies a primary role—community manager, resource manager, and content manager. There is one person in each position, with another person as an associate administrator—a backup position to help out when the primary administrator needs it. These six individuals form the administrator council, and work together on most projects that guide the D&D Adventurers League. The current administrator team members are noted in the credits of this guide. You can give feedback to the administrators by contacting them at community@dndadventurersleague.org or check out the contact information in the “Links and Resources” section of this guide.

REGIONAL COORDINATORS

Regional coordinators are helpful, organized individuals who facilitate and promote play in their assigned regions. These individuals work with the administrators to help grow events and excitement in their regions. The regional coordinators can direct interested players, DMs, and organizers to the appropriate resources and give them information on current events in their assigned areas. They also determine which public events receive regional previews of upcoming adventures.

See a list of regions in the “Links and Resources” section of this guide. If you’re interested in becoming an organizer for your region, please [contact the administrators](#).

ORGANIZERS

Organizers serve as the primary facilitators of public events, from one or two tables at a small store to a huge convention experience with hundreds of players gaming at the same time. They are often associated with stores or conventions, and are there to take feedback and make sure you have fun participating while at the event. In addition, organizers often appoint one or more among them as appeals staff in case a player challenges a DM ruling after a session has concluded.

DUNGEON MASTERS

Dungeon Masters are an important link in the administrative chain. They represent the D&D Adventurers League at the play table, and are responsible for making adjudications on behalf of the organization while running the game. A DM’s ruling at the table is considered final for the purpose of that play session.

ADVENTURE CONSEQUENCES

The D&D Adventurers League is an ongoing, shared-world campaign in which your actions can affect the course of the story. If you play a D&D Adventurers League adventure in the month in which it debuts, you might have the opportunity to report the results of your play. You’ll receive information with a link to take a short survey to tell us of your exploits.

We’ll use the adventure results to make changes to the storyline based on significant, interesting, or popular feedback from play. After each storyline has concluded, we’ll build in the results to affect change to the Forgotten Realms.

The adventures for the *Curse of Strahd* storyline season feature tightly interwoven plots, and it is strongly recommended that you play them in order. Once you complete the launch event adventure *Death House*, you can choose to continue with the hardback *Curse of Strahd* adventure or switch to the D&D Adventurers League adventures starting with DDAL4-02: *The Beast*. DDAL4-01: *Suits of the Mists* is restricted to characters of level 1 or 2, and presents another path into this season’s storyline.

Check the “Links and Resources” section of this guide for a link to the adventures available during the current storyline season, as well as their debut locations.

PLAYTESTING ADVENTURES

If a group playtests a D&D Adventurers League adventure, you’ll be asked to fill out a short survey on your experience. Please take a few minutes to fill out the survey; that feedback is invaluable to shaping the final adventure’s experience.

Playtesting an adventure involves playing one of your existing characters in a not-quite-ready-for-release adventure. After the adventure is finished, you’ll receive a link to a survey to give us feedback. By playtesting the adventure, you do so with the understanding that the final adventure can and will change (based probably on your feedback). Playtesting an adventure modifies the type and amount of rewards your character earns, as specified during the playtest. You can replay the adventure with the same character once the final adventure is released.

If your group would like to help develop the D&D Adventurers League adventures by playtesting with us, simply [contact the administrators](#) and we’ll get you and your group on the list. You’ll need to have at least one DM and four to six players to playtest (five players is best).

FACTION GUIDE

In the Forgotten Realms, five factions have risen to prominence. These factions seek to further their own aims while opposing destructive forces that threaten the folk of Faerûn. Each faction has its own motivations, goals, and philosophy. Some are more heroic than others, but all band together in times of trouble to thwart major threats.

Factions are an important part of the D&D Adventurers League experience, but characters don't have to become a member of a faction right away, or at all. Belonging to a faction sometimes means having responsibilities, but it also carries with it support and rewards for service.

If you ever switch factions or leave a faction, you lose all ranks and renown with the old faction, and must start at rank 1 with zero renown with your new faction.

HARPERS

The **Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive. Bards and wizards of good alignments are commonly drawn to the Harpers.



GOALS

- Gather information throughout Faerûn.
- Promote fairness and equality by covert means.
- Thwart tyrants and leaders, governments, and organizations that grow too powerful.
- Aid the weak, poor and oppressed.

BELIEFS

- One can never have too much information or arcane knowledge.
- Too much power leads to corruption. The abuse of magic, in particular, must be closely monitored.
- No one should be powerless.

