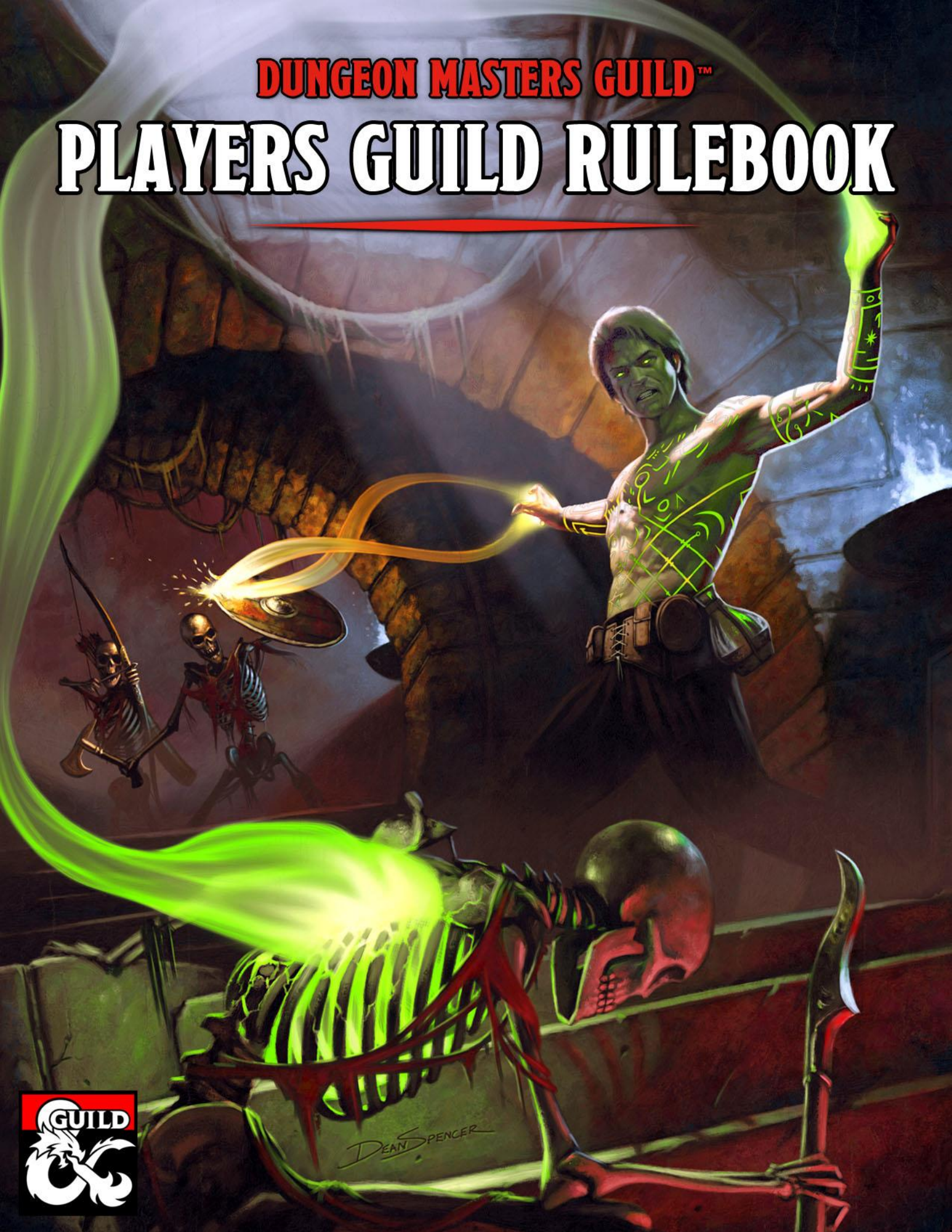


**DUNGEON MASTERS GUILD™**

# PLAYERS GUILD RULEBOOK



DEAN SPENCER

# PLAYERS GUILD RULEBOOK

*Organized Play Rules for 5th Edition Dungeons & Dragons*



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## WHAT IS THE PLAYERS GUILD?

The Players Guild is an unofficial organized play campaign for Dungeons & Dragons®. It uses the fifth edition of the Dungeons & Dragons rules. You can play Players Guild games anywhere you like. To participate, you create a character and bring that character to games anywhere Players Guild play is supported.

Many Players Guild games are public, in-person play events such as at hobby stores and conventions, but Players Guild games can also be played online and at home too!

## HOW DOES THE PLAYERS GUILD DIFFER FROM THE ADVENTURERS LEAGUE?

The primary goal of the Players Guild is to allow portability for your D&D character. The Players Guild does not restrict where, when, or how D&D is played, and Dungeon Masters are free to run any adventures they like. The rules in this rulebook simply help to standardize what D&D characters look like throughout their adventuring careers by limiting the treasure and magic items they can possess or use. These guidelines make it easier for a Dungeon Master to create a pleasing player experience.

## HOW TO USE THIS RULEBOOK

The Players Guild Rulebook is a comprehensive guide to all the rules used for official games. In addition to player-focused rules, it 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 Players Guild play.

This rulebook is divided up into four parts:

- **Part 1: Character Creation** 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: Players Guild DMs** contains tips and advice to use while running adventures for the Players Guild.
- **Appendix 1: Magic Items** contains a complete list of magic items that characters can use during Players Guild games.
- **Appendix 2: Signature Magic Items** contains optional rules for acquiring a special magic item that grows in power with your character.

## WHAT YOU NEED TO PLAY

In order to participate in Players Guild games, you'll need the following:

- **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast website. 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* (PHB), and other resources listed under Character Creation, below.
- **A Character Sheet.** You can use an official D&D character sheet, or any other D&D character sheet that suits you.
- **Dice.** A set of polyhedral dice for making attack and damage rolls and ability checks.
- **A Players Guild Adventure Log (optional).** An adventure log allows you to record each adventure you play and helps you keep track of your experience, treasure, and other notes. You do not have to keep a log, but doing so allows you to record details about how and when you received important items. It also lets you make notes about adventures that you enjoyed and Dungeon Masters who provided an excellent play experience. A good log sheet acts as a journal for both you and your character!



## PART 1: CHARACTER CREATION

To create a character for the Players Guild, follow the steps below.

### STEPS 1&2: CHOOSE A RACE AND CLASS

All of the races and classes presented in the Player's Handbook plus one other resource from those listed below are available to build your character (PHB+1). Indicate your "+1" on your character sheet when you choose it. New resources will be added to this list as they become available.

- *Elemental Evil Player's Companion* (EEPC)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Volo's Guide to Monsters* (VGM)
- *Xanathar's Guide to Everything* (XGE)<sup>1</sup>
- *Mordenkainen's Tome of Foes* (ToF)<sup>2</sup>

The following variant or optional rules are available when creating your character:

- Variant Human Traits (PHB)
- Half-Elf and Tiefling Variants (SCAG/ToF)
- Option: Human Languages (SCAG)<sup>3</sup>
- Blessing of Corellon (ToF)<sup>3</sup>

**Note.** Races with flight at 1st level, and options from any resource other than those listed above (such as the *Dungeon Master's Guide*, DMs Guild products, or Unearthed Arcana articles) aren't allowed for play.

<sup>1</sup>XGE also includes the "Turtle Package"

<sup>2</sup>Chapters 1 through 5, only

<sup>3</sup>This option isn't subject to PHB+1

### STEP 3: DETERMINE ABILITY SCORES

Your character's ability scores are generated using one of the following methods from the *Player's Handbook*:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (PHB).

### STEP 4: DESCRIBE YOUR CHARACTER

Describe your character and choose a background from the PHB, pages 121–141.

**Background.** Choose a background or create your own by using the rules in the PHB or any other resource allowed by the Players Guild. Your background isn't limited to your character's "PHB+1" choice.

