



ADVENTURERS LEAGUE™

PLAYER'S GUIDE

VERSION 2.0



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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 at any place that features adventures bearing the D&D Adventurers League logo. You can create a character and bring that character to games anywhere D&D Adventurers League is supported.

Most D&D Adventurers League games are **public, in-person** play events. Typical venues for these events are game and hobby stores, conventions, and public-accessible game day events.

HOW TO USE THIS GUIDE

The D&D Adventurers League Player's Guide 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. It contains special rules for playing DUNGEONS & DRAGONS in the official campaign.

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 three 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** is about the campaign structure for the D&D Adventurers League. It covers the different play programs, what kinds of adventures are available, and special rules for running and organizing D&D Adventurers League events.
- **Part 3** 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. More options for characters are available in other products.
- **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.

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
- Be accessible to the public (with a few exceptions)
- Use only approved adventure content

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 adventures together, forming a sort of "mini campaign." The current storyline season is called **Elemental Evil**.

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 *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.

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:

- *Elemental Evil*
- *Tyranny of Dragons* (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*.

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

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.

appendix B of the *Player's Handbook* or the D&D *Basic Rules*. Clerics and characters with the Acolyte background must choose a deity from that list. 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
- 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
Criminal	Poor
Entertainer	Modest
Folk Hero	Modest
Guild Artisan	Comfortable
Hermit	Poor
Noble	Wealthy
Outlander	Poor
Sage	Modest
Sailor	Modest
Soldier	Modest
Urchin	Modest

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 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 FIVE FACTIONS

Five factions are available for play in the D&D Adventurers League. More information on the factions and their associated ranks and benefits can be found in part 3 of this guide. Characters always begin at rank 1 in a faction.

The Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.

The Order of the Gauntlet is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.

The Emerald Enclave is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity.

The Zhentarim is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn.

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).

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.

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.
- 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.

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.

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. Spellcasting services are available in settlements of town size or larger, and have a cost associated with them. See part 2 of this 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*.

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.

- 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 part 2.
- 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 *Princes of the Apocalypse*), 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.

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 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.

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.

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.

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.

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

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.

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 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 notes). Your total number of permanent magic items helps determine who gets future magic items found in adventures.

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.

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.

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 a session. 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.

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 does not get 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.

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

PART 2: THE CAMPAIGN

This section contains information on setting background, and on running and organizing games in the D&D Adventurers League.

THE SETTING

D&D Adventurers League adventures are set in the Forgotten Realms, on the continent of Faerûn. Some adventures, including ones in adventure products available in-store, are set in the **Sword Coast** region—a savage wilderness dotted with powerful and iconic cities such as Baldur's Gate, Neverwinter, and Waterdeep. Other adventures, especially ones created especially for D&D Adventurers League play, are set in the **Moonsea** region—a brutal land beset by bandits, monstrous hordes, and tyrants.

ELEMENTAL EVIL

The *Elemental Evil* storyline season takes place from March 2015 to August 2015. It is supported by the following adventures playable through the D&D Adventurers League:

- *Princes of the Apocalypse* (D&D Encounters, August 2015)
- *Mulmaster Undone* (select conventions through D&D Epics, June 2015)
- Sixteen short adventures set in the Moonsea (conventions and stores through D&D Expeditions, March 2015 to August 2015)

SWORD COAST

The main storyline for *Elemental Evil* takes place in the Sword Coast, where a terrible threat gathers against the North. Throughout this region of the Forgotten Realms, savage marauders bring destruction. Monsters are on the prowl, preying on flocks, rampaging through croplands, and attacking homesteads and travelers. In settlements, discord and suspicion grow. Sinister strangers lurk in the shadows, whispering about how everything is soon to change. This year brought an unseasonably warm and stormy spring. Tales spread of flooding, windstorms, wildfires, and tremors.

These troubles have a source known to few in the North: Elemental Evil. Servants of this malevolence gather in the Sember Hills and spy on the Dessarin Valley, drawn by a force they can't explain. Dabbling in dangerous lore, these fanatics seek to master elemental magic and unleash its destructive power everywhere.

EVERGREEN ADVENTURE

The *D&D Starter Set* contains an adventure called *Lost Mine of Phandelver*, which is set in the Sword Coast region. This adventure takes characters from 1st to 5th level, and is a great place to start a new group of D&D players. You can play it at home or in your local game store.

Lost Mine of Phandelver is always available for play in the D&D Adventurers League. Track play of this adventure just like you would any other adventure for league play.

