



STORM KING'S THUNDER



Storm King's Thunder FAQs

This section of the primer contains insightful musings regarding the hot issues surrounding *Storm King's Thunder*.

Hey, I'm DMing *Storm King's Thunder*. Do I roll for treasure?

The overwhelming majority of the magic items contained in *Storm King's Thunder* are determined randomly using the various magic item tables found in the *Dungeon Master's Guide*. While in previous seasons, the admins took the liberty of determining this treasure in advance, we've decided to stick to the spirit of the adventure and allow for random treasure determination—with the following guidance.

- Even though the adventure suggests simply choosing an item off of a table, for official D&D Adventurers League, DMs roll randomly and openly to determine this treasure. However, feel free to take the party composition into account when determining armor or weapon types.
- Are you a player? Make sure to record the following on your character's adventure logsheet so you don't have any problems down the road.

Item. The item that you got

Adventure. What adventure you were playing when you got it (in this case, *Storm King's Thunder*)

Location. The encounter or location where it was found

Table. The table that the DM used to determine what it was (Table G, table H, etc.)

Result. The number rolled on the d100 that determined what it was

- Are you a DM? These rolls determine potential DM Quest rewards, so be sure to record the above information as well. Remember, the adventure is for the players, so don't allow your own interests to influence what your players find.
- This guidance doesn't apply to adventures from previous storylines.

Wow! A tressym! I can haz?

Yes and no. The *find familiar* spell provides a specific list of creatures that can be conjured by the spell; and although the adventure suggests it, D&D Adventurers League DMs don't have the discretion to modify that list. However, play often and you may come across campaign documentation (such as a certificate or story award) that will let you conjure a tressym of your very own using *find familiar*.

ALPG FAQs

The following provides guidance regarding the accumulation of XP, gp, downtime, and renown.

What gives? Are backgrounds subject to PHB+1 or not?

You aren't subject to the "PHB+1" rule when choosing a background for your character. You can choose any background found in an official Wizards of the Coast or Adventurers League product. You can also use the "Customizing a Background" option found on page 126 of the *Player's Handbook*.

I tried to trade something and the DM said it wasn't allowed. Was he right?

The following items can't be traded:

- Magic Items without a listed rarity
- Permanent magic items that you earned as a DM Reward (items awarded to players by their DM are tradeable)
- Magic or mundane items that are specifically mentioned as being untradeable in Adventurers League amendment or other resource.

I'll probably hit level 5 at the end of this session. When am I able to rebuild my character?

The new Player's Guide rescinds any previous offers of a "free rebuild" at level 5 or higher (such as the one granted by *The Sword Coast Adventurers Guide and You* article). That said, a character isn't considered level 5 or higher until it has participated in its first adventure at that level. So long as you haven't started your first tier 2 game, rebuild away.

I want to trade spells with another wizard. When can we do this?

For the time being, you must be at the same table (i.e., playing the same adventure) with another wizard in order to trade spells with them. This is something we've gotten a lot of feedback on, though, so this may change in the future.

If I use all the charges from my *wingwear* and then trade it, how many charges will it have for the new owner?

Items carry their remaining charges with them when traded. If an item's charges have been expended, the recipient receives an item without those charges.

ALDMG FAQs

The following additional guidance applies to the ALDMG:

A Great Upheaval uses milestones. Can I use these for my players?

Check out the adventure and the logsheet that comes included with it. As you can see, it uses the "milestone" system. The D&D Adventurers League considers this the default method for awarding XP for the introductory portion of the adventure only. Any later reference in the later parts of the adventure should be ignored and XP calculated as normal.

One of my players had to leave early, how much XP does he get?

For any number of reasons, players sometimes have to cut a session short. You have discretion as to how much XP, if any, that player should get using the normal rules for XP calculation. However, the following also applies:

- **Milestone Play.** If playing *A Great Upheaval*, or any other adventure for which milestones are used, characters only reach a milestone if they played the entirety of every session that culminates in a milestone reward. If they don't, the amount of XP you give them cannot be greater than that awarded by the milestone.
- **Normal Play.** If playing a DDAL/DDEX adventure, ignore the minimum XP figure when calculating how much XP to award a character.

Storm King's Thunder doesn't tell me how much downtime and renown to give out.

Advice? You're right, the hardcover adventures published by Wizards of the Coast don't usually include this information. Instead, the League rewards players as follows (with the exception of *A Great Upheaval*, which already includes them):

- **Downtime.** 5 downtime days per 2 hours of play.
- **Renown.** 1 renown point per 4 hours of play.

These time increments aren't broken down into smaller increments; players must play at least 2 hours for a downtime reward and 4 hours for a renown reward.

What about DM Rewards and session length? How does that work?

The ALDMG tells DMs how they earn XP, gp, and downtime. For the DDAL/DDEX series of adventures, this amount indicated in the adventure's Rewards section. For the hardcovers, this amount is determined by the length of your session.

As it stands now, the current ALDMG breaks play down into 2-hour and 4-hour sessions. Just like with player rewards, this isn't broken down into smaller increments; you've got to run at least 2 hours to get these rewards. However, a DM who runs for long than 2 hours receives more XP, gp, and downtime for every 2 hours of play after that. For example, if you run an adventure for 3 hours, you earn 2 hours' worth of DM rewards, but knock out another hour and you get 4 hours' worth. As with everything, we're gauging DM feedback on this, so this guidance may change in the future—but for now, follow the ALDMG.

DM Quest Clarifications

The following additional guidance applies to the DM Quests program.

Can I receive multiple copies of the same item as a DM Reward?

Not if it bestows a permanent benefit (e.g., *luck blade*, *tome of understanding*). The DMG says that you can't attune to more than one copy of the same item. The League admins have taken that to include items that convey a permanent benefit that persists after the item is lost, its charges expended, or simply no longer attuned to. This applies to finding an item in an adventure as well as receiving it in trade for something else.

Can I pick a +1 gun as a DM Reward?

No, for the same reason you can't have a *+1 trebuchet* or *laser rifle of warning*. When choosing the type of weapon you receive as a DM Reward, the DMG isn't a useable rules resource.

Can I turn in Orcsplitter as detailed in the Princes of the Apocalypse amendment?

No. When you earn a DM Reward, you aren't playing the actual adventure. As such, your character doesn't have the opportunity to complete that or other in-game quests or activities.