**Alignment.** Since Players Guild play focuses on creating a welcoming, fun environment, neutral evil and chaotic evil characters aren't allowed. You can, however, play a lawful evil character. Just remember, D&D is a cooperative game. Regardless of your alignment, you still need to work with the other characters to complete your objective.

**Deities.** Your character may worship any deity in the Players Guild resources listed in Steps 1&2. While paladins don't have to worship a deity, clerics do. As a cleric, your choice of deity has no impact on the domains you can choose.

As a result of this rule, your character may end up playing an adventure in a land or realm where their deity does not exist or is not known. Your clerical abilities still function as normal these circumstances, but it is up to you to roleplay your character's devotion to their god when in a strange environment.

### Using Story to Bridge the Gap

Since the Players Guild rules allow a DM to run any adventure they want, players can easily find themselves hopping between different worlds like the Forgotten Realms and Eberron. The rules make no attempt to explain or control this kind of travel. It is up to you to decide for yourself how these (and other) inconsistencies in your character's story happen. Did your character hop a spell jammer ship to another world, or did they travel there by way of Sigil, the fabled "city of doors"? The choice is yours.

### STEP 5: CHOOSE EQUIPMENT

When you create your Players Guild character, you obtain starting equipment and gold as determined by your class and background—you can't roll for your starting wealth.

**Trinkets.** You begin play with a trinket of your choice from the table in Chapter 5 of the PHB, or you can roll randomly to determine your trinket.

**Selling Equipment.** You can sell any mundane equipment that your character possesses using the normal rules in the PHB. You may not sell or trade magic items.

**Purchasing Equipment.** You can purchase any equipment found in the PHB with your starting gold.

### CHARACTER REBUILDING

Players sometimes 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 the play experience they were looking for. As such, Tier 1 characters (levels 1–4) can be rebuilt after any adventure. A player can't change a character's name, but they can change any other aspect—including their choice of +1.

The character keeps all experience, treasure, equipment, and magic items earned to that point—except any starting equipment, along with any gold earned from selling it or items then purchased with those funds.

You aren't considered 5th level until you play your first adventure after leveling; once the game starts, you are bound to your character's choices.

## MAKING CHARACTERS ABOVE 1ST LEVEL

D&D is about the growth of a character. For many, the journey and the experiences are what matters, so it makes sense for a character to begin their adventuring career at 1st level. However, there may be instances, such as a game with a group of friends who are of a greater level than you, when a higher level character is needed. As long as you adhere to the rules for character creation in the Players Guild Rulebook, you may create characters of any level you like. If desired, you can start them with gold equal to what is listed in the **Maximum Wealth by Level table**, but you cannot give them permanent magic items. They may, however, use gold to buy potions or quest for a signature magic item (see Appendix 2).

### The Rule of Fun

No organized play rules are ever perfect. They always require give and take. These rules undoubtedly contain loopholes that will allow players to do things that unbalance the game. As a result, the DM is given complete authority at their table and may disallow anything they feel is not fair or in the spirit of the game.

Most DMs are not dictators. They genuinely want you to have fun. As a player, try to shy away from things that you know may disrupt the balance of the game or cause unnecessary arguments at the table. Doing so keeps the adventure moving and helps ensure that everyone playing has fun.

## ADVENTURING

Adventures 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). As your character progresses in level, they gain experience, treasure, and magic items. The following advancement rules apply to all Players Guild characters.

### ADVANCING YOUR CHARACTER

When you earn XP, it must be applied immediately. If you advance to the next level, you do so after the next long rest or at the end of the adventure or session—whichever happens first. You use the options provided in your PHB+1 for advancing your character. Feats and spells gained by advancement are subject to PHB+1. When you gain a level, use the fixed hit point value in your class entry. You can't roll your hit points.

### MULTICLASSING

Your character may not multiclass in more than two classes. In addition, you must keep your classes within four levels of each other. For example, a level 12 character can be a 4th-level ranger and 8th-level rogue, but they cannot be a 3rd-level ranger and 9th-level rogue.

## CHARACTER WEALTH

A Dungeon Master may award you a ridiculous amount of gold or other wealth during an adventure, but there is a limit to what your character can actually possess under Players Guild rules. The **Maximum Wealth by Level table** below lists the maximum amount of treasure your character can have at each level. This includes coins, gems, art objects, etc. It does not include weapons, armor, or other mundane items. However, stockpiling mundane items to circumvent your character's maximum allowed wealth is forbidden.

Any wealth you gain above the total allowed for your level cannot be claimed on your character sheet. Additional wealth becomes a part of your character's story. You can bury it in a chest for later in life, send it home to relatives in need of aid, or donate it to a church. The choice is yours. Regardless, it can never be retrieved by your character for Players Guild play.

### Maximum Wealth by Level

Level	Max Wealth in GP	Level	Max Wealth in GP
1	100 gp	11	10,500 gp
2	500 gp	12	12,500 gp
3	1,000 gp	13	14,500 gp
4	1,500 gp	14	16,500 gp
5	2,500 gp	15	18,500 gp
6	3,500 gp	16	21,500 gp
7	4,500 gp	17	24,500 gp
8	5,500 gp	18	27,500 gp
9	6,500 gp	19	30,500 gp
10	8,500 gp	20	33,500 gp

## POTIONS AND SCROLLS

Your character can purchase potions and scrolls per the tables below. The cost of the scroll is in addition to any component cost—regardless of whether it's consumed or not.

Your character can only possess five of any type of magical potion or scroll at any given time. Like character wealth, if you find potions or scrolls that bring your total above the maximum allowed, they become part of your story and can never be retrieved by your character for Players Guild play.

### Potions for Sale

Potion of...	Cost	Potion of...	Cost
<i>Healing</i>	50 gp	<i>Water breathing</i>	100 gp
<i>Climbing</i>	75 gp	<i>Superior healing</i>	500 gp
<i>Animal friendship</i>	100 gp	<i>Supreme healing</i>	2,500 gp
<i>Greater healing</i>	100 gp	<i>Invisibility</i>	2,500 gp

### Spell Scrolls for Sale

Spell Level	Cost	Spell Level	Cost
Cantrip	25 gp	3rd	300 gp
1st	75 gp	4th	500 gp
2nd	150 gp	5th	1,000 gp

## MAGIC ITEMS

As you adventure, you will likely find items imbued with magical power. Each magic item allowed in Players Guild play has a rarity: *common*, *uncommon*, *rare*, *very rare*, or *legendary*. All characters can use *common* and *uncommon* magic items, but *rare*, *very rare*, and *legendary* items can only be used by characters of the appropriate tier. See the **Magic Item Rarity by Tier** table below for details.

**Note.** A character may find a magic item above their current tier and retain it in their inventory until they reach the appropriate level to use it.

### Magic Item Rarity by Tier

Rarity	Usable by Tier
Common	Tier 1, Tier 2, Tier 3, Tier 4
Uncommon	Tier 1, Tier 2, Tier 3, Tier 4
Rare	Tier 2, Tier 3, Tier 4
Very Rare	Tier 3, Tier 4
Legendary	Tier 4

Not all magic items are allowed for use in the Players Guild. **Appendix 1: Magic Items** contains a complete list of magic items your character can use during Players Guild games. If a Dungeon Master awards you an item that is not listed in Appendix 1, you cannot use it during a Players Guild game. Much like excess character wealth, it becomes part of your character's story.

Your character may only possess a number of magic items equal to half of their level (rounded down to a minimum of 1).

At 5th level, your character gains the option to quest for a special magic item. See **Appendix 2: Signature Magic Items** for additional information.

### SLOWING YOUR PROGRESS

If you feel your character is progressing too quickly, you can voluntarily forgo any amount of experience or treasure awarded to you at the end of any individual session or adventure.