MEMBER TRAITS

Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.

RANKS

- **Watcher** (rank 1)
- **Harpshadow** (rank 2)
- **Brightcandle** (rank 3)
- **Wise Owl** (rank 4)
- **High Harper** (rank 5)

ORDER OF THE GAUNTLET

The **Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous. Clerics, monks, and paladins of good (and often lawful good) alignments are commonly drawn to the Order of the Gauntlet.



GOALS

- Be armed and vigilant against evil.
- Identify evil threats such as secretive power groups and inherently evil creatures.
- Enforce justice.
- Enact retribution against evil actions—do not strike preemptively.

BELIEFS

- Faith is the greatest weapon against evil—faith in one's god, one's friends, and one's self.
- Battling evil is an extraordinary task that requires extraordinary strength and bravery.
- Punishing an evil act is just. Punishing an evil thought is not.

MEMBER TRAITS

The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice and honor. Friendship and camaraderie are important to members of the order, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, “lone wolves” in this organization.

RANKS

- **Chevall** (rank 1)
- **Marcheon** (rank 2)
- **Whitehawk** (rank 3)
- **Vindicator** (rank 4)
- **Righteous Hand** (rank 5)

EMERALD ENCLAVE

The **Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy, and reclusive. Barbarians, druids, and rangers of good or neutral alignments are commonly drawn to the Emerald Enclave.



GOALS

- Restore and preserve the natural order.
- Destroy all that is unnatural.
- Keep the elemental forces of the world in check.
- Keep civilization and the wilderness from destroying each other.

BELIEFS

- The natural order must be respected and preserved.
- Forces that upset the natural order must be destroyed.
- Civilization and the wilderness must learn to coexist peacefully.

MEMBER TRAITS

Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.

RANKS

- **Springwarden** (rank 1)
- **Summerstrider** (rank 2)
- **Autumnreaver** (rank 3)
- **Winterstalker** (rank 4)
- **Master of the Wild** (rank 5)

LORDS' ALLIANCE

The **Lords' Alliance** is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political. Fighters and sorcerers of lawful or neutral alignments are commonly drawn to the Lords' Alliance.



GOALS

- Ensure the safety and prosperity of cities and other settlements of Faerûn.
- Maintain a strong coalition against the forces of disorder.
- Proactively eliminate threats to the established powers.
- Bring honor and glory to one's leaders and one's homeland.

BELIEFS

- If civilization is to survive, all must unite against the dark forces that threaten it.
- Fight for your realm. Only you can bring honor, glory, and prosperity to your lord and homeland.
- Don't wait for the enemy to come to you. The best defense is a strong offense.

MEMBER TRAITS

In order to seek out and destroy threats to their homelands, agents of the Lords' Alliance must be highly trained at what they do. Few can match their skills in the field. They fight for the glory and the security of their people and for the lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members "play nice" with one another, which requires a certain measure of diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.

RANKS

- **Cloak** (rank 1)
- **Redknife** (rank 2)
- **Stingblade** (rank 3)
- **Warduke** (rank 4)
- **Lioncrown** (rank 5)

ZHENTARIM

The **Zhentarim** is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn. The organization is ambitious, opportunistic, and meritocratic. Rogues and warlocks of neutral and/or evil alignments are commonly drawn to the Zhentarim.



GOALS

- Amass wealth.
- Look for opportunities to seize power.
- Gain influence over important people and organizations.
- Dominate Faerûn.

BELIEFS

- The Zhentarim is your family. You watch out for it, and it watches out for you.
- You are the master of your own destiny. Never be less than what you deserve to be.
- Everything—and everyone—has a price.

MEMBER TRAITS

A member of the Zhentarim thinks of himself or herself as a member of a large family, and relies on the Black Network for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence. The Black Network is a meritocracy. As a whole, it promises "the best of the best," although in truth, the Zhentarim is more interested in spreading its own propaganda and influence than investing in the improvement of its individual members.

RANKS

- **Fang** (rank 1)
- **Wolf** (rank 2)
- **Viper** (rank 3)
- **Ardragon** (rank 4)
- **Dread Lord** (rank 5)

FACTION ADVANCEMENT AND BENEFITS

As a character allied with one of the factions goes on adventures, he or she earns renown for accomplishing tasks that align with the faction's goals. This is expressed in the awarding of **renown points** at the end of an episode or adventure. Completion usually earns 0 renown (no interest to the faction), 1 renown (some interest to the faction), or 2 renown (great interest to the faction). Each faction can award different renown points to adventurers.