TEMPLES IN MULMASTER

The city of Mulmaster contains many places of worship, at which faithful adventurers can find spellcasting services and other aid. The most prominent is the Black Lord's Altar, an ominous building devoted to Bane, god of tyranny. The High House of Hurting is a temple to Loviatar, the Maiden of Pain. The High Hall of Swords is a castle-like structure that serves as a temple to Tempus, the god of battle. The Tower of Mysteries serves those who worship Leira, Velsharoon, Savras, and (secretly) Mystra. However, it is open only to the arcanists known as the Cloaks, and to those given leave by them to enter. The Gate of Good Fortune is a temple and casino for Tymora's faithful. The once-abandoned House Built on Gold is in the midst of being rededicated to Waukeen, god of trade.

Shrines to Lathander, Malar, Mask, Talos, and Umberlee can also be found in the city, but they are not able to offer any resources in the form of spellcasting services.

And they are further along in their plans than most people in the North realize.

Four elemental cults grow in power in the Sember Hills, claiming abandoned keeps that connect to an underground fortress once part of an ancient dwarven kingdom. Within those chambers are the remnants of a temple built by drow worshipers of Elemental Evil. Each of the four cults venerates a powerful entity of air, earth, fire, or water: a Prince of Elemental Evil. Like their princes, the four cults are rivals, yet they all serve a mysterious force they call the Elder Elemental Eye.

A prophet gifted with a powerful elemental weapon leads each cult. Those weapons—*Windvane*, *Ironfang*, *Tinderstrike*, and *Drown*—were the catalysts for the creation of four elemental nodes, places where the elemental planes connect to the material plane. The cults draw elemental creatures through the nodes, and they use elemental magic to create *devastation orbs* capable of ravaging the countryside. They've been testing these magic weapons, bolstering the cults' ranks, and infiltrating various communities, all directed by visions the prophets receive from the Elder Elemental Eye. In time, each prophet hopes to entice his or her elemental prince to pass through the node and wreak devastation on the Dessarin Valley and beyond.

MULMASTER

Most of the events involving the *Elemental Evil* storyline in the Moonsea take place in and near the city of **Mulmaster**. Originally established as a trading post, Mulmaster and its oppressed people are now ruled by a council of sixteen known as Blades, who represent and further the interests of the city's noble lords under the guidance of High Blade Jaseen Drakehorn.

The High Blade relies heavily upon organizations such as the Cloaks (an order of arcanists), the Hawks (Mulmaster's secret police), and the Soldiery to maintain her control over the city. She punishes Mulmasterites bold (or foolish) enough to defy her edicts with exile, torture, and death. At the lowest level, the City Watch is charged with maintaining order within

the city, but it is regarded as little more than a band of government-sanctioned bullies. Above them all, the church of Bane holds sway in Mulmaster, and the High Blade and those loyal to her demonstrate their fealty to the newly returned god of tyranny at the expense of the city's people.

MULMASTER DOWNTIME ACTIVITIES

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—that 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.

Now the High Blade's grip on the city is threatened. The mysterious Red Wizards of Thay maintain an embassy within Mulmaster. Refugees from the recently sacked town of Phlan to the north stress the city's food stores, even as rumors surrounding the possible return of the former High Blade, Selfaril Uoumdolphin, are whispered in the darker parts of the city. All of these troubles, however, pale in comparison to the true threat to Mulmaster. The cults of Elemental Evil have taken up root within the city, which now rots from the inside. Together and in opposition to one another, the cults vie to collect *devastation orbs*, created by profane rituals at elemental nodes. Once detonated, these orbs will unleash destruction on Mulmaster.

PLAY PROGRAMS

The D&D Adventurers League has three play programs through which adventures are distributed. Each program simply defines a play format; you can play adventures from any or all of the play programs in the order in which you choose. The only limitations are where you can participate and your character's level. Links to find out more information on these programs can be found in part 3 of this guide.

Two play programs (D&D Encounters and D&D Expeditions) are available to game stores through the Wizards Play Network. Ask your local store if they're participating, and if they can schedule play. Scheduling play gets the store a play kit, which contains great accessories for players and DMs to enhance the game experience.

D&D Encounters. This program involves playing weekly, short sessions set in the Sword Coast at a local game store. It uses a special complimentary digital edition of an existing for-sale adventure product for the entirety of the storyline season (available to

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. |

participating stores). Play typically starts at 1st level, and after finishing a few levels of play, groups can purchase the remainder of the adventure product to finish their story.