## PART 2: THE PLAYERS GUILD

### DUNGEON MASTER

Being a Player's Guild DM is as simple and fun. The Players Guild rules place the responsibility of maintaining a legal character where it belongs: with the player, freeing up the DM's time concentrate on a great story. Below is a short list of things you need to run a Players Guild adventure.

#### WHAT YOU NEED TO RUN A GAME

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In order to run a game as a DM in Players Guild games, you'll need the following:

- **D&D Basic Rules.** This PDF document is free on the Wizards of the Coast website and contains all the basic rules of the game.
- **Adventures.** If you decide to be a DM for the Players Guild, you can pick from any number of published products, including official D&D hardcover adventures, Adventurers League adventures, DMsGuild.com adventures, and many more. You can also write and run your own adventures if you wish. There are no restrictions when it comes to selecting adventures.
- **Players.** The Players Guild rules do not impose restrictions on the number of players at a table. As a DM you set the minimum and maximum number of players you are comfortable managing. However, if you are running Players Guild adventures at a convention, the convention organizers may have limits of their own.

#### OPTIONAL ITEMS

These things aren't necessary to run Players Guild games, but they might be nice to have:

- **Dungeon Master's Guide (DMG).** This book contains valuable advice on preparing and running games. The DMG also contains descriptions of magic items that might be awarded during the course of play, so it is suggested that you bring that information with you to the table if it is not provided in the adventure.
- **Monster Manual (MM).** Statistics for monsters exist in many published adventures, but not all. A copy of the *Monster Manual* or *Volo's Guide to Monsters* may be needed to run some adventures.
- **Index Cards.** Great for writing down initiative, handing notes to players, and as cheap table tents.
- **Miniatures and Map Surfaces.** If you and your players enjoy playing a more tactical game of D&D, you can use these to help depict combats.
- **Dungeon Master Screen.** Helpful to hide the adventure and your notes and schemes from the players.

#### CHEATING

Players Guild play is meant to be fun and inclusive—not competitive. As the DM, correct cheating players quickly and discreetly (if possible) by resolving the issue and make a ruling on what happens. You may review character sheets at any time. If something is amiss—either with the sheet or during the game—discuss it with the player and resolve irregularities. You may disallow something that seems outside the rules or have a player reroll dice. Be **professional** though—never embarrass the player or assume wrongdoing. We're all here to have fun and enjoy the challenge!

#### BEFORE PLAY AT THE TABLE

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Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

#### ADJUSTING THE ADVENTURE

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Some D&D adventures have sidebars that help you accommodate smaller or larger groups, or characters of higher or lower levels. Most of the time, this information is presented for combat encounters.

You can also adjust an adventure on the fly, beyond any presented guidelines, or make any other changes as you see fit in order to ensure your players have a good time. For example, if you're playing with a group of new players, you might want to make the adventure a little easier; for veteran players, you might want to make it harder.

To make adjustments, it is beneficial to know the **average party level (APL)** of the characters playing the adventure. To calculate the APL, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). Once you know the APL of the characters, compare it to the recommended level (or levels) of the adventure you are running, and make adjustments as needed. As mentioned earlier, some adventures have sidebars that give guidance for adjusting difficulty, but many do not. As the DM, it is your responsibility to make sure the encounters in

the adventure you are running are a suitable challenge for the characters playing. If you do not have a firm grasp of the encounter design, it is best to stick with adventures that give guidance for adjusting encounters. It is also a good idea to make certain the recommended level (or levels) of the adventure are close to the APL of the characters. Nearly all official Adventurers League adventures contain this information, so they are a good place to start your search for adventures.

The Players Guild rules do not require that characters adventuring together be of the same tier. However, unless you are adept at balancing a mix of high and low-level characters in the same combat encounter, it is best that all of the characters be of the same tier or within a few levels of one another.

**Note.** If you are running Players Guild adventures at a convention. The convention organizers may set character level requirements for the adventures you are running.

## RUNNING THE ADVENTURE

As a DM, you have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on the pages to life.

To facilitate this, keep in mind the following:

- **You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Players Guild, however; they should be consistent in this regard.
- **Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine. You may, at your discretion, make other adjustments to the encounter by adding or removing monsters. While the monsters you add may be different from those listed in the encounter or the sidebar, they should be thematically similar.
- **Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a



lack of information. This gives players “little victories” for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

## CHARACTER DISEASE, DEATH, AND RECOVERY

Bad things happen to characters; adventuring is a risky job. Here are the rules on how to deal with it.

### **Disease, Poison, and Other Debilitating Effects.**

Diseases, poisons, and other similar effects last until resolved, but characters may receive spellcasting services (see below). Characters afflicted by lycanthropy or vampirism can't start a new session until the condition is removed.

**Death.** Characters brought back to life during an adventure suffer attack roll, saving throw, and ability check penalties as normal, but any penalties that remain at the end of the adventure disappear before the start of a character's next adventure.

If no one in the group can return a dead character to life, the character can receive such services from an NPC with the following guidance:

- **Dead Character Pays for Raise Dead.** Dead characters that can't afford the cost of a spell scroll may incur debt as needed to purchase one. This debt must be satisfied before future treasure can be used for anything else. Dead characters ignore availability restrictions on whatever spell scroll is needed to return them to life. For example, a disintegrated 10th-level character may spend 25,000 gp to purchase a spell scroll of *true resurrection*, even though it's normally available only to Tier 3 and Tier 4 characters.
- **Character's Party Pays for Raise Dead.** If they wish to do so, other characters may contribute towards the gp cost of paying for spellcasting services to return another character to life.



## SPELLCASTING SERVICES

During a session, characters can receive spellcasting services from an NPC located anywhere that is town-sized or larger, but they must be able to travel there. Otherwise, they're only available between sessions.

Services provided by an NPC are limited to this list. Characters may purchase spell scrolls containing divine spells which NPCs cast for free to benefit the character who purchased the scroll.

### Spellcasting Services

Spell	Cost
<i>Cure wounds</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i>	40 gp
<i>Dispel magic</i>	90 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i>	3,000 gp
<i>True resurrection</i>	25,000 gp

**Acolyte Background.** Characters with the Shelter of the Faithful background feature can request spellcasting services at a temple of their faith, provided they can locate one during the adventure. Once per day they may receive one spell from the **Spellcasting Services** table for half of the listed cost.

If a temple is unavailable during the adventure, they can always seek one out at the adventure's end.

## PLAYER REWARDS

Characters earn rewards in the form of gold, magic items, and experience for playing Players Guild adventures. As a DM, you can award as much of these things as you like, but with the exception experience points, the Players Guild rules limit how much of each is usable by the characters.

In practice, you should award treasure and experience sensibly. You can add or remove treasure and experience from a published adventure as you see fit, and in many cases you may want to do just that, because published adventures often contain magic items that are not usable in Players Guild play.

The following guidelines are suggestions on how much treasure, how much experience, and how many magic items to award based on hours of play. It is up to you to decide if you distribute these rewards as you go or at the end of a session or adventure.

## AWARDING GOLD

The **GP per Hour** table shows how much gold a character might earn for each hour they adventure. For example, a party of four 3rd-level adventurers playing for five hours would earn a total of 1,200 gp (4 characters X 5 hours X 60 gp). Split four ways, each character earns 300 gp.

The numbers in the table below represent a possible average to use when awarding gold, but you are always free to award more or less, if you desire.

### GP per Hour

Level	GP Per Hour	Level	GP per Hour
1	20 gp	11	220 gp
2	40 gp	12	240 gp
3	60 gp	13	260 gp
4	80 gp	14	280 gp
5	100 gp	15	300 gp
6	120 gp	16	320 gp
7	140 gp	17	340 gp
8	160 gp	18	360 gp
9	180 gp	19	380 gp
10	200 gp	20	400 gp

## AWARDING CONSUMABLES

In general, you should award one tier-appropriate consumable item, such as a potion or scroll, for every two hours that a party of four characters adventures. If the adventure is extremely tough or the party does not contain a healer, consider adding more healing potions or scrolls to offset the difficulty. For example, a party of six 8th-level adventurers plays for six hours. The typical party might find three consumable items (perhaps *two potions of greater healing* and *fireball spell scroll*). However, since their party is a little larger than just four characters, adding one or two more scrolls or potions would be a good idea.

