

THE WANDERING REALMS

SHARED CAMPAIGN ORGANIZED PLAY

DUNGEON MASTER'S GUIDE

V.2.0



A SHARED CAMPAIGN ORGANIZED PLAY SYSTEM FOR THE 5TH EDITION DUNGEONS & DRAGONS. IN THE WANDERING REALMS YOU CAN EXPLORE ALL THE DIFFERENT WORLDS, REALMS, AND SETTINGS IN D&D IN AN ORGANIZED PLAY SYSTEM.

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THE WANDERING REALMS - DM'S GUIDE

Welcome traveler to the **Wandering Realms**, where the entire multiverse of Dungeons & Dragons is open to explore and play in. Adventurers can travel between the Crystal Spheres to different D&D settings, from the familiar Forgotten Realms, the high-tech Eberron, to Wildemount of the Critical Role world, to even homebrew worlds created by the Dungeon Masters here on *The Adventurer Leagues discord* server.



A SHARED CAMPAIGN UNIVERSE

The **Wandering Realms** is a "shared campaign" universe, similar to a "West Marches" or even the official "Adventurers Leagues" organized play. There are various kinds of shared campaigns. **The Wandering Realms** is more similar to that of Adventurers League. It embraces busy lifestyles, featuring a drop-in/drop-out style of game play. You create a persistent character (your character gathers items, gold, items and levels up as you continue to play) that goes on different adventures.

Player's characters act like an "Adventurer for Hire" and you get tasked with going off to playing these different "quests", and so you can play any **Wandering Realms** game for which your character is the right level. Unlike a traditional campaign with a set group of players & single DM, you may play with different players or different characters, and even different Dungeon Masters each game, and you track your progress across the games.

TO BOLDLY GO...

So far in 5th edition D&D and other organized play programs, adventurers and quests have been limited to the "Forgotten Realms" setting, with other D&D settings kept separated in their own worlds or programs, and homebrew settings left to private games and one shots. With **The Wandering Realms** you are no longer bound to just one setting or world. Every published D&D 5th edition setting is allowed and playable, including homebrew worlds and settings created by individual Dungeon Masters.

In D&D lore, all of these worlds are contained in their own "Crystal Spheres", and are connected across the multiverse of 5th Edition D&D, and are traversable by players who can find their ways across the space and pathways between them. This allows characters, stories and worlds from each to be told and allow characters to explore all of these brave new worlds and experiences.

While many of the adventures will have their own stories and storylines, **The Wandering Realms** will have "Featured Campaigns" with specific games that will have a connected storyline that will allow players who enjoy roleplaying and narrative gaming to explore and participate in.

WHAT YOU NEED TO PLAY

To participate in Wandering Realms games, you'll want to grab at least the following things to help make gaming easier:

- [D&D Basic Rules](#) - This is a free document from Wizards of the Coast website wills all the basic rules of 5th edition Dungeons & Dragons. To get access to the complete ruleset, we recommend picking up the 5th Edition of the "D&D Player's Handbook", and if you want to run games, a copy of the 5th Edition "D&D Dungeon Master's Guide".

- A [Discord app](#) account. Discord is a mobile & desktop app that allows for communities to do voice, video, & text chat. You can run this using just a web browser, however the mobile app and desktop software do allow for additional functionality and features. *The Adventurer Leagues discord* server is where all **Wandering Realms** games will be posted, where players can sign up for games, and where any game planning and organizing will take place. This is also where all Voice chat during each game will take place.

- A [Roll20.net](#) account. Roll20 is a online "Virtual Tabletop", a online graphical representation of your characters and the monsters and maps. This is also where you will create your Character Sheet that will be used in **Wandering Realms** games played here. (Some DMs may use other systems, like Foundry, Talespire, Avrae, etc.)

- A Character Log Sheet. To log your adventures, we recommend using a website like [AdventurersLeagueLog.com](#) to keep track of your adventures (Wandering Realms logs are compatible with Adventurer Leagues logs, so you can use them for Wandering Realms as well).

AN ONLINE-ONLY GAMEPLAY SYSTEM

Currently **The Wandering Realms** is played exclusively online and is run by *The Adventurer Leagues discord*. While in the future we hope to expand beyond & offline, currently only games run on *The Adventurer Leagues discord* are allowed.