D&D Expeditions. This program centers on playing episodic adventures set in the Moonsea region at a convention or a local game store. Adventures debut at a convention, allowing players at that event an opportunity to provide feedback to shape the events of the Moonsea region. Each adventure is usually two to four hours long, and specifies the character levels appropriate for play. These digital-only adventures are complimentary to any organizer of in-person, public play events.

D&D Epics. This program focuses on a big, multi-table event, providing an evening of play exclusive to large conventions. These adventures might be set anywhere within the Forgotten Realms, and serve as an important story point for the campaign.

BEING A DUNGEON MASTER

Running D&D Adventurers League games as the DM is easy and fun. The adventures can be prepared in a short period of time, and you don't have to worry about creating all sorts of background material.

WHAT YOU NEED TO RUN A GAME

In order to run a game as a DM 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. More options for characters are available in other products.
- **An adventure.** If you're running games in a game store or at a convention, check with the organizer to see what adventures are available. The organizer should be able to provide you with access to a digital copy of the adventure.
- **Monster statistics.** The adventure will specify where you can find statistics for the monsters you're using. Most monsters can be found in the *Monster Manual* or the *D&D Basic Rules*, or will be made available in a special adventure supplement. Special monsters created specifically for the adventure will be found within it.
- **Dice, pens or pencils, and paper.** Don't leave them at home!
- **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.

Links to downloadable documents are provided in part 3 of this guide.

OPTIONAL ITEMS

These things aren't necessary to run D&D Adventurers League games, but might be nice to have:

- ***Dungeon Master's Guide*™.** This book contains indispensable advice on running games. It's great

HOME AND ONLINE PLAY

D&D Adventurers League play has been developed to promote in-person, public play with the D&D tabletop roleplaying game. Some opportunities exist for players participating at home or online to get involved in the D&D Adventurers League. You can:

- Purchase and play *Lost Mine of Phandelver*
- Purchase and play the storyline season's adventure product (for example, *Princes of the Apocalypse*)

Simply record your play using an adventure logsheet as you would any other public game. Your experience and rewards earned are valid for public D&D Adventurers League play.

during preparation, but you don't have to bring it along to the game.

- **Note 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 and detailed areas.
- **A DM screen.** Helpful to hide the adventure and conceal your notes from the other players.

RULES FOR DUNGEON MASTERS

The variant rules for "Playing on a Grid" in the *D&D Basic Rules* and *Player's Handbook* can be used if you and your players wish. Dungeon Masters should feel free to use the *Dungeon Masters Guide* to help run games if they so choose. However, D&D Adventurers League play does not use any other optional or variant rules as presented in the *Dungeon Master's Guide*.

BEFORE EACH PLAY SESSION

Before you start the adventure, spend some time familiarizing yourself with the locations, events, and characters. You'll also want to review the relevant statistics for any monsters or nonplayer characters (NPCs).

After you introduce yourself to the players, ask them to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Character faction
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range cannot participate in the adventure with those characters. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number.

In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to this guide for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

AFTER EACH PLAY SESSION

As characters progress through the adventure, they'll earn treasure in the form of valuables like gold, jewelry, and art objects, as well as magic items. In addition, there might be special rewards that are story focused or intangible. Since a group's composition might change from one play session to the next, you'll want to have players update their logsheets before leaving the table.

Each player is responsible for maintaining his or her own adventure logsheet. At the end of the session, you should give out rewards earned and each player should record that information on his or her logsheet. Some rewards are earned only at the end of an episode or adventure.

REWARD DISTRIBUTION

When a session of a D&D Adventurers League game has concluded, rewards are handed out. Here's how to determine who gets what. The adventure might have additional details on distributing certain rewards.

AWARDING EXPERIENCE POINTS

Award XP as noted at the conclusion of the session, episode, or adventure. Generally, you'll award XP for combat by dividing up the total XP value of the monsters defeated by the number of characters in the party. For noncombat XP, you'll award the value noted to each character who earned it unless otherwise specified in the adventure.

AWARDING 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, episode, or adventure, which is then divided by the number of characters in the party. Each character should earn an equal share unless otherwise specified.

Nonmagical equipment (such as arms, armor, and other gear) can be sold for half its cost to add to the total

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference. Follow these steps to determine how to distribute permanent magic items:

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character who possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

gp value. Arms and armor taken from defeated monsters is **worthless and cannot be sold** unless specified in the adventure (the party can use the items during the session in which they are found, though). As a general rule of thumb, if an item is part of a monster's statistics, it's not sellable.