As characters earn renown, they progress in the ranks of their factions, granting them greater authority and additional benefits.

FACTION ADVANCEMENT

Rank	Renown	Other Requirements
1	0	—
2	3	—
3	10	5th level, 1 secret mission
4	25	11th level, 3 secret missions
5	50	17th level, 10 secret missions

RANK 1: INITIATE

This is the rank a character receives when first joining a faction. It is available at character creation or any time the character wishes to join.

Participate in Faction Activities. You can participate in any activities that are considered faction-specific for your faction.

Earn Renown. You can earn renown points in your faction and advance in rank.

Receive Your Faction's Insignia. All new faction members receive an insignia of their faction, fashioned into a wearable or held item.

FACTION INSIGNIAS

Faction	Item
Harpers	Pin
Order of the Gauntlet	Pendant
Emerald Enclave	Leaf clasp
Lords' Alliance	Signet ring (symbol palm side)
Zhentarim	Gold coin (stamped symbol)

RANK 2: AGENT

Rank 2 characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility.

Secret Missions. During certain adventures, you might be given the opportunity to undergo a secret

BAROVIA AND THE FIVE FACTIONS

Once the adventurers enter Barovia, all contact with their factions is severed. Only after characters return to Faerûn will the tales of their deeds be spread, allowing any renown points earned during the season to be processed. While the characters are in Barovia during the current storyline season, they cannot gain in rank or undertake secret missions.

mission on behalf of your faction. Completion of these missions might earn you additional benefits.

Apprenticeship to an Adventurer Mentor. Your character can be apprenticed to another higher-ranking adventurer from your faction. The benefits of this apprenticeship will become available when rank 4 benefits are released.

RANK 3: STALWART

Rank 3 characters are reliable faction members, entrusted with many secrets and deserving of additional support during adventures.

Faction Downtime Activity. You gain access to a faction-specific downtime activity that gives you additional benefits when you use it. If your faction has any specific downtime activities for the current storyline season, they can be found in the *D&D Adventurers League Dungeon Master's Guide*.

RANK 4: MENTOR

Rank 4 characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank.

Become a Mentor. You can designate other rank 2 or 3 characters as your charge. You can have multiple charges if you wish. The benefits of this will be released when high-level play becomes available.

RANK 5: LEADER

Rank 5 characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions.

Become a Faction Leader. You gain the ability to make decisions on behalf of your faction and influence current and future faction direction. The benefits of this will be released when high-level play becomes available.

FREQUENTLY ASKED QUESTIONS

Where do I find a place to play?

Your best resource is the [Store and Event Locator](#), which shows local game stores near you running D&D Adventurers League games.

If you don't have a local store, you might check social media groups such as Facebook, Google Plus, and Meetup to look for public D&D Adventurers League events near you. In the future, we'll have regional D&D Adventurers League event groups set up to help as well.

If my store finishes launch event content, what do we do?

You can pick up a copy of the for-sale product and begin playing through the main storyline for the season. Alternatively, if you're playing in a store, you can schedule additional premiere play events and get access to the D&D Adventurers League adventures through your core hobby retailer. Otherwise, you can purchase those adventures from the Dungeon Masters Guild (www.DMsGuild.com) for play outside of your core hobby store.

What is the ideal path for a character in the D&D Adventurers League?

We recommend any of the following paths to maximize your enjoyment of the D&D Adventurers League play experience:

- Start with *Lost Mine of Phandelver*. When finished, move onto play of levels 5 to 10 through D&D Adventurers League adventures.
- Start with the launch event adventure, *Death House*, and then continue playing through the *Curse of Strahd* adventure.
- Start with the *Curse of Strahd* storyline adventure DDAL4-01: *Suits of the Mists*, then continue with the rest of the D&D Adventurers League adventures tied to the current storyline.

Once your character is in Ravenloft, you must play through either the *Curse of Strahd* adventure or the D&D Adventurers League supporting adventures to eventually exit Strahd's domain.

What happens when new player rules options are released?

New player rules for characters are tied to storyline seasons. When you create a character, you choose the story origin for the character, which defines what rules you can use for the duration of the character's career. If you want to use a new rules option from a book outside your character's allowed rules, you need to create a character with a story origin that allows that rules option.

Can I craft magic items?

Magic item crafting is part of a rules option presented in the *Dungeon Master's Guide*. It is not allowed, along with most rules options in the *Dungeon Master's Guide*. *Potions of healing*, since they appear in the *Player's Handbook*, are an exception to this rule.