This does mean you will a stable internet access in order to participate in games. A microphone that allows you to communicate via voice chat is also highly recommended. Some DMs may be okay with allowing players to just use text chat, but this does require players to be very attentive and respond in a timely manner when it is their turn in combat or when roleplaying.

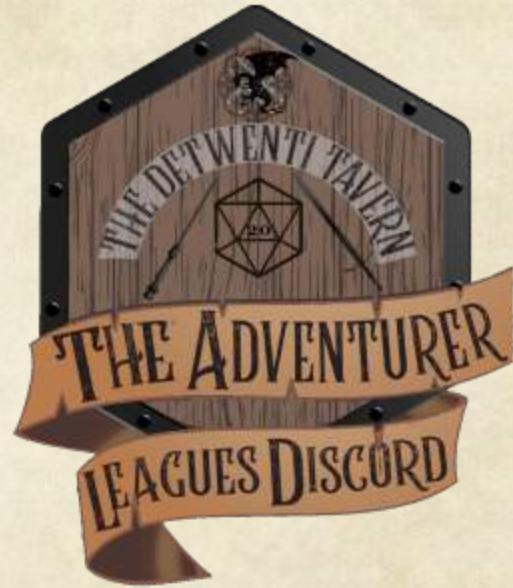
THE ADVENTURER LEAGUES DISCORD

The Adventurer Leagues discord is a Discord (a mobile & desktop app that allows for communities to do voice, video, & text chat) community that shares their enjoyment of Dungeons & Dragons, where we run daily games for the Adventurers League official organized play, as well as homebrew campaigns, one-shots, and now **Wandering Realms** games and adventures!

Check out our website: [The Adventurer Leagues.com](http://TheAdventurerLeagues.com) or join our [discord server!](#)

WE'VE ONLY JUST BEGUN!

The **Wandering Realms** is just getting started, and we have many big plans for it's future. The official rules & system will continue to evolve and change to ensure a consistent, fair, and most of all, fun gameplay experience for every player and Dungeon Master. Please let us know if you have any comments so we can continue to improve! Thank you!



RUNNING WANDERING REALMS ADVENTURES

THE DM IS IN CHARGE

"With great power, comes great responsibility." - A Dead Guy

When it comes to any game, there is no game without the Dungeon Master. You are the lifeblood of D&D and it's thanks to your efforts, many can enjoy this wonderful game we all play. You are the one who brings these worlds and realms to life and make them fun for the players and yourself to experience. This also means it is on you as DM to make sure that everyone who comes and plays is welcomed, and that the game is fun and fair to all players.

CHANGES & TWEAKING ADVENTURES

You are free to change adventures as you see fit in a way that will make the the game funner and more interesting to players to keep them engaged. You can increase or decrease the difficulty as you need, and even change plot points. However changing storyline or story beats, encounters, NPCs, etc. should be done consistently across sessions and parties so that everyone experiences a similar experience, and to make sure favoritism isn't shown to a particular group, and must be consistent with the "Custom Adventures" Rules you'll find below in this document. However you may not change the magic items rewarded by the adventure.