AWARDING CONSUMABLE MAGIC ITEMS

Potions, scrolls, and other consumable magic items are divided among the characters at the conclusion of a session, episode, or adventure. Most adventures will contain a small number of consumable items. A player notes the item obtained by recording it on his or her logsheet. Players should attempt to ensure an equitable distribution of consumable items. If more than one player would like to own a specific consumable item and cannot resolve it, the item's owner is determined randomly by the DM.

AWARDING PERMANENT MAGIC ITEMS

Permanent magic items are rare, and do not appear too often. They can be distributed at the conclusion of a session, episode, or adventure. A player notes the item obtained by recording it on his or her logsheet. Permanent magic items have rules for distribution to promote equity, which are noted in the sidebar.

AWARDING RENOWN

Many adventures offer a renown award in the form of renown points for members of certain factions. Usually, this renown award will range from 0 to 2 points. Award renown points at the conclusion of an episode or adventure.

Characters can earn renown only from their own factions. A character can join a faction at any time in an adventure before renown awards are distributed. Some adventures might offer additional benefits to characters of certain factions or ranks.

You do not award renown after each session, unless that session is the end of an episode or adventure.

AWARDING DOWNTIME

At the conclusion of each episode or adventure, award downtime days to each character. Adventures typically award 10 downtime days at the end of the episode or adventure unless otherwise specified. Characters can

spend downtime days (and as a result, pay lifestyle expenses) before or after the start of an episode or adventure.

You do not award downtime after each session, unless that session is the end of an episode or adventure.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 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

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith can request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

TIPS FOR THE DUNGEON MASTER

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating

game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide* has more information on the art of running a D&D game.

DUNGEON MASTER REWARDS

Dungeon Masters put time and effort into providing a fun D&D Adventurers League play experience, and as such, deserve rewards and recognition for their work. DMs might receive some or all of the following benefits.

CHARACTER REWARDS

DMs like to play too, but they often don't get as many opportunities as non-DMs do. Therefore, **all DMs can earn experience points, downtime, and gold pieces for a character after running games.** The DM notes the reward on the next session's entry on his or her adventure logsheet along with the date the game was run. In addition, the DM notes the event organizer's name and DCI number. A character gaining XP through DM rewards can gain multiple levels between adventures or episodes of play. Only one character can benefit from each reward earned.

Home Game Rewards. A DM running home play (the for-sale published adventures, including *Lost Mine of Phandelver*) receives a DM reward after each episode he or she runs for a group. The DM receives 300 XP and 150 gp times the tier of play (300 XP / 150 gp for levels 1–4, 600 XP / 300 gp for levels 5–10, 900 XP / 450 gp for levels 11–16, and 1,200 XP / 600 gp for levels 17–20) and 10 downtime days for each episode completed.

D&D Encounters Rewards. A DM running D&D Encounters play receives character DM rewards exactly like home game rewards. The DM's folio available through D&D Encounters might contain additional character rewards on certificates.

D&D Expeditions and D&D Epics Rewards. A DM running D&D Expeditions or D&D Epics play receives a DM reward after each adventure he or she runs for a group. A double-length adventure (typically 6–8 hours long) earns double this reward. The DM

CHEATING

D&D Adventurers League play is meant to be fun and inclusive; it's not really a competitive atmosphere. As the DM, you should correct cheating players by quickly and discreetly (if possible) resolving the issue and make a ruling on what happens.

A Dungeon Master can review paperwork (character sheets, adventure logsheets, and certificates) at any time. If you notice something amiss—either with paperwork or during the game (fudging dice rolls, not checking off used items, and so on)—discuss it with the player and make any corrections necessary. You can disallow a rules item that seems outside the official rules. You can ask a player to reroll a dice roll that isn't obvious to the table. Handle the corrections in a professional manner—never embarrass the player or assume wrongdoing. We're all here to have fun and enjoy the challenge of adventure!

receives 200 XP and 100 gp times the tier of play (200 XP / 100 gp for levels 1–4, 400 XP / 200 gp for levels 5–10, 600 XP / 300 gp for levels 11–16, and 800 XP / 400 gp for levels 17–20) and 10 downtime days for each adventure completed.

SERVICE REWARDS

Sometimes at large public events such as conventions, some DMs might receive other rewards for their efforts. These might include recognition, access to special events, or special D&D Adventurers League privileges. Events that offer such awards might make it known beforehand or surprise hard-working DMs. The administrators might give out rewards as they see fit at events they are attending.

