

Welcome to Detect Thoughts!

This living document will be periodically updated with clarifications and rulings from the Adventurers League Admin team, and will serve as an official reference until the DDAL guidance documents are revised.

—The Admin Team

REGARDING AL LEGALITY:

The hardcover *Guildmaster's Guide to Ravnica* and the Ravnica introductory adventure *Krenko's Way* are not currently Adventurers League legal. If this changes in the future, we'll be sure to make an announcement and update the Content Catalog.

REGARDING ANIMAL COMPANIONS:

Certed animal companions are normal, non-magical animals that can be revived using *Raise Dead*, given that there is a body to raise.

REGARDING DDAL00-05 *WINTER'S SPLENDOR*:

Please note that all main and bonus objectives award 1 ACP and 1 TCP each.

The *enduring spellbook* is a common magic item that can be unlocked and then purchased for 2 TCP.

The Content Catalog guidance that states "if [the familiar] is destroyed, dismissed, or leaves, it will not return without other campaign guidance or rulings" refers to permanent dismissal, not a temporary dismissal of the familiar for safety's sake.

REGARDING DM QUESTS:

DM Quest "Best Kept in the Dark" is an example of specific guidance overruling general: typically, Legendary items are not available to be unlocked as part of a DM Quest per the Quests document, under "What is 'Tier Appropriate'?", but in this instance, the Quest specifically provides for an unlock of an item on Magic Item Table I, including Legendary items.

If you earn rewards from running Eberron content, they can be applied to an Eberron character. Forgotten Realms & Ravenloft rewards can be applied to Forgotten Realms characters.

If a DM Quest rewards a consumable item or a magic item: consumables are immediately gained, while the magic items are unlocked.

To determine the eligibility of CCC adventures for

"current season" play for DM Quests, please reference the "added to catalog" date on the CCC's page on the DMs Guild.

DDAL 08-07, 08-08, and 08-09 had their descriptions updated to "A DMM adventure" from "A WDH & DMM adventure" in version 8.07 of the Content Catalog. This does not impact the current DM Quests, and the Quests will still be valid as written.

If a DM Quest awards a consumable, standard +X ammunition (such as arrows, bolts, or sling bullets) is awarded in bundles of 20. Any other magical ammunition (such as an Arrow of Slaying) is awarded in single pieces.

DM Quest awards are limited to ammunition found in the PHB. Other nonstandard ammunition (such as pistol bullets) must be unlocked prior to awarding.

For DM Quest "Hell of a Deal", the free casting of *augury* or *remove curse* at the beginning or end of a session is applicable for multiple sessions.

REGARDING DOWNTIME ACTIVITIES:

Guidance is provided in *Waterdeep: Dragon Heist* for Running A Business. This activity remains available to characters once they adventure outside of Dragon Heist, provided they maintain ownership of the business.

REGARDING *DUNGEON OF THE MAD MAGE*:

Each level of Undermountain is a chapter. If a character levels out of a chapter, they can complete that chapter, but cannot start any new chapters that are outside of their Tier. So in an example given in the Facebook group, if a level 10 character gains level 11, they finish playing floor 7, have to skip levels 8 and 9, and pick up on floor 10. This is because each *level* is considered a chapter, not each *tier* being a chapter.

Skullport is a neither a level nor a chapter for Undermountain. It can be visited just the same as a character can visit Waterdeep or Phlan.

Guidance on the cursed sword on Level 1: If someone picks up the sword, they receive the sword, the light, and the curse, at no cost. If they cast *remove curse* they are able to stop using the sword, but if they would like to keep it, the cost will be 2 TCP, it will act as a common magic item, and is not on a table, so it is not tradable.

Story Items obtained in *Waterdeep: Dragon Heist* may carry over and be used in *Dungeon of the Mad Mage*.

REGARDING HARDCOVERS:

In a hardcover with a mixed-tier party, the tier of the TCPs awarded is tied to the APL of the characters (to the max of the character's tier). For example, a group of Tier 2 and Tier 3 characters playing at APL 9 will be awarded Tier 2 TCP. This is currently unclear in our guidance documentation, so we'll be adding it in our next revision.

For *Encounters in Sharn*, ACP and TCP rewards are earned based on time invested, as with other hardcover adventures.

REGARDING MAGIC ITEMS:

When a consumable magic item (that is a potion, scroll, or parcel of magical ammunition, only) is found by the characters, the intent is that a consumable item may be immediately kept by one character and is subsequently unlocked for everyone present (including the character that got to keep it).

If an item such as a Necklace of Prayer Beads is unlocked in an adventure, the number and type of beads are determined randomly unless specified by the adventure.

Common magical weapons or suits of magic armor obtained via the "This is Your Life" tables are of the same type of the armor or weapon obtained as starting equipment for your class. This magical item replaces the mundane version you would have obtained as starting equipment.

Currently, common items are not tradable, as they are not assigned to a Magic Item Table.

REGARDING STORY AWARDS:

If a character holds a location-based story award that enables them to spend downtime in that location, they do not need to be adventuring near that location to use it, as the downtime day expenditure is representative of traveling to that city.

REGARDING ADMIN RULINGS:

If a character goes back in time and dies are there any special rules or is resurrection the same?

It's presumed that bodies are recovered unless otherwise stated by the adventure.

If you unlock the Oathbreaker from the DM rewards, does DMG become your +1? Or does it circumvent the +1 rule?