If I have certificates for magic items, can I trade them to my other characters?

Yes, as long as the trade is one-for-one, the items match in rarity, and there is space left on the trade log for each item being traded.

If another member of my party casts *reincarnate* on my character, what happens?

The DM rolls randomly to determine your new humanoid form. As noted in the spell, your racial traits might change as a result. *Reincarnate* is not on the list of spells offered through spellcasting services, so an adventure has to make an exception or another adventurer needs to cast it.

How do I deal with players of evil characters, or who venerate an evil deity?

Just because a player has a character with a darker side doesn't mean that player has a license to make the game less fun for others at the table. Players are encouraged to have their characters work together despite their differences; a little competition is fine, as long as it

stays fun for everyone involved and doesn't result in other players getting shut out of the experience. If a DM or another player feels as though a player is creating an uncomfortable situation through the excuse of "it's what my character would do," the DM is free to give the offending player a warning for disruptive behavior, and if it persists, ask the organizer to remove the player from the table.

How are new D&D Adventurers League adventures released?

A new D&D Adventurers League adventure has a **debut weekend** at one or several conventions selected by the admins and the folks at Wizards of the Coast. Then each region that did not host a debut has an opportunity to feature the adventure at one **regional preview** event that takes place after the debut but before the adventure's wide release. The **release** of an adventure is typically at the beginning of a subsequent month. At that point, the adventure can either be played at your core hobby retail store, or purchased from the [Dungeon Masters Guild](#) and played anywhere.

If I have a consumable magic item on a certificate, does that count as a permanent magic item?

No, it does not. Any magic item that has a small number of uses does not count as a permanent magic item. Wands and other magic items that have charges that reset do count as permanent magic items.

Certain rechargeable items can be recharged only within a particular storyline, including items such as *wingwear* and *balloon packs* from the *Elemental Evil* storyline. Such items are treated as consumable items outside that storyline. If you have such an item and are no longer playing in the original storyline, it is now considered a consumable item, and you can lower your magic item count to reflect this.

If I find a new option on the D&D Adventurers League organizer site, is it legal for play?

Yes. Anything listed on [dndadventurersleague.org](#) is considered legal for play, including new backgrounds and pregenerated characters.

PAST STORY ORIGINS

The following story origins are still active, and can also be selected at character creation.

TYRANNY OF DRAGONS

This storyline was set in Phlan, and ran from August 2014 through March 2015. All adventures from this storyline are currently available. This is season 1, and each adventure bears the season's number in its code (DDEN1, DDEP1, and DDEX1).

ALLOWED RULES

Characters choosing the *Tyranny of Dragons* storyline season can use the following rules for character options:

- *D&D Basic Rules* (all rules except rolling ability scores and hit points, rolling for starting wealth, some alignment restrictions)
- *D&D Player's Handbook* (all rules except rolling ability scores and hit points, some alignment restrictions)
- *Hoard of the Dragon Queen* appendix A
- *Monster Manual* appendix A (beasts only)

Official documentation, such as a D&D Adventurers League certificate, **might provide exceptions** to the allowed rules.

RANK 3 FACTION BENEFITS

Adventures that are part of the *Tyranny of Dragons* storyline season do not have faction benefits for rank 3 faction members.

ELEMENTAL EVIL

This storyline was set in Mulmaster, and ran from March 2015 through August 2015. All adventures from this storyline are currently available. This is season 2, and each adventure bears the season's number in its code (DDEN2, DDEP2, and DDEX2).

ALLOWED RULES

Characters choosing the Elemental Evil storyline season can use the following rules for character options:

- *D&D Basic Rules* (all rules except rolling ability scores and hit points, rolling for starting wealth, some alignment restrictions)
- *D&D Player's Handbook* (all rules except rolling ability scores and hit points, some alignment restrictions)
- *Princes of the Apocalypse* appendices A and B
- *Elemental Evil Player's Companion* (all rules except aarakocra)
- *Monster Manual* appendix A (beasts only)

Official documentation, such as a D&D Adventurers League certificate, **might provide exceptions** to the allowed rules.

RANK 3 FACTION BENEFITS

Members of the five factions that have achieved rank 3 have access to the following special downtime activities when adventuring in and around Mulmaster.

Harpers—Arcane Amnesty. You have friends within the Cloaks—an order of arcanists in Mulmaster—who are sympathetic to the Harpers' cause. You have advantage on any social interaction checks to exonerate you or anyone in your group for using restricted magic in and around the city. In addition, you can spend downtime days to have an arrested caster freed from prison or harsh punishment. The cost is 1 downtime day per level of the violating spell.