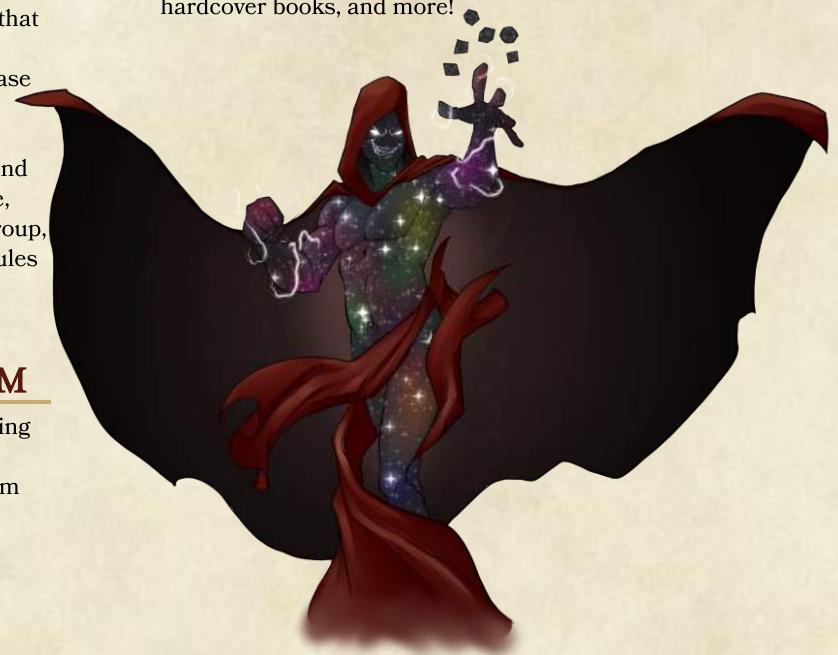
BEHIND THE SCREEN: BECOMING A DM

So you want to be a Dungeon Master? Getting started doing so is easy! Get into touch with one of the staff on *The Adventurer Leagues discord* to get started! You'll find them with the following roles on the server:

- @BBEG (Admins)
- @Familiars (Mods)

BENEFITS OF BEING A DUNGEON MASTER

- It's really fun for you and for the players.
- You get cool rewards.
- You can either run pre-made modules, or your own creation.
- You can get character advancement or a magic item, your choice, each time you DM a module.
- You have access to various resources, such as modules from DMs Guild, maps, and other.
- You get access to a DMs room on the Discord full of resources and assistance.
- It counts towards DMing in the *Adventurer Leagues Discord*, where you get cool prizes for DMing. Such as custom server emoji, and physical gifts like dice sets, hardcover books, and more!



RULES FOR DMING WANDERING REALMS

When you DM an adventure for the **Wandering Realms**, you will need to make sure of a few things and follow a few requirements to make sure it falls in-line with the **Wandering Realms** system in order to ensure fairness and consistency across gameplay.

- All games must follow D&D 5th Edition rules. Variant rules such as flanking are allowed, however players should be notified of any variant rule before each session starts.
- Everyone must always follow the [Code of Conduct](#) of *The Adventurer Leagues discord*. Please notify the staff of any issues right away so it can be resolved right away.
- Most games on the server will be run using Roll20, **however this is not required for The Wandering Realms play**. However if you are new or in need of a game room, *The Adventurer Leagues discord* can provide one for you to run your games in and help get you setup.

GAME SESSION RULES

- All game postings for **The Wandering Realms** games should be posted in the #Gen-D&D-Bulletin-Board channel to avoid confusion with regular Adventurers League games.
- All **Wandering Realms** game sessions must last at least 2 hours long to count for character or DM rewards.
- After each session, please post in the #DM-Lounge channel a "Session Report" so games can be tracked. You may also use [AdventurersLeagueLog.com](#) to keep track of your DM sessions. (Custom Adventures must always post a Session Report in the #DM-Lounge channel). Your Session Reports should contain the following information:

DUNGEON MASTER REWARDS

Dungeon Masters are what powers these games and adventures, and in appreciation for the time and effort put in, as well as exchanging their time for playing, DMs running **Wandering Realms** can earn the following rewards for the sessions that they run on *The Adventurer Leagues discord*.

REWARD OPTIONS

After running a module, you may take one of the following:

- One of the magic items granted in the module—appropriate to the tier of the character being rewarded.
OR
- One character level and appropriate amount of downtime.
- In addition, you take the gold reward from the module appropriate to the tier of the character being rewarded.

SHARING YOUR CUSTOM ADVENTURE

If you write a custom adventure for **The Wandering Realms** and share it with other DMs, the first time another DM runs your adventure, you get may log this as a session to count towards your DM rewards as if you'd run it. This only counts the FIRST time any other DM runs your adventure.

- **Name of the Module:** (Mod name & sheet code)
- **Start Time:** (Mark it using this program <https://timee.io/>)
- **Players:** (List of the players who played in the game)
- **Rewards:** (List magic item, consumable magic items, and who received them)
- **Gold Rewards:** (The gold rewards awarded to the players)
 - You may run any of the following adventures in **The Wandering Realms**.
- **Wandering Realms** adventures (using TALWR-NAME-XXX sheet code designations for adventures)
- Any Hardcover Campaign published by Wizards of the Coast, including individual hardcover chapters. 3rd party campaigns must follow "Custom Adventures" rules as noted below.
- Any official Adventures League adventure as published on [DMsGuild.com](#).
- Custom Adventures. You can run any homebrew, one-shot, D&D adventure of your choosing, however it must follow the specific rules for "Custom Adventures" as noted below.