Content accessed by virtue of specific campaign documentation (like the DM Quest reward) doesn't count towards your PHB +1.

Are there rules listed anywhere on trading cert'd familiars or pets?

Only permanent magic items may be traded.

Is the [insert magic item here] an Adventurer's League legal item? I would love to earn it from a DM Quest but I cannot find an official source of what Magic Item Table it should be on.

If it is not specifically listed in a Magic Item Table, called out in the Content Catalog as treated as being on a specific table, or mentioned as a specific exception in a DM Quest, it is not unlockable.

If my character has access to the poison table from the DMG due to a Quest, can I take poison as my renown item?

No -- you are eligible for one piece of equipment from the PHB.

If I unlock a magic armor in an adventure, do I also unlock the barding equivalent?

Unlocking magic armor also unlocks the barding equivalent, but once an unlocked item is purchased (whether that is armor OR barding), it returns to a locked state, and must be unlocked again to purchase the other type of armor.

If a character dies during an adventure, do they gain Advancement Checkpoints up until their point of death (ie: play for 3 hours to get to final boss, but die in final hour = 3 ACP), or none for the session?

Characters will earn rewards up until the event of their untimely death.

When rebuilding a character, what features can you rebuild? I.E. Can you re-spend your TP on something different when you choose to rebuild?

You can rebuild your character itself, but not its equipment (save for starting equipment granted by the character's class, if changed).

One of my characters found a spellbook and has already copied everything she can from it. Since a spellbook is listed as mundane equipment in the PHB, can I sell this for half value?

Spellbooks are mundane equipment that can be kept when found. No rule exists that says they can't be

sold, and the PHB prescribes their cost.

Older adventures sometimes include magic items with additional quirks, such as the wolfskin cap (Hat of Disguise) from a Season 4 adventure. Upon completion of the adventure, do characters unlock the item with quirks or without?

Items are unlocked specifically as they are found in the adventure.

How do I award Season 8 rewards for mixed-tier parties?

Characters receive rewards based on their tier. If a group of T2 and T3 characters spend 4 hours adventuring, the T2 characters receive 4 treasure checkpoints, while the T3 characters receive 8.

In groups consisting of mixed tier characters, DMs earn a number of advancement and treasure checkpoints equal to what the highest tier character would earn.

In cases such as an Epic that consists of multiple tiers of tables, all DMs will receive checkpoint rewards as if they ran a table of the highest tier that the adventure accommodates.

Is it ever AL legal for item trades between two characters of different tiers?

Yes, but note that both PCs still need to trade on a one-for-one basis for items of the same rarity and magic item table location, and both have to pay 15 downtime days assuming they are not at the same table (which is unlikely since they are different tiers).

Can a character trade in a magic item they have outgrown? For example, I have a +1 Shield, but I want to purchase a +2 shield with Tier 2 Treasure Checkpoints. Can I exchange my old shield with some other unlocked item on the same table?

As a general rule, magic items can't be sold for treasure checkpoints. Items that you've "outgrown" can, however, be traded using the rules for the Magic Item Trading downtime activity found in the ALPG.

For the rank 2 renown benefit, can the piece of equipment be a gem or other spellcasting component that is consumed when casting?

Items received as renown benefits are specifically mentioned in the tables and lists in Chapter 5: Equipment.

Can you purchase spiked armor without SCAG as your +1 resource?

You can purchase mundane equipment from any resource that's available as a +1 regardless of whether you actually chose it as your +1.

Can a spell scroll be purchased at a higher-than-base (upcast) level?

No, spell scrolls can only be purchased at the spell's initial level.

Are items able to be unlocked twice? My understanding was that unlocks cannot stack.

Players can have multiple unlocks for the same item. This will be fairly common for things like consumable items, since when a consumable is found in an adventure, one character gets to keep it, and the entire table unlocks it. Separate adventures may also unlock the same magic item.

In the case of White Plume Mountain and the Level Up DM Quest: do DMs receive the extra TCP awarded to players for turning in the named weapons?

DMs do not receive the additional TCP awarded to a character for turning in WPM weapons as a result of Level Up.

The AL Content Catalog currently offers guidance for magic items in the Season 7 section, but nothing about checkpoints. Do ACP, TCP, and unlocks transfer from surrogates to either original or new characters?

Rewards earned by a surrogate are transferred to the original character in the event of their resurrection, or to a new character in the event that the original character's soul is devoured. These rewards include ACP, TCP, magic items and unlocks, and gold. Any references to a magic item count are to be ignored.

Is reading a Tome or Manual (which takes 6 days) an AL-legal Downtime activity?

Reading Tomes and Manuals is not an approved Downtime activity.

Can magic items that grant permanent stat boosts be immediately used in-game without expending TCP?

If you find a magic item that tries to permanently adjust your stats during a game, be aware that the benefit expires at the end of the session and the item does not recharge. If you wish to make the effect permanent, you must purchase that item with TCP (consulting the ALPG for such costs).

Do spell effects carry over between AL sessions?

The AL guidelines do not currently hold an official position, so this will be a decision between players and their DMs.

In modules that specify choosing an item based on rarity, from a table or of a weapon type, do all the players get the same unlock or does each player choose?

If the text calls for "each character", then each character can select a single unlock (each character's unlock is theirs alone).

If the text calls for 1 item on Table X and 1 item on Table Y, all characters present gain those unlocks.