Order of the Gauntlet—Judge Friend. You are a dueling judge, and have overseen many duels in Mulmaster. You have the ear of friends within the dueling judge community, and can call upon the services of a battle-hardened warrior to lend you aid. At the beginning of an adventure or when appropriate, you can spend 5 downtime days to recruit a veteran (see appendix B of the *Monster Manual*). The veteran performs any tasks within reason and capability, but

parts ways with you after taking part in one combat or at the end of the adventure.

Emerald Enclave—Secluded Haven. You have a secret place just outside the city where you and your allies can rest, recuperate, and find mounts. When you use the recuperating downtime activity (see the *Basic Rules* or the *Player's Handbook*), you can apply the effects to your entire group. In addition, at the beginning of an adventure or when appropriate, you can spend downtime days to borrow mounts (riding horses, ponies, or mules) for yourself and your group. The cost is 1 downtime day per mount borrowed. All mounts must be returned at the end of the adventure. If any mount dies during the course of the adventure, you must pay half its value in gold.

Lords' Alliance—Hawk Association. You are part of the Hawks, the secret police of Mulmaster. You maintain law and order through intimidation and strong-arm tactics. You can coerce information from the common folk for your benefit, gaining advantage on any Charisma (Intimidation) checks to do so. Once per adventure at the beginning of an adventure, you can spend 3 downtime days to learn an adventure secret. The Dungeon Master provides you with a secret that only you know about the adventure, and you gain advantage on all checks to recall related information for the duration of the adventure.

Zhentarim—Procure Illicit Goods. You have contacts among smugglers residing in the ghettos of the city, who are able to procure restricted and illicit items for you. At the beginning of an adventure or when appropriate, you can spend 2 downtime days to gain one of the following items for the duration of the adventure: carrion crawler mucus, serpent venom, or a moldering scroll holding a 1st-level spell of your choice. Then roll on the Procure Illicit Goods table to see what happens as a result of your dealings.

PROCURE ILLICIT GOODS (MULMASTER)

d20	Result
1–3	You are caught red-handed and jailed for 1d8 days. You do not gain the item. You must spend additional downtime days to cover this jail time, but you do not spend your lifestyle costs for these days. You can avoid jail by paying 50 gp per day of jail time.
4–6	You are accosted by the city watch while making the deal. You lose 100 gp and begin the adventure at half your hit point maximum, but you manage to retain possession of the item.
7–12	You find a fence willing to sell you the item, but it's going to cost you. Make a DC 10 Charisma (Persuasion) check. If you succeed, you pay 50 gp for the item. If you fail, you pay 200 gp for the item.
13–18	You are able to swindle or fast-talk your way into obtaining the item, gaining it for free.
19–20	You manage to obtain one item for free while attempting to steal another. Make a DC 10 Dexterity (Sleight of Hand) check. If you succeed, choose two different items instead of one. You gain both of the items for free. If you fail, you instead gain one item for free.

RAGE OF DEMONS

The *Rage of Demons* storyline season took place from September 2015 to March 2016. All adventures from this storyline are currently available. This is season 3, and each adventure bears the season's number in its code (DDEN3, DDEP3, and DDEX3).

ALLOWED RULES

Characters choosing the *Rage of Demons* storyline season can use the following rules for character options:

- *D&D Basic Rules* (all rules except rolling ability scores and hit points, rolling for starting wealth, some alignment restrictions)
- *D&D Player's Handbook* (all rules except rolling ability scores and hit points, some alignment restrictions)
- *Out of the Abyss* appendix A
- *Monster Manual* appendix A (beasts only)
- *Sword Coast Adventurer's Guide* (see the sidebar)

Official documentation, such as a D&D Adventurers League certificate, **might provide exceptions** to the allowed rules.

THE UNDERDARK AND THE SWORD COAST

The main storyline for *Rage of Demons* takes place in the vast subterranean world known as the Underdark. This dark landscape is a twisted labyrinth where fear reigns, and is home to horrific monsters that have never seen the light of day.

It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, performs a foul ritual meant to tap into the magical energy of *Faerzress* that suffuses the Underdark—and tears open portals to the demonic Abyss in the process. The creatures that step through those portals horrify even the archmage, and from that moment on, demonic insanity pervades the Underdark and threatens to shake the Forgotten Realms to its foundations. Adventurers must stop the madness before it consumes the Underdark and spreads to destroy the surface folk of Faerûn!