When posting any Adventurers League games, please be sure to clearly note this is for **Wandering Realms** and will not count for Adventurers League advancement/rewards.

For every session run for **The Wandering Realms**, you can also unlock special player options not available for regular players that will be allowed as legal character options for your characters. For every 10 sessions run, you unlock one of the below character options

- **Character Race:** Grungs (from One Grung Above)
- **Character Race:** Verdan (from Acquisitions Incorporated)
- **Character Class:** Gunslinger (by Matthew Mercer on DMsGuild.com)
- **Character Class:** Bloodhunter (by Matthew Mercer on DMsGuild.com)
- **Cleric Subclass:** Death Cleric (from Dungeon Master's Guide)
- **Monk Subclass:** Way of the Cobalt Soul (by Matthew Mercer on DMsguild.com)
- **Paladin Subclass:** Oath of the Open Sea (by Matthew Mercer on DMsguild.com)
- **Paladin Subclass:** Oathbreaker (from Dungeon Master's Guide)

Dungeon Masters with the **Arch DM**, **Expert DM**, or **Master DM** roles who have unlocked **Oathbreaker** and **Death Clerics** unlock the ability to play characters of the Neutral Evil alignment. This comes with the caveat that it can be revoked if reports of trouble are brought to the staff's attention. (Please note: Two mini-adventures (of one hour each) count as one DM game session.)

CUSTOM ADVENTURES



Below are guidelines for crafting your own games for play in our shared campaign. We want you to have as much creative freedom as possible, but must follow certain rules to ensure fair gameplay and rewards across the **Wandering Realms** organized play.

If you choose, you may publish your adventure at DMSguild.com or DriveThruRPG.com. If you do this please contact the **Wandering Realms** admin staff for info and instructions for publishing.

Instructions for submitting 3rd-party or Custom Adventures can be found in the Appendix (page 8)

SETTING

All modules must be set within the D&D 5E setting. It is not, however, restricted to Toril or Faerûn — which means you can go to places such as the Astral Plane, the Feywild, the Elemental Plane of Air, or any other plane. This includes other Crystal Spheres — meaning as long as it follows the rules, you can run modules within worlds of your own creation.

TIER SYSTEM

Games follow the Dungeon Master's Guide's tier system:

Tier	Levels
Tier 1	Levels 1-4
Tier 2	Levels 5-10
Tier 3	Levels 11-16
Tier 4	Levels 17-20

GAME LENGTH

Each session must be at least 2 hours, but the actual adventure may be the following lengths:

Tier	Adventure Length
Tier 1	4-5 one-hour mini-adventures
Tier 1	1 two-hour adventure
Tier 1	1 four-hour adventure
Tier 2-4	Any length adventure, minimum two hours

NAMING

You may give your adventures whatever name you desire (must still follow [Code of Conduct](#) rules). For the "Sheet Code" (numbering system for easier cataloging and logging), please preface all **Wandering Realms** adventures with: **TALWR** followed by your Online Name/Handle + a 2-3 digit number. Adventures following the **Wandering Realms** campaign storyline, please also include "C01" in code.
• Example: **TALWR-C01-DREAMS-001** "City of Death"

GOLD REWARDS

Gold rewards must follow the Gold Rewards rules as outlined in the **Wandering Realms Player's Guide**.

STORY AWARDS

Story Awards are special awards that are given to players that reflect their choices or consequences of their actions during an adventure. They can be temporary or permanent (negative permanent ones should always include a way to remove the story award). They must also follow these rules:

- No more than three story awards should be added per game.
- Story Awards must not add mechanical effects (other than the ones specified below).
 - Reskinned familiars
 - Pets/non-combatant characters
 - Advantage on checks with specific characters or groups of characters in the region
 - Happenings that may be simply bragging rights
 - An effect upon a future module if this one is in a series

OTHER AWARDS

Supernatural Gifts, Boons, or Charms may not be rewarded at this time.

MAGIC ITEM REWARDS:

When running custom or 3rd party adventures/campaigns, you must follow these rules for awarding Magic Items to players.