ORGANIZING EVENTS

A rewarding way to help grow your D&D Adventurers League community is to engage in organizing your own events. Here's a step-by-step guide to getting games going in your area.

FIND A PLACE TO PLAY

Typically, in-person public events are run at a store, public community hub (such as a library, school, or community center), or as a part of a convention.

Stores are often the most stable locations for play, and they have the benefit of having access to additional materials through play kits. If you need to find a store near you, check out the [Store and Event Locator](#). You can search for stores currently running D&D events, or check with the store to see if they'd be interested in starting up events. Most stores are happy to work with an enthusiastic organizer; simply explain what you'd like to do, and work with them on scheduling event times and dates. Stores can host adventures released through D&D Encounters and D&D Expeditions.

Other public locations are also a good option for play. Check with the facility, community, or events manager at the location to set up an event. If you're able to partner with a store to sponsor your event, the store can provide you with additional materials by scheduling the event for you. If you're not able to partner with a store, you can host adventures released through D&D Expeditions.

Conventions are unique events that happen more infrequently, but bring together much larger groups in the community. If you want to work with a convention, make sure you're communicating with someone who understands the games you'd like to run and can help facilitate your needs. Typically, this is someone who specializes in roleplaying games or specifically D&D. Conventions can host adventures released through D&D Expeditions; a very select number of large shows receive D&D Epics as well.

Online streaming play is considered public play as well. While the actual play group might be small, as long as the public is able to easily access the streaming content through a website or application, the benefits for public play apply to the group participating in the adventure. Organizers with a streaming account should specify it in their request for adventure access if they're not able to partner with a store.

FIND DUNGEON MASTERS

You're probably going to need help to run your games, unless you're only planning on having one table at your event. If you plan to have multiple tables at your event and you're organizing, it can often be a good idea to let others take on the DM duties.

You can recruit DMs from your friends, interested players in local stores, or through online portals like social media and community groups. Make sure that you discuss the specifics of your event with your DMs. Let them know what adventures you'd like to offer, and if there will be any sort of rewards for their service. You can involve them on the adventure selection process if you'd like.

Dungeon Masters work hard preparing their games. Make it easier on them by providing them with links to the adventures at least a week in advance of your event. Let them know that they're responsible for bringing the adventure and showing up prepared to run the game.

ADVERTISE YOUR EVENT

Make sure to let others know that you're putting on an event! Ask to put up flyers at local stores if they have a community board. Head to nearby universities and high schools to see if you can advertise there too.

Social media and forums have made getting the word out much easier. Set up an event, and invite friends and fellow gamers to it. Remind people through regular updates on your event's progress. Make sure to let others know the following basics about your event:

- Date
- Time
- Adventures featured (and appropriate levels)
- Cost
- Maximum number of attendees

A PLACE FOR ORGANIZERS

Our administrators have set up a great web site focused on helping out D&D Adventurers League organizers. There, you can find all sorts of information, read about upcoming releases, and ask questions. Head to dndadventurersleague.org to check it out!

ADVENTURE ACCESS

If you're an organizer associated with a store, after scheduling events, the store will receive the site link and password to a resource center that will contain all currently available adventures.

If you're an independent organizer running your games at a non-store public location, you can [contact Wizards](#) to request support for your public event or convention.

You should set up a document to capture event registration. Have players RSVP with you for the games and times they'd like to play. Keep the list handy, and make sure to bring it to the event. You can even collect any event fees beforehand, so players don't have worry about paying on-site.

PREPARE MATERIALS

Just prior to the event, make sure you have the following materials available:

- Blank character sheets
- Blank adventure logsheets
- Pregenerated characters (if you're running games for character levels 1–4 and know you might have new players)
- This guide for reference
- The *D&D Basic Rules*
- A printed copy of each adventure for reference, or in case a DM forgets his or her copy
- Event registration lists, with spaces for open spots
- Any other materials you might want to denote the play area and attendees (tablecloths, table tents, name tags, and so on)

If you're running this event in a store or on a store's behalf in public, check with your store about getting DCI cards for new players.

RUN YOUR EVENT!

Be a good host and greet your players. You or someone you designate should help organize players into groups, especially those that didn't come with a full group (this is known as **marshaling**).

If you need to make announcements, do so at the start or end of a session if possible to avoid disruption. Make sure the DMs are pacing their games accordingly. Check on the tables and ask if everyone is having a good time. Be open to feedback and responsive to good criticism.

Make sure you hand out any rewards (like certificates) if you have them. It's a good idea to set up an event headquarters area for this purpose and to act as an information point for your attendees.