## AWARDING MAGIC ITEMS

While you can award any magic item you like during an adventure, it is best to pick a tier-appropriate item from **Appendix 1: Magic Items**. Doing so ensures the characters receiving the item will be able to use it.

As a guideline, award one tier-appropriate permanent magic item per four hours of play. If the party playing the adventure is exceptionally large (over seven players) consider awarding two magic items: one that is of the appropriate tier, and another that is fit for characters one or two tiers below the average level of the party. For example, if a party of eight 12th-level characters completes a 4-hour adventure, they might gain one *very rare* magic item. However, because the number of players is so great, it would not hurt to award an extra *uncommon* or *rare* magic item as well.

## AWARDING XP

Experience points are the only area of rewards that are not subject specific Players Guild rules. You may award as much XP as desired for any adventure you run. You can also award specific players additional XP for exceptional roleplaying, tracking initiative for you, or anything else you wish.

A metered approach to awarding experience typically works best. The **XP per Hour** table shows how many experience points a character might earn for each hour they adventure. For example, a party of five 6th-level adventurers playing for 3 hours would earn a total of 16,875 XP (5 characters X 3 hours X 1,125 XP). Split five ways, each character earns 3,375 XP.

The numbers in the table below represent a possible average to use when awarding XP. You are always free to award more or less, or to simply grant XP for the monsters the characters defeat.

### XP per Hour

Level	XP Per Hour	Level	XP per Hour
1	75 XP	11	2,250 XP
2	150 XP	12	2,500 XP
3	450 XP	13	2,750 XP
4	900 XP	14	3,125 XP
5	925 XP	15	3,500 XP
6	1,125 XP	16	3,750 XP
7	1,375 XP	17	5,000 XP
8	1,750 XP	18	5,250 XP
9	2,000 XP	19	5,750 XP
10	2,100 XP	20	6,250 XP

## DISTRIBUTING TREASURE

Treasure rewards not used during an adventure are typically distributed at the end of a play session.

**Gold and Mundane Treasure.** Coin, art objects, trade goods, and other found wealth are converted to a gold piece (gp) value at the conclusion of a session or adventure, which is then divided by the number of characters in the party.

Unless there are mitigating circumstances, each character should earn an equal share.

**Consumable Magic Items.** Potions, scrolls, and other consumables are divided among the characters at the conclusion of a session or adventure. Most adventures will contain a small number of such items, and it is up to the players how they are ultimately distributed. Encourage your players to proceed equitably in the distribution of consumable items. If more than one player would like to own a

specific consumable item and they cannot resolve it, the item's owner is determined randomly by the DM.

**Permanent Magic Items.** Permanent magic items are distributed at the conclusion of a session or adventure. If all the players at the table agree on who takes possession of a permanent magic item, that character gets the item. In the event that one or more characters indicate an interest in the item, the item's owner is determined randomly by the DM—usually by rolling a die.

## DM REWARDS

As a DM, you earn XP and gold for the Players Guild adventures you run. Use the **GP per Hour** and **XP per Hour** tables to determine your rewards. For example, if you run a 2-hour adventure for five 5th-level characters, you earn 200 gp (2 hours X 100 gp) and 1,850 XP (2 hours X 925 XP). You may apply these rewards to any single Players Guild character you like, or you can keep track of your DM rewards separately and apply them to a character later.

You do not earn magic items or consumables for running Players Guild adventures, but you can purchase them using the gold you accrue as a DM.



## APPENDIX 1: MAGIC ITEMS

The following is a comprehensive list of the magic items in the *Dungeon Master's Guide* (DMG) and *Xanathar's Guide to Everything* (XGE). Crossed out items are not legal for use in Player Guild play.

### Common Magic Items

Name	Type	Rarity	Source
Armor of Gleaming	Armor	Common	XGE 136
Bead of Nourishment	Wondrous Item	Common	XGE 136
Bead of Refreshment	Wondrous Item	Common	XGE 136
Boots of False Tracks	Wondrous Item	Common	XGE 136
Candle of the Deep	Wondrous Item	Common	XGE 136
Cast-Off Armor	Armor	Common	XGE 136
Charlatan's Die	Wondrous Item	Common	XGE 136
Cloak of Billowing	Wondrous Item	Common	XGE 136
Cloak of Many Fashions	Wondrous Item	Common	XGE 136
Clockwork Amulet	Wondrous Item	Common	XGE 137
Clothes of Mending	Wondrous Item	Common	XGE 137
Dark Shard Amulet	Wondrous Item	Common	XGE 137
Dread Helm	Wondrous Item	Common	XGE 137
Ear Horn of Hearing	Wondrous Item	Common	XGE 137
Enduring Spellbook	Wondrous Item	Common	XGE 137
Ersatz Eye	Wondrous Item	Common	XGE 137
Hat of Vermin	Wondrous Item	Common	XGE 137
Hat of Wizardry	Wondrous Item	Common	XGE 137
Heward's Handy Spice Pouch	Wondrous Item	Common	XGE 137
Horn of Silent Alarm	Wondrous Item	Common	XGE 137
Instrument of Illusions	Wondrous Item	Common	XGE 137
Instrument of Scribing	Wondrous Item	Common	XGE 138
Lock of Trickery	Wondrous Item	Common	XGE 138
Moon-Touched Sword	Weapon	Common	XGE 138
Mystery Key	Wondrous Item	Common	XGE 138
Orb of Direction	Wondrous Item	Common	XGE 138
Orb of Time	Wondrous Item	Common	XGE 138
Perfume of Bewitching	Wondrous Item	Common	XGE 138
Pipe of Smoke Monsters	Wondrous Item	Common	XGE 138
Pole of Angling	Wondrous Item	Common	XGE 138
Pole of Collapsing	Wondrous Item	Common	XGE 138
Pot of Awakening	Wondrous Item	Common	XGE 138
Potion of Climbing	Potion	Common	DMG 187
Potion of Healing	Potion	Common	DMG 187
Rope of Mending	Wondrous Item	Common	XGE 138
Ruby of the War Mage	Wondrous Item	Common	XGE 138
Shield of Expression	Armor	Common	XGE 139
Smoldering Armor	Armor	Common	XGE 139
Spell Scroll, 1st Level	Scroll	Common	DMG 200
Spell Scroll, Cantrip	Scroll	Common	DMG 200
Staff of Adornment	Staff	Common	XGE 139
Staff of Birdcalls	Staff	Common	XGE 139
Staff of Flowers	Staff	Common	XGE 139
Talking Doll	Wondrous Item	Common	XGE 139
Tankard of Sobriety	Wondrous Item	Common	XGE 139
Unbreakable Arrow	Weapon	Common	XGE 139
Veteran's Cane	Wondrous Item	Common	XGE 139
Walloping Ammunition	Weapon	Common	XGE 139
Wand of Conducting	Wand	Common	XGE 140
Wand of Pyrotechnics	Wand	Common	XGE 140
Wand of Scowls	Wand	Common	XGE 140
Wand of Smiles	Wand	Common	XGE 140