Tier Rewards

- 1 one uncommon magical item, 1-2 consumable magical items, 5 downtime
- 2 one rare (or below) magical item, three consumable magical items (max 1 rare), 5 downtime
- 3 one very rare (or below) magical item, 1-3 consumable magical items (max 1 very rare), 5 downtime
- 4 one legendary (or below) magical item, 3-5 (max 2 very rare) consumable magical items, 5 downtime

For each one-hour mini adventures, no Uncommon Magic Item will be rewarded. You may substitute a Common Magical Item. Upon completion of the last of mini-adventures, you can reward an uncommon magical item for players who've completed at least 2 of the one-hour mini adventures.

CONSUMABLE MAGIC ITEMS

Consumable magic items can include a spellbook. The amount and level of spells in it are as follows:

Tier Spell Limit

- | | |
|--------|-----------------------------------|
| Tier 1 | maximum 5 spells, levels 1-2 only |
| Tier 2 | 5-10 spells, levels 1-5 only |
| Tier 3 | 5-10 spells, levels 1-8 only |
| Tier 4 | 5-15 spells, any level |

MAGIC ITEM SOURCES

Magical items awarded in custom adventures may come from the following sources only:

- Dungeon Master's Guide
- Xanathar's Guide to Everything
- Tasha's Cauldron of Everything
- Fizban's Treasury of Dragons

If you are running a 3rd party adventure that contains a custom magic item in it, that item may be used for the duration of the adventure as a "story item" and then given up at the end of the module.

If you would like to apply for a custom magic item to be allowed for players to keep after the adventure, please see submission rules/procedures in the Appendix (page 8).

BANNED/PROBLEMATIC MAGIC ITEMS

These items are banned and not legal for Wandering Realms. Characters with these items must remove them from their sheets, or be retired from play. Items within Hardcovers are allowed within that hardcover.

- Blackrazor
- Blade of Avernus
- Dark Gifts (Barovia)
- Dawnbringer — compensated as Sunblade
- Deck of Many Things
- Deck of Several Things
- Drown
- Giant-Sized Staff of Magi
- Hazirawn
- Holy Symbol of Ravenkind
- Icon of Ravenloft
- Iron Flask
- Ironfang
- Korolnor Scepter
- Lord's Ensemble
- Lost Crown of Besilmer
- Mask of the Dragon Queen (complete or individual dragon masks)
- Matalok
- Maze Engine
- Philter of Love
- Ring of Winter
- Sansuri's Simulacrum (scroll/spellbook)
- Scroll of Tarrasque Summoning
- Scroll of the Comet
- Slaad Control Gem (any)
- Spell Gems (any)
- Sphere of Annihilation
- Staff of the Forgotten One
- Sword of Zariel
- Sunsword — convert to Sunblade
- Tinderstrike
- Wand of Orcus
- Wave
- Waythe
- Whelm
- Windvane
- Wyrmsskull Throne

NPC STATBLOCKS

In your custom adventures, you can use any NPC statblock that is located in a hardcover source book or campaign book as published by Wizards of the Coast. You may also use any NPC statblock published in any official Adventurers League adventure. You may also use certain 3rd party source books, examples of which include the below.

- *Critical Role: Call of the Netherdeep*
- *Dungeon Master's Guide*
- *Eberron: Rising from the Last War*
- *Explorer's Guide to Wildemount*
- *Fizban's Treasury of Dragons*
- *Guildmaster's Guide to Ravnica*
- *Journeys Through the Radiant Citadel*
- *Mordenkainen Presents: Monsters of the Multiverse*
- *Mordenkainen's Fiendish Folio Volume 1*
- *Mordenkainen's Tome of Foes*
- *Monster Manual*
- *Mythic Odyssey's of Theros*
- *Tasha's Cauldron of Everything*
- *The Wild Beyond the Witchlight*
- *Van Richten's Guide to Ravenloft*
- *Volo's Guide to Monsters*

Third Party Sources

- *Creature Codex* from Kobold Press
- *Critter Compendium* by Isabel Beis
- *Monsters of the Guild* by DMSGuild
- *Tome of Beasts* from Kobold Press
- *Tome of Beasts II* from Kobold Press
- *Ultimate Bestiary — Revenge of the Horde* from Nord Games

You may also "Reskin" or flavor your NPCs to fit custom adventures (please note original NPC statblock).