When the event is over, make sure you thank your players for attending, and give a special thank you to your DMs. If there's anyone who went above and beyond to help out, single that person out. A little recognition goes a long way.

PART 3: 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 Organized Play Manager as well as key members of D&D Brand and D&D R&D. 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 and the associated social media groups 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.

At D&D Epics events, we’ll have more opportunity for individuals to make a difference and be recognized for their actions at the conclusion of the adventure.

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). Unless otherwise specified, the playtest of the adventure **does not count** as an official D&D Adventurers League game, and your character does not

DM PREVIEWS

Also known as a “slot zero,” DM previews are play opportunities for Dungeon Masters before a scheduled event. Organizers can allow DM preview sessions before the event as long as the table follows these rules.

- The session must occur at least 48 hours before the event.
- The game played at the session must be an adventure available for public play at the event.
- The table must consist of a majority of DMs for the event (two DMs for a three-to-four person table, three DMs for a five-to-six person table, and four DMs for a seven-person table). Other players attending the event can fill the remainder of the table.
- All rewards earned are conditional upon the DM’s fulfillment of commitment to run games at the event. The organizer of the event can revoke rewards earned if the DM fails to meet his or her commitment.
- You can play in only one DM preview for each session you run at the event. For example, you cannot play three DM preview games and run only one session at the event.
- The Dungeon Master for the DM preview gets full DM credit for running the game.
- Additional restrictions might apply for large conventions and special events, such as D&D Epics.

earn any rewards for playing it. However, 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).

DESIGNING ADVENTURES

Every so often, we will have a designer open call for D&D Adventurers League adventures. If you like designing adventures, can work to specifications, and are able to meet deadlines, we might add you to our approved list of adventure designers.

Our adventure designers are paid for their work and as such, are treated like professionals. We typically give an adventure designer a couple of weeks to flesh out an outline from an existing concept, and then about six weeks to design the adventure. Attention to detail, ability to create a fun and exciting framework for an adventuring story, and ability to receive constructive feedback are required.

Our designer open call will be announced through social media and requires a design test, as well as a sample of previous work. We'll keep the call open for several weeks, and then close it. Some number of designers will be selected from the open call to be added to the approved list. Once closed, we'll reopen a designer call when we want to add more designers to our approved list.

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 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. The specific downtime activities for this season are listed in Part 2.

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 Encounters and D&D Expeditions 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 D&D Encounters early, what do we do?

You can fill the remainder of your Wednesday nights for the season by continuing the adventure from where it left off. Someone will need to pick up a copy of the for-sale product, but it's easy to keep going. The D&D Encounters kit even provides certificates to support play of the entire adventure, including the post-D&D Encounters episodes.

Alternatively, you can schedule D&D Expeditions games on those nights and split the adventures into two sessions of play. If you do this, players must participate in both sessions to obtain the rewards at the end of the adventure (such as renown and downtime).

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 Expeditions adventures.
- Start with *Princes of the Apocalypse*. Play as long as you'd like (either through the D&D Encounters program, or further on through the whole adventure). Once you've decided to leave that adventure, continue with D&D Expeditions adventures.
- Start with D&D Expeditions adventures to take you from levels 1 to 4, then continue to play those adventures throughout your character's adventuring career.

We **do not recommend** returning with the same character to play *Princes of the Apocalypse* or *Lost Mine of Phandelver* after you've exited from one of those adventures. If you do so, you must enter the adventure again at the beginning of a chapter.

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*, as 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 Expeditions adventures released?

A new D&D Expeditions adventure has a **debut weekend** at one or several conventions selected by 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 be played at any public location (stores, conventions, and so on).

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)
- *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.

LINKS AND RESOURCES

D&D LINKS

- [Official D&D Web Site](#)
- [Official D&D Community Web Page](#)
- [Elemental Evil Story 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 LINKS

- [Official Wizards D&D Adventurers League Announcements](#)
- [D&D Adventurers League Organizers Page](#)
- [D&D Adventurers League Official Forums](#)
- [D&D Adventurers League Twitter](#)
- [D&D Adventurers League Facebook Group](#)
- [D&D Adventurers League G+ Community](#)

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**

OFFICIAL DOCUMENTS

- [D&D Basic Rules](#). The rules document that contains everything you need to get started.
- [Official Adventure Logsheet](#). You'll need these to record your D&D Adventurers League play.
- [Current Storyline Character Sheet](#). Especially optimized for D&D Adventurers League play!

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.