HILLSFAR AND BELOW

Most of the events involving the *Rage of Demons* storyline in the Moonsea take place in and below the city of **Hillsfar**. A city built upon the exchange of

TEMPLES IN HILLSFAR

The city of Hillsfar contains a few places of worship, at which faithful adventurers can find spellcasting services and other aid. The most prominent is the Vault of Swords, a large brick-and-wood building devoted to Tempus, the god of battle. The festhall-like House of Happiness is the temple of Lliira, and serves the faithful of the goddess of joy. The smallest true temple in the city is Lastholme, dedicated to Chauntea and serving also as a meadery and orphanage.

Shrines to Malar, Torm, and Umberlee are also found within the gates of Hillsfar, but these are not able to offer any resources in the form of spellcasting services. However, the nearby village of Elventree holds a temple known as the Hall of the Unicorn dedicated to Mielikki, where spellcasting services can be obtained. Shrines found in the hall include those honoring Mystra, Selûne, and Eilistraee.

SWORD COAST ADVENTURER'S GUIDE

All sidebars and optional rules in the *Sword Coast Adventurer's Guide* are legal for D&D Adventurers League play, with the exceptions noted here. The following rules options are either not allowed, or are restricted in some way:

- The Winged variant granting a fly speed for tieflings is not legal for D&D Adventurers League play. Cosmetic wings from the Appearance variant that don't grant a fly speed are fine.
- Races or other options that are mentioned but whose rules are found in another source (for example, aasimar and genasi) do not become legal without other campaign documentation unless that source is also legal for your character's story origin.
- You can indicate that you are a member of a rare elf subrace for the purpose of roleplaying, but you can use only the subrace traits for elves given in the *Player's Handbook*.
- You must be a dwarf to take the Path of the Battlerager primal path, and you must be an elf to take the Bladesinging arcane tradition.
- The inheritor background requires additional guidance. You can roll on the random table provided in the *Sword Coast Adventurer's Guide* as normal, but any item you choose must be a nonconsumable item found in the *Player's Handbook* worth 75 gp or less. Whether you choose to roll randomly or to pick your inheritance, your inheritance can be entirely mundane or possess a minor magical quirk. If you wish your item to have a minor magical quirk, you can choose either to have it glow with the light of a candle, or you can select an option from the What Quirk Does It Have? table in the *Dungeon Master's Guide*.

handshakes and gold, Hillsfar was once a trading capital controlled by humans, half-elves, and elves from the Moonsea region and Cormanthor to the south, and was ruled by a council of those three races. However, over a hundred years ago, the council succumbed to corruption and was infiltrated by a number of dark organizations, including the Zhentarim and the Cult of the Dragon. A decade later, a wizard councilor named Maalthiir overthrew the remaining council and set himself up as sole ruler of Hillsfar. Backed by the mercenary group the Red Plumes, the First Lord of Hillsfar ruled with an iron fist and a xenophobic nature that soon saw all nonhumans banned from the city.

Despite Maalthiir's tyrannical behavior, Hillsfar flourished under the enactment of a rigid code of law embracing trade. Within two decades, however, the fortunes of the city took a turn for the worse, and Maalthiir left Hillsfar for an unknown destination. Shortly after the merchant-mage's departure, the city was besieged by—and quickly capitulated to—the Zhentarim.

In the void left by Maalthiir's departure and the Zhentarim's subsequent fall from power, a senate consisting of thirty-one merchants and guildmasters assumed control of the city. However, as the senators quickly came to ignore the best interests of the city in favor of maximizing their own personal profits, leadership fell to the current First Lord, Torin Nomerthal. The clever and calculating Torin has achieved considerable success as the nominal ruler of Hillsfar. After a Netherese garrison was stationed just

outside the city, the First Lord waged a bloody battle against the intruders using the city's standing army (known as the Tower Guard), spellcasters of Hillsfar's mage's guild, mercenaries, and those Netherese whose allegiance could be bought.

Those soldiers would later form the ranks of the new Red Plumes, and would secure Torin's position as the ruler of Hillsfar. However, many irregularities have begun to creep into the affairs of the city-state in recent times. Torin acted to reinstate the city's prejudicial laws against nonhumans, and to this day, the only nonhuman residents of Hillsfar are those found partaking in the bloody games of the city's gladiatorial arena. This exclusionary behavior has now manifested itself in active hunts to bring more nonhumans into the arena. At the same time, debauchery and excessive behavior have taken hold of many of the most powerful and influential people in the city, some of whom are exposing Hillsfar to depths of depravity that would shock the most jaded Moonsea traveler.