## Uncommon Magic Items

Name	Type	Rarity	Source
Adamantine Armor	Armor	Uncommon	DMG 150
Alchemy Jug	Wondrous Item	Uncommon	DMG 150
<del>Ammunition, 1</del>	<del>Weapon</del>	<del>Uncommon</del>	<del>DMG 150</del>
Amulet of Proof Against Detection and Location	Wondrous Item	Uncommon	DMG 150
Bag of Holding	Wondrous Item	Uncommon	DMG 153
Bag of Tricks	Wondrous Item	Uncommon	DMG 154
Boots of Elvenkind	Wondrous Item	Uncommon	DMG 155
Boots of Striding and Springing	Wondrous Item	Uncommon	DMG 156
Boots of the Winterlands	Wondrous Item	Uncommon	DMG 156
<del>Bracers of Archery</del>	<del>Wondrous Item</del>	<del>Uncommon</del>	<del>DMG 156</del>
Brooch of Shielding	Wondrous Item	Uncommon	DMG 156
<del>Broom of Flying</del>	<del>Wondrous Item</del>	<del>Uncommon</del>	<del>DMG 156</del>
Cap of Water Breathing	Wondrous Item	Uncommon	DMG 157
Circlet of Blasting	Wondrous Item	Uncommon	DMG 158
Cloak of Elvenkind	Wondrous Item	Uncommon	DMG 158
Cloak of Protection	Wondrous Item	Uncommon	DMG 159
Cloak of the Manta Ray	Wondrous Item	Uncommon	DMG 159
Decanter of Endless Water	Wondrous Item	Uncommon	DMG 161
Deck of Illusions	Wondrous Item	Uncommon	DMG 161
Driftglobe	Wondrous Item	Uncommon	DMG 166
Dust of Disappearance	Wondrous Item	Uncommon	DMG 166
Dust of Dryness	Wondrous Item	Uncommon	DMG 166
Dust of Sneezing and Choking	Wondrous Item	Uncommon	DMG 166
Elemental Gem	Wondrous Item	Uncommon	DMG 167
Eversmoking Bottle	Wondrous Item	Uncommon	DMG 168
Eyes of Charming	Wondrous Item	Uncommon	DMG 168
Eyes of Minute Seeing	Wondrous Item	Uncommon	DMG 168
Eyes of the Eagle	Wondrous Item	Uncommon	DMG 168
Figurine of Wondrous Power, Silver Raven	Wondrous Item	Uncommon	DMG 170
Gauntlets of Ogre Power	Wondrous Item	Uncommon	DMG 171
Gem of Brightness	Wondrous Item	Uncommon	DMG 171
Gloves of Missile Snaring	Wondrous Item	Uncommon	DMG 172
Gloves of Swimming and Climbing	Wondrous Item	Uncommon	DMG 172
Gloves of Thievery	Wondrous Item	Uncommon	DMG 172
Goggles of Night	Wondrous Item	Uncommon	DMG 172
Hat of Disguise	Wondrous Item	Uncommon	DMG 173
Headband of Intellect	Wondrous Item	Uncommon	DMG 173
Helm of Comprehending Languages	Wondrous Item	Uncommon	DMG 173
Helm of Telepathy	Wondrous Item	Uncommon	DMG 174
Immovable Rod	Rod	Uncommon	DMG 175
Instrument of the Bards, Doss Lute	Wondrous Item	Uncommon	DMG 176
Instrument of the Bards, Fochlucan Bandore	Wondrous Item	Uncommon	DMG 176
Instrument of the Bards, Mac-Fuirmidh Cittern	Wondrous Item	Uncommon	DMG 176
Javelin of Lightning	Weapon	Uncommon	DMG 178
Keoghtom's Ointment	Wondrous Item	Uncommon	DMG 179
Lantern of Revealing	Wondrous Item	Uncommon	DMG 179
Mariner's Armor	Armor	Uncommon	DMG 181
Medallion of Thoughts	Wondrous Item	Uncommon	DMG 181
Mithral Armor	Armor	Uncommon	DMG 182
Necklace of Adaptation	Wondrous Item	Uncommon	DMG 182
Oil of Slipperiness	Potion	Uncommon	DMG 184
Pearl of Power	Wondrous Item	Uncommon	DMG 184
Periapt of Health	Wondrous Item	Uncommon	DMG 184
Periapt of Wound Closure	Wondrous Item	Uncommon	DMG 184
Philter of Love	Potion	Uncommon	DMG 184
Pipes of Haunting	Wondrous Item	Uncommon	DMG 185
Pipes of the Sewers	Wondrous Item	Uncommon	DMG 185
Potion of Animal Friendship	Potion	Uncommon	DMG 187

## Uncommon Magic Items Continued

Name	Type	Rarity	Source
Potion of Fire Breath	Potion	Uncommon	DMG 187
Potion of Greater Healing	Potion	Uncommon	DMG 187
Potion of Growth	Potion	Uncommon	DMG 187
Potion of Hill Giant Strength	Potion	Uncommon	DMG 187
Potion of Poison	Potion	Uncommon	DMG 188
Potion of Resistance	Potion	Uncommon	DMG 188
Potion of Water Breathing	Potion	Uncommon	DMG 188
Quiver of Ehlonna	Wondrous Item	Uncommon	DMG 189
Ring of Jumping	Ring	Uncommon	DMG 191
Ring of Mind Shielding	Ring	Uncommon	DMG 191
Ring of Swimming	Ring	Uncommon	DMG 193
Ring of Warmth	Ring	Uncommon	DMG 193
Ring of Water Walking	Ring	Uncommon	DMG 193
Robe of Useful Items	Wondrous Item	Uncommon	DMG 195
<del>Rod of the Pact Keeper, +1</del>	<del>Rod</del>	<del>Uncommon</del>	<del>DMG 197</del>
Rope of Climbing	Wondrous Item	Uncommon	DMG 197
Saddle of the Cavalier	Wondrous Item	Uncommon	DMG 199
Sending Stones	Wondrous Item	Uncommon	DMG 199
Sentinel Shield	Armor	Uncommon	DMG 199
Shield, +1	Armor	Uncommon	DMG 200
Slippers of Spider Climbing	Wondrous Item	Uncommon	DMG 200
Spell Scroll, 2nd Level	Scroll	Uncommon	DMG 200
Spell Scroll, 3rd Level	Scroll	Uncommon	DMG 200
Staff of the Adder	Staff	Uncommon	DMG 203
Staff of the Python	Staff	Uncommon	DMG 204
Stone of Good Luck	Wondrous Item	Uncommon	DMG 205
<del>Sword of Vengeance</del>	<del>Weapon</del>	<del>Uncommon</del>	<del>DMG 206</del>
Trident of Fish Command	Weapon	Uncommon	DMG 209
Wand of Magic Detection	Wand	Uncommon	DMG 211
Wand of Magic Missiles	Wand	Uncommon	DMG 211
Wand of Secrets	Wand	Uncommon	DMG 211
<del>Wand of the War Mage, +1</del>	<del>Wand</del>	<del>Uncommon</del>	<del>DMG 212</del>
Wand of Web	Wand	Uncommon	DMG 212
Weapon of Warning	Weapon	Uncommon	DMG 213
<del>Weapon, +1</del>	<del>Weapon</del>	<del>Uncommon</del>	<del>DMG 213</del>
Wind Fan	Wondrous Item	Uncommon	DMG 213
<del>Winged Boots</del>	<del>Wondrous Item</del>	<del>Uncommon</del>	<del>DMG 214</del>



BATTLEAXE OF  
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## Rare Magic Items