MADNESS

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. Faerzress acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

When adventurers enter the Underdark, begin taking into account the effects of demonic madness on the characters' sanity (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). At various times during *Rage of Demons*, characters will be called upon to make a saving throw to resist some madness-inducing effect. In addition, characters might have to make a saving throw against madness whenever one of the following events occurs:

- The characters encounter or witness something particularly alien or disturbing (such as a demon lord).
- The characters stay in a *faerzress*-suffused area for a long time (eight or more consecutive hours).
- A character takes psychic damage, particularly in an area suffused with *faerzress*.

In adventures set during *Rage of Demons*, madness is measured in three levels.

MADNESS LEVELS

Level	Effect
1	Bout of short-term madness (lasts 1d10 minutes)
2	Bout of long-term madness (lasts 1d10 × 10 hours)
3	Bout of indefinite madness (lasts until cured)

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness table, the Long-Term Madness table, or the Indefinite Madness table in the *Dungeon Master's Guide*). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

RAGE OF DEMONS RANK 3 DOWNTIME ACTIVITIES

Members of the five factions who have achieved rank 3 have access to the following special downtime activities when adventuring in and around Hillsfar and in the Underdark beneath the city.

Harpers—Mental Fortitude. You are a Brightcandle of the Harpers. Under the tutelage of your faction-mates in Elvtree, you have learned the secrets of healing the mind. If you are afflicted with any type of madness, you can spend one downtime day to reduce your madness level by 1, and to cure any short-term madness or long-term madness that afflicts you. You can do the same for allies, but the cost is three downtime days per ally cured. You cannot use this benefit to cure indefinite madness, and you cannot reduce your madness level to 0 if you are afflicted with indefinite madness.

Order of the Gauntlet—Investiture of the Divine. You are a Whitehawk in the Order of the Gauntlet, and have been a participant in prayer circles and rites to combat the demons spilling from the Underdark. You can spend ten downtime days to gain an investiture of the divine that lasts until your next long rest. While your investiture is active, you can use a bonus action on each of your turns to grant you or an ally within 30 feet of you the ability to bypass damage resistances on the next attack made against a demon. This benefit does not bypass a demon's immunities.

Emerald Enclave—Madness Ward. You are an Autumnreaver of the Emerald Enclave, and know that the madness creeping to the surface world from the depths of the Underdark is wholly unnatural. By performing cleansing rituals and warding areas where demonic madness has been seen or felt, you and your companions can bolster your resistance to that madness. For each downtime day you spend, you can grant yourself or an ally a madness ward that lasts until your next long rest. A creature with this madness ward can use a reaction to gain advantage on a saving throw against madness. A character can have only one madness ward active at a time.

Lords' Alliance—Rally the Troops. You are a Stingblade of the Lords' Alliance, dedicated to helping the common folk stand strong against the demonic influences pouring forth from the Underdark. By spending ten downtime days to rally the locals—whether surface dwellers or Underdark denizens—you can call three **bandits** (see appendix B of the *Monster Manual*) to your assistance. By spending fifteen downtime days, you can rally three **bandits** and one **bandit captain** to your aid. These allies perform any tasks within reason and capability, but they part ways with you after taking part in one combat or at the end of the adventure, whichever comes first. If things are looking grim and you do not already have these allies (and have not already called them during the current adventure), you can use a bonus action to spend an additional five downtime days (for a total of fifteen or twenty downtime days) and have these allies immediately show up in a place of the Dungeon Master's choosing.

Zhentarim—Opportunist. You are a Viper of the Zhentarim and are adept at slithering your way into advantageous positions. Despite the Red Plumes' grip on trade in the region and the chaos spreading as a result of madness in the Underdark, you are in a perfect position to profit. While you adventure, you are able to collect valuables without the other party members' knowledge, then sell those valuables at a later date. For each ten downtime days you spend before an adventure, increase your gold rewards from the adventure by 10 percent, up to a maximum of 50 percent for that adventure.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness.

Bouts of short-term and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the madness, *remove curse* and *dispel evil and good* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite madness, and also resets a creature's madness level to 0.

Additional information on madness and its effects can be found in specific D&D Adventurers League adventures throughout the *Rage of Demons* season.

LINKS AND RESOURCES

D&D LINKS

- [Official D&D Web Site](#)
- [Official D&D Community Web Page](#)
- [Curse of Strahd Storyline Web Page](#)
- [Wizards Play Network \(WPN\) Web Site](#). An invaluable site for stores that want to be involved with official Wizards organized play.
- [Store and Event Locator](#)
- [D&D Adventurers League FAQ](#)

D&D ADVENTURERS LEAGUE LINKS

- [Official Wizards D&D Adventurers League Announcements](#)
- [D&D Adventurers League Organizers Page](#)
- [D&D Adventurers League Twitter](#)
- [D&D Adventurers League Facebook Group](#)
- [D&D Adventurers League G+ Community](#)
- [D&D Adventurers League Online Tools](#)
- [D&D Adventurers League Wiki](#)
- [D&D Adventurers League Convention Locator](#)

D&D ADVENTURERS LEAGUE REGIONS

Each region has a regional coordinator assigned to it. If you have any questions, you can contact your regional coordinator by email. See the [D&D Adventurers League Organizers Page](#) for contact information.

- **Northeast US** (CT, DC, DE, MA, MD, ME, NH, NJ, NY, PA, RI, VT)
- **Southeast US** (AL, AR, FL, GA, KY, LA, MS, NC, SC, TN, VA, WV)
- **Great Lakes US** (IL, IN, MI, OH, WI)
- **Plains US** (IA, KS, MN, MO, ND, NE, SD)
- **Southwest US** (AZ, NM, OK, TX)
- **Rocky Mountains US** (CO, ID, MT, UT, WY)
- **Far West US** (AK, CA, HI, NV, OR, WA)
- **Eastern Canada** (all provinces ON and east)
- **Western Canada** (all provinces MB and west, as well as the three territories)
- **Latin America** (Mexico and south, as well as all of the Caribbean)
- **Europe** (includes the UK)
- **Asia-Pacific** (mainland Asia and South Pacific, Australia, New Zealand)
- **Japan**
- **Online**

OFFICIAL DOCUMENTS

- [D&D Basic Rules](#). The rules document that contains everything you need to get started.
- [D&D Adventurers League Resources](#). Links to downloadable content for D&D Adventurers League play, including adventure logsheets and character sheets.
- [DCI Number](#). This is used to play in stores that are a part of the Wizards Play Network.

PREVIOUS EDITION PRODUCTS

FORGOTTEN REALMS INFORMATION

- [Forgotten Realms Campaign Setting \(third edition PDF\)](#). A good general resource for information on the Forgotten Realms, set about one hundred years before the current timeline.
- [Grand History of the Realms \(PDF\)](#). An edition-independent look at the history of the Forgotten Realms, from its very beginnings to the Spellplague.
- [Forgotten Realms Campaign Guide](#) (fourth edition supplement). A good guide to the Forgotten Realms after the events of the Spellplague and before the Sundering (about 5–10 years before the start of the current timeline).

SWORD COAST INFORMATION

- [The Savage Frontier \(first edition PDF\)](#). This book contains information on the areas north of Waterdeep, set before the Time of Troubles.
- [Waterdeep and the North \(first edition PDF\)](#). A guide to all things in the City of Splendors, before the Time of Troubles.
- [Volo's Guide to the Sword Coast \(second edition PDF\)](#). A fun, colorful travel guide to the southern portion of the Sword Coast, with details on inns, taverns, and other establishments an adventurer might encounter.
- [City of Splendors: Waterdeep \(third edition \[v.3.5\] PDF\)](#). An updated supplement on Waterdeep, set about one hundred years before the current timeline.
- [Neverwinter Campaign Setting](#) (fourth edition supplement). An excellent resource on the city of Neverwinter and the surrounding area, set just before the Sundering.

MOONSEA INFORMATION

- [The Moonsea \(second edition PDF\)](#). A good resource on the civilized and uncivilized areas around the Moonsea, set after the Time of Troubles, over one hundred years before the current timeline.
- [Mysteries of the Moonsea \(third edition \[v.3.5\] PDF\)](#). An updated resource of the Moonsea region for 3rd Edition, with adventure sites.

RAVENLOFT INFORMATION

- Materials relating to Ravenloft and the Domains of Dread from previous editions of the D&D game are available at the [Dungeon Masters Guild](#) website, for DMs who'd like to learn more about this classic setting and the adventure that inspired it. Some of these classic products (including the original AD&D *Ravenloft* adventure, the *Ravenloft Campaign Setting* boxed set for second edition AD&D, and the third edition *Expedition to Castle Ravenloft* adventure) contain major spoilers for the *Curse of Strahd* storyline season. As such, **players should not make use of these materials.**