Name	Type	Rarity	Source
<del>Ammunition, +2</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 150</del>
Amulet of Health	Wondrous Item	Rare	DMG 150
Armor of Resistance	Armor	Rare	DMG 152
Armor of Vulnerability	Armor	Rare	DMG 152
Armor, +1	Armor	Rare	DMG 152
Arrow-catching Shield	Armor	Rare	DMG 152
Bag of Beans	Wondrous Item	Rare	DMG 152
Bead of Force	Wondrous Item	Rare	DMG 154
Belt of Dwarvenkind	Wondrous Item	Rare	DMG 155
Belt of Hill Giant Strength	Wondrous Item	Rare	DMG 155
<del>Berserker Axe</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 155</del>
Boots of Levitation	Wondrous Item	Rare	DMG 155
Boots of Speed	Wondrous Item	Rare	DMG 155
Bowl of Commanding Water Elementals	Wondrous Item	Rare	DMG 156
Bracers of Defense	Wondrous Item	Rare	DMG 156
Brazier of Commanding Fire Elementals	Wondrous Item	Rare	DMG 156
Cape of the Mountebank	Wondrous Item	Rare	DMG 157
Censer of Controlling Air Elementals	Wondrous Item	Rare	DMG 158
Chime of Opening	Wondrous Item	Rare	DMG 158
<del>Cloak of Displacement</del>	<del>Wondrous Item</del>	<del>Rare</del>	<del>DMG 158</del>
Cloak of the Bat	Wondrous Item	Rare	DMG 159
Cube of Force	Wondrous Item	Rare	DMG 159
<del>Daern's Instant Fortress</del>	<del>Wondrous Item</del>	<del>Rare</del>	<del>DMG 160</del>
<del>Dagger of Venom</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 161</del>
Dimensional Shackles	Wondrous Item	Rare	DMG 165
<del>Dragon Slayer</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 166</del>
Elixir of Health	Potion	Rare	DMG 168
Elven Chain	Armor	Rare	DMG 168
Figurine of Wondrous Power, Bronze Griffon	Wondrous Item	Rare	DMG 169
Figurine of Wondrous Power, Ebony Fly	Wondrous Item	Rare	DMG 169
Figurine of Wondrous Power, Golden Lions	Wondrous Item	Rare	DMG 169
Figurine of Wondrous Power, Ivory Goats	Wondrous Item	Rare	DMG 169
Figurine of Wondrous Power, Marble Elephant	Wondrous Item	Rare	DMG 170
Figurine of Wondrous Power, Onyx Dog	Wondrous Item	Rare	DMG 170
Figurine of Wondrous Power, Serpentine Owl	Wondrous Item	Rare	DMG 170
<del>Flame Tongue</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 170</del>
Folding Boat	Wondrous Item	Rare	DMG 170
Gem of Seeing	Wondrous Item	Rare	DMG 172
<del>Giant Slayer</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 172</del>
Glamoured Studded Leather	Armor	Rare	DMG 172
Helm of Teleportation	Wondrous Item	Rare	DMG 174
Heward's Handy Haversack	Wondrous Item	Rare	DMG 174
Horn of Blasting	Wondrous Item	Rare	DMG 174
Horn of Valhalla, Brass	Wondrous Item	Rare	DMG 175
Horn of Valhalla, Silver	Wondrous Item	Rare	DMG 175
Horseshoes of Speed	Wondrous Item	Rare	DMG 175
Instrument of the Bards, Canaith Mandolin	Wondrous Item	Rare	DMG 176
Instrument of the Bards, Cli Lyre	Wondrous Item	Rare	DMG 176
Ioun Stone, Awareness	Wondrous Item	Rare	DMG 176
Ioun Stone, Protection	Wondrous Item	Rare	DMG 176
Ioun Stone, Reserve	Wondrous Item	Rare	DMG 176
Ioun Stone, Sustenance	Wondrous Item	Rare	DMG 176
Iron Bands of Bilarro	Wondrous Item	Rare	DMG 177
Mace of Disruption	Weapon	Rare	DMG 179
<del>Mace of Smiting</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 179</del>
<del>Mace of Terror</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 180</del>
Mantle of Spell Resistance	Wondrous Item	Rare	DMG 180
Necklace of Fireballs	Wondrous Item	Rare	DMG 182

## Rare Magic Items Continued

Name	Type	Rarity	Source
Necklace of Prayer Beads	Wondrous Item	Rare	DMG 182
Oil of Ethereality	Potion	Rare	DMG 183
Periapt of Proof Against Poison	Wondrous Item	Rare	DMG 184
Portable Hole	Wondrous Item	Rare	DMG 185
Potion of Clairvoyance	Potion	Rare	DMG 187
Potion of Diminution	Potion	Rare	DMG 187
Potion of Fire Giant Strength	Potion	Rare	DMG 187
Potion of Frost Giant Strength	Potion	Rare	DMG 187
Potion of Gaseous Form	Potion	Rare	DMG 187
Potion of Heroism	Potion	Rare	DMG 188
Potion of Invulnerability	Potion	Rare	DMG 188
Potion of Mind Reading	Potion	Rare	DMG 188
Potion of Stone Giant Strength	Potion	Rare	DMG 187
Potion of Superior Healing	Potion	Rare	DMG 187
Quaal's Feather Token	Wondrous Item	Rare	DMG 188
Ring of Animal Influence	Ring	Rare	DMG 189
Ring of Evasion	Ring	Rare	DMG 191
Ring of Feather Falling	Ring	Rare	DMG 191
Ring of Free Action	Ring	Rare	DMG 191
Ring of Protection	Ring	Rare	DMG 191
Ring of Resistance	Ring	Rare	DMG 192
Ring of Spell Storing	Ring	Rare	DMG 192
Ring of the Ram	Ring	Rare	DMG 193
Ring of X-ray Vision	Ring	Rare	DMG 193
Robe of Eyes	Wondrous Item	Rare	DMG 193
Rod of Rulership	Rod	Rare	DMG 197
<del>Rod of the Pact Keeper, +2</del>	<del>Rod</del>	<del>Rare</del>	<del>DMG 197</del>
Rope of Entanglement	Wondrous Item	Rare	DMG 197
Scroll of Protection	Scroll	Rare	DMG 199
Shield of Missile Attraction	Armor	Rare	DMG 200
Shield, +2	Armor	Rare	DMG 200
Spell Scroll, 4th Level	Scroll	Rare	DMG 200
Spell Scroll, 5th Level	Scroll	Rare	DMG 200
Staff of Charming	Staff	Rare	DMG 201
Staff of Healing	Staff	Rare	DMG 202
Staff of Swarming Insects	Staff	Rare	DMG 203
<del>Staff of the Woodlands</del>	<del>Staff</del>	<del>Rare</del>	<del>DMG 204</del>
Staff of Withering	Staff	Rare	DMG 205
Stone of Controlling Earth Elementals	Wondrous Item	Rare	DMG 205
<del>Sun Blade</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 205</del>
Sword of Life Stealing	Weapon	Rare	DMG 206
Sword of Wounding	Weapon	Rare	DMG 207
Tentacle Rod	Rod	Rare	DMG 208
Vicious Weapon	Weapon	Rare	DMG 209
Wand of Binding	Wand	Rare	DMG 209
Wand of Enemy Detection	Wand	Rare	DMG 210
Wand of Fear	Wand	Rare	DMG 210
Wand of Fireballs	Wand	Rare	DMG 210
Wand of Lightning Bolts	Wand	Rare	DMG 211
Wand of Paralysis	Wand	Rare	DMG 211
<del>Wand of the War Mage, +2</del>	<del>Wand</del>	<del>Rare</del>	<del>DMG 212</del>
Wand of Wonder	Wand	Rare	DMG 212
<del>Weapon, +2</del>	<del>Weapon</del>	<del>Rare</del>	<del>DMG 213</del>
Wings of Flying	Wondrous Item	Rare	DMG 214

## Very Rare Magic Items

Name	Type	Rarity	Source
<del>Ammunition, +3</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 150</del>
Amulet of the Planes	Wondrous Item	Very Rare	DMG 150
<del>Animated Shield</del>	<del>Armor</del>	<del>Very Rare</del>	<del>DMG 151</del>
Armor, +2	Armor	Very Rare	DMG 152
Arrow of Slaying	Weapon	Very Rare	DMG 152
Bag of Devouring	Wondrous Item	Very Rare	DMG 153
<del>Belt of Fire Giant Strength</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 155</del>
<del>Belt of Frost Giant Strength</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 155</del>
<del>Belt of Stone Giant Strength</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 155</del>
<del>Candle of Invocation</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 157</del>
<del>Carpet of Flying</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 157</del>
Cloak of Arachnida	Wondrous Item	Very Rare	DMG 158
Crystal Ball	Wondrous Item	Very Rare	DMG 159
Dancing Sword	Weapon	Very Rare	DMG 161
Demon Armor	Armor	Very Rare	DMG 165
Dragon Scale Mail	Armor	Very Rare	DMG 165
Dwarven Plate	Armor	Very Rare	DMG 167
<del>Dwarven Thrower</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 167</del>
Efreeti Bottle	Wondrous Item	Very Rare	DMG 167
Figurine of Wondrous Power, Obsidian Steed	Wondrous Item	Very Rare	DMG 170
<del>Frost Brand</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 171</del>
<del>Helm of Brilliance</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 173</del>
Horn of Valhalla, Bronze	Wondrous Item	Very Rare	DMG 175
Horseshoes of a Zephyr	Wondrous Item	Very Rare	DMG 175
Instrument of the Bards, Anstruth Harp	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Absorption	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Agility	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Fortitude	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Insight	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Intellect	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Leadership	Wondrous Item	Very Rare	DMG 176
Ioun Stone, Strength	Wondrous Item	Very Rare	DMG 176
<del>Manual of Bodily Health</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 180</del>
<del>Manual of Gainful Exercise</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 180</del>
<del>Manual of Golems</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 180</del>
<del>Manual of Quickness of Action</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 181</del>
Mirror of Life Trapping	Wondrous Item	Very Rare	DMG 181
<del>Nine Lives Stealer</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 183</del>
Nolzur's Marvelous Pigments	Wondrous Item	Very Rare	DMG 183
Oathbow	Weapon	Very Rare	DMG 183
Oil of Sharpness	Potion	Very Rare	DMG 184
Potion of Cloud Giant Strength	Potion	Very Rare	DMG 187
Potion of Flying	Potion	Very Rare	DMG 187
Potion of Invisibility	Potion	Very Rare	DMG 188
Potion of Longevity	Potion	Very Rare	DMG 188
Potion of Speed	Potion	Very Rare	DMG 188
Potion of Supreme Healing	Potion	Very Rare	DMG 187
Potion of Vitality	Potion	Very Rare	DMG 188
Ring of Regeneration	Ring	Very Rare	DMG 191
Ring of Shooting Stars	Ring	Very Rare	DMG 192
Ring of Telekinesis	Ring	Very Rare	DMG 193
Robe of Scintillating Colors	Wondrous Item	Very Rare	DMG 194
Robe of Stars	Wondrous Item	Very Rare	DMG 194
Rod of Absorption	Rod	Very Rare	DMG 195
Rod of Alertness	Rod	Very Rare	DMG 196
Rod of Security	Rod	Very Rare	DMG 197
<del>Rod of the Pact Keeper, +3</del>	<del>Rod</del>	<del>Very Rare</del>	<del>DMG 197</del>
<del>Scimitar of Speed</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 199</del>



## Very Rare Magic Items Continued

Name	Type	Rarity	Source
<del>Shield, +3</del>	<del>Armor</del>	<del>Very Rare</del>	<del>DMG 200</del>
Spell Scroll, 6th Level	Scroll	Very Rare	DMG 200
Spell Scroll, 7th Level	Scroll	Very Rare	DMG 200
Spell Scroll, 8th Level	Scroll	Very Rare	DMG 200
Spellguard Shield	Armor	Very Rare	DMG 201
Staff of Fire	Staff	Very Rare	DMG 201
Staff of Frost	Staff	Very Rare	DMG 202
<del>Staff of Power</del>	<del>Staff</del>	<del>Very Rare</del>	<del>DMG 202</del>
<del>Staff of Striking</del>	<del>Staff</del>	<del>Very Rare</del>	<del>DMG 203</del>
<del>Staff of Thunder and Lightning</del>	<del>Staff</del>	<del>Very Rare</del>	<del>DMG 204</del>
<del>Sword of Sharpness</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 206</del>
<del>Tome of Clear Thought</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 208</del>
<del>Tome of Leadership and Influence</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 208</del>
<del>Tome of Understanding</del>	<del>Wondrous Item</del>	<del>Very Rare</del>	<del>DMG 209</del>
Wand of Polymorph	Wand	Very Rare	DMG 211
<del>Wand of the War Mage, +3</del>	<del>Wand</del>	<del>Very Rare</del>	<del>DMG 212</del>
<del>Weapon, +3</del>	<del>Weapon</del>	<del>Very Rare</del>	<del>DMG 213</del>



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## Legendary Magic Items

Name	Type	Rarity	Source
Apparatus of Kwalish	Wondrous Item	Legendary	DMG 151
Armor of Invulnerability	Armor	Legendary	DMG 152
<del>Armor, +3</del>	<del>Armor</del>	<del>Legendary</del>	<del>DMG 152</del>
<del>Belt of Cloud Giant Strength</del>	<del>Wondrous Item</del>	<del>Legendary</del>	<del>DMG 155</del>
<del>Belt of Storm Giant Strength</del>	<del>Wondrous Item</del>	<del>Legendary</del>	<del>DMG 155</del>
Cloak of Invisibility	Wondrous Item	Legendary	DMG 158
Crystal Ball of Mind Reading	Wondrous Item	Legendary	DMG 159
Crystal Ball of Telepathy	Wondrous Item	Legendary	DMG 159
Crystal Ball of True Seeing	Wondrous Item	Legendary	DMG 159
Cubic Gate	Wondrous Item	Legendary	DMG 160
<del>Deck of Many Things</del>	<del>Wondrous Item</del>	<del>Legendary</del>	<del>DMG 162</del>
<del>Defender</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 164</del>
Efreeti Chain	Armor	Legendary	DMG 167
<del>Hammer of Thunderbolts</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 173</del>
<del>Holy Avenger</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 174</del>
Horn of Valhalla, Iron	Wondrous Item	Legendary	DMG 175
Instrument of the Bards, Ollamh Harp	Wondrous Item	Legendary	DMG 176
Ioun Stone, Greater Absorption	Wondrous Item	Legendary	DMG 176
Ioun Stone, Mastery	Wondrous Item	Legendary	DMG 176
Ioun Stone, Regeneration	Wondrous Item	Legendary	DMG 176
Iron Flask	Wondrous Item	Legendary	DMG 178
<del>Luck Blade</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 179</del>
Plate Armor of Etherealness	Armor	Legendary	DMG 185
Potion of Storm Giant Strength	Potion	Legendary	DMG 187
Ring of Air Elemental Command	Ring	Legendary	DMG 190
Ring of Djinni Summoning	Ring	Legendary	DMG 190
Ring of Earth Elemental Command	Ring	Legendary	DMG 190
Ring of Fire Elemental Command	Ring	Legendary	DMG 190
Ring of Invisibility	Ring	Legendary	DMG 191
Ring of Spell Turning	Ring	Legendary	DMG 193
<del>Ring of Three Wishes</del>	<del>Ring</del>	<del>Legendary</del>	<del>DMG 193</del>
Ring of Water Elemental Command	Ring	Legendary	DMG 190
<del>Robe of the Archmagi</del>	<del>Wondrous Item</del>	<del>Legendary</del>	<del>DMG 194</del>
<del>Rod of Lordly Might</del>	<del>Rod</del>	<del>Legendary</del>	<del>DMG 196</del>
Rod of Resurrection	Rod	Legendary	DMG 197
Scarab of Protection	Wondrous Item	Legendary	DMG 199
Sovereign Glue	Wondrous Item	Legendary	DMG 200
Spell Scroll, 9th Level	Scroll	Legendary	DMG 200
Sphere of Annihilation	Wondrous Item	Legendary	DMG 201
<del>Staff of the Magi</del>	<del>Staff</del>	<del>Legendary</del>	<del>DMG 203</del>
<del>Sword of Answering</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 206</del>
Talisman of Pure Good	Wondrous Item	Legendary	DMG 207
Talisman of the Sphere	Wondrous Item	Legendary	DMG 207
Talisman of Ultimate Evil	Wondrous Item	Legendary	DMG 207
<del>Tome of the Stilled Tongue</del>	<del>Wondrous Item</del>	<del>Legendary</del>	<del>DMG 208</del>
Universal Solvent	Wondrous Item	Legendary	DMG 209
<del>Vorpal Sword</del>	<del>Weapon</del>	<del>Legendary</del>	<del>DMG 209</del>
Well of Many Worlds	Wondrous Item	Legendary	DMG 213

## APPENDIX 2:

### SIGNATURE MAGIC ITEMS

For the most part, the Players Guild rules prohibit characters from purchasing permanent magic items. Permanent magic items should be special, and there should be a story behind how your character came to possess each one.

The list of allowed Players Guild magic items is noticeably devoid of magical weapons and ammunition that grant fixed bonuses. This was an intentional choice to help curb over-powered characters. However, magic weapons have a long history in D&D, and this appendix helps add them back to the game in a controlled manner.

### YOUR SIGNATURE MAGIC ITEM

When your character reaches Tier 2 (level 5), they may embark upon a special, one-time-only quest to locate a magic weapon or implement such as a wand or rod. This is an out-of-game activity. To undertake the quest, a character must spend 2,000 gp. This cost does not represent the price of the weapon, but rather the coin spent to locate and retrieve the item, which includes story-based events such as travel, research, hiring henchmen, etc.

As an example, Alanon, a 5th-level wizard, spends 2,000 gp to locate the fabled Wand of Keotten, which was previously used by a vile necromancer. He spends time in the great library of Candlekeep researching its last whereabouts. While there, he pays for lodging and tips a generous amount to the library's scribes for their assistance. He eventually learns the wand was hidden in a trap-filled tomb that is reportedly haunted by the necromancer's ghost. Alanon hires the services of two henchmen, a pickpocket, and a priest of Kelemvor to aid him in retrieving the wand. He pays them a fair wage and covers their lodging while traveling to the tomb, which lies in the Troll Hills. At the end of the quest, Alanon has retrieved a *wand of the war mage +1*.

Your character may quest for any type of weapon or implement listed in the **Quest Items** table below. An item retrieved in this manner is special to your character. The effort required to recover it creates a bond, and it grows in power with your character. When your character reaches Tier 3 (level 11), the item's fixed bonus increases to +2, and it becomes *rare*. At Tier 4 (level 17), its bonus increases to +3, and it becomes *very rare*. In addition to its bonus increase, the item can have your choice of one minor property from the **Minor Properties** table.

**Special.** Your signature magic item is only usable by your character. It may not be sold or traded. Once acquired, it is considered a legal Players Guild magic item, but only for your character.

### Quest Items

Item	Rarity
<i>weapon +1</i>	<i>uncommon</i>
<i>rod of the pact keeper +1</i>	<i>uncommon</i>
<i>wand of the war mage +1</i>	<i>uncommon</i>

### Minor Properties

#### Description

**Beacon.** The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

**Compass.** The wielder can use an action to learn which way is north.

**Conscientious.** When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.

**Delver.** While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

**Gleaming.** This item never gets dirty.

**Guardian.** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated.

**Harmonious.** Attuning to this item takes only 1 minute.

**Hidden Message.** A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location.

**Key.** The item is used to unlock a container, chamber, vault, or other entryway.

**Language.** The bearer can speak and understand a language of your choice while the item is on the bearer's person.

**Sentinel.** Choose a kind of creature that is an enemy of the item's creator. This item glows faintly when such creatures are within 120 feet of it.

**Song Craft.** Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song.

**Strange Material.** The item was created from a material that is bizarre given its purpose. Its durability is unaffected.

**Temperate.** The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

**Unbreakable.** The item can't be broken. Special means must be used to destroy it.

**War Leader.** The bearer can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn.

**Waterborne.** This item floats on water and other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.

**Wicked.** When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so.

**Illusion.** The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.

## FAQ

### **Why is \_\_\_\_\_ magic item not allowed in the Player Guild?**

The decision was made to pull back on magic items that provide large or static bonuses to attack and damage. Rather than try to “fix” these and other items that were already known to be problematic, it made more sense to simply disallow their use.

All characters have the opportunity to acquire a magic item using the “signature magic item” quest, so no character should ever want for a magic weapon, wand, or rod for their character to use.

Since the Player Guild is new, no character loses magic items they already have. Some disallowed magic items may be added back into play in the future, but it is far more difficult to remove items from play once characters already have them.

### **Would the Players Guild consider allowing \_\_\_\_\_ magic item in play?**

Perhaps, but for now, it makes more sense to start with a restrictive list. Down the road, each item can be reevaluated.

### **Will new magic items be added to the list?**

When new official products are released by WotC for D&D, the items they contain will be evaluated and added to list as allowed or disallowed. This will only happen for significant hardcover releases like *Xanathar’s Guide to Everything*, not for adventures or PDF releases to the DMs Guild.

### **Who created the Players Guild?**

The Players Guild was created by a consortium of unnamed individuals with a long and deep connection to *Dungeons & Dragons*.

### **The gold piece totals on the *Maximum Wealth by Level* table are too low.**

That’s not a question, but to answer, the totals are based upon the average amount of gold accumulated across many Adventurers League characters during seasons 1-7. The goal was to mimic what players were already used to receiving.

### **The gold piece totals on the *Maximum Wealth by Level* table are too high.**

That is also not a question, but to answer, if you feel like you are receiving too much gold, you can always refuse to take your share of the treasure awarded.

### **Why did you limit consumables?**

Carrying large quantities of *potions of healing* felt cheesy, and now that you can buy upgraded healing

potions, five of each type should be more than enough to keep your characters going.

### **A lot of this looks like it was copied from the Adventurers League, was it?**

Yes. The Adventurers League does a lot of things right, but we wanted to create rules that allowed players to have an organized play experience using ANY fifth edition *Dungeons & Dragons* adventure, not just those approved for play by the Adventurers League. We kept the portions of the AL rules that seemed to work well for this and made adjustments where we felt they were needed.

### **Who made you the keeper of the organized play rules?**

In short, no one did. However, we took the initiative to discuss changes and compile them into a document. There are plenty of other good organized play options available for 5th edition D&D, and if these rules don’t meet your needs, we suggest you keep looking until you find rules that do.

### **I’m a DM. How do I rule \_\_\_\_\_?**

First, thank you for being a DM! To answer your question, you can rule \_\_\_\_\_ any way you feel is fair.

The Players Guild rules are more about character management and less about how you choose to interpret the rules of the game. There are countless forums, Facebook pages, and Twitter feeds that can provide advice for adjudicating tricky rules situations. You are free to use them as you see fit.

### **Can I use house rules in the Players Guild?**

House rules are not allowed in the Players Guild. As a DM, you should run Player Guild games as close to the rules as possible. See the question above for what to do when the rules are vague and require adjudication.

### **Can I join a faction like the Harpers?**

Yes, but there are no mechanical benefits to doing so. If you say you are a Harper, you are, but your membership in the organization is simply part of your character’s backstory.

### **I have a story award from an AL adventure, can I use it during a Players Guild game?**

Many adventures grant awards or downtime activities that are specific to their stories. As long as these awards are for flavor or roleplaying purposes only, they are fine. Any award that grants a mechanical benefit or advantage is not useable during a Players Guild game.