You are also within your powers to alter an NPC slightly such as the following examples:

- Changing its hit points
- Not letting it use spell slots over a certain level
- Giving an NPC with the note "Humanoid (any)" its racial abilities — such as the innate githyanki psionic spells, or Nimbleness for a halfling.

CUSTOM MONSTERS & NPCs

You are allowed to also create completely new and custom monsters and NPCs for your adventures. These should always be done with the intention of adding challenge and fun to an encounter or adventure, and never to try and "defeat" players. Balancing and playtesting these custom creatures can often result in a character's death or even a TPK (Total Party Kill). For this reason, the DM must inform the players of the following rule to help in these situations:

- Players killed by a custom monster/NPC, will receive a full and free revive from the factions. They will also still receive any rewards earned by the party for the adventure (in the case of a TPK, the party receives full rewards for the time played and any rewards earned in game before their deaths).

WANDERING REALMS CAMPAIGN 1 OPENING

At first the Griffon Calvary guards on patrol in Waterdeep thought it was a large bird, but as it approached at a very unlike bird speed, with a flaming trail behind it, they panicked as they thought it was a dragon. But before they could manage to land to sound the alarm, the object came screaming across the sky, and to their amazement it was what appeared to be a sailing vessel, falling from the heavens. The ship shot across the air straight towards the ground until, like a meteor, it crashed into the earth in the Sea Ward district, smashing through several buildings, leaving debris and wreckage in its wake.

Alarms quickly sounded on the ground and people rushed to help rescue people in its wake and put out fires that began to sprang up from the crash site and path of destruction. Local adventurers flocked to the scene, ready to take up sword and fight against any invading force or creature that might have been aboard (and to be first to find any lucrative plunder within). Sneaking into the vessel, a hooded gnome manages to crawl and sneak his way onto what remained of this ship, avoiding fires quickly spreading across it soon to destroy it quickly. As he moved through it, this vessel was strange, it had many alien mechanics to it, and seemed to radiate an arcane energy, and had the faintest smell that was both aberrant and familiar, but unplaceable in the gnome's memory.

Making his way to what he assumed was the Captain's quarters, he found a unconscious creature, a hippo like humanoid wearing what appeared to be a naval officer's uniform, laying next to an open chest. Peering inside the chest, the gnome adventurer saw a map that was not of any place on Toril, but instead appeared to map the stars and planets themselves, and showed a sketch of crystal spheres, each filled with a universe of planets and stars, all connected by some gaseous-like tunnels. This was definitely beyond his understanding, but looked like something a wizard would pay handsomely for.

Just as he was about to turn to leave, the hippo-like humanoid reached out and grabbed his leg, instinctually the gnome slashed at the hand with a dagger and in a puff of silvery smoke teleported across the room. He looked back and saw the captain reaching towards him and trying to speak. Cautiously he approached and before the captain succumbed to his injuries, he heard him whisper, "Destroy the machine boy, there are forces coming that will use it to conquer everything, this world, and all those beyond. It must never fall into their hands..."

Suddenly there was a crashing of wood and metal holding the cabin roof as it gave way and collapsed, crushing the captain and the gnome barely managing to evade out of the way. The gnome quickly stashed the map in his bag of holding, and using a scroll, stepped through a magical doorway, appearing a couple hundred feet away from the vessel on a nearby rooftop. He looked back at the crashed ship, and saw that most of it had been stripped away by the crash, and the rest of it now collapsing from the fire. Guards and commoners working together to put out fires dumping pails of water, local mages and druids conjuring winds and water to help douse the blaze as well.

With another loud crack, the main hull of this ship opened up, split like a coconut, revealing an enormous shining apparatus sitting inside. It was unlike any machine any person there had ever seen. Gears and levers and pipes, it was like a cross between a pipe organ and a printing press, enormous and complex. One of the mages, a local wizard, saw it, his eyes opening wide as his brain realized what it was seeing, he cried out in astonishment, "It can't be, this was supposed to have been lost! The Astrolabe of Nimbral!".

TAKING UP THE ADVENTURE

If you decide you'd like to try and run an adventure that takes place in the campaign storyline, please notify *The Adventurer Leagues discord* staff or **Wandering Realms** admins of the following information to get your adventure approved. This way all the DMs can work together to create a story together and create a consistent storyline for players.

- Adventure Tier & Name
- Adventure description, including where it takes place, what major events occur, and any special named NPCs that will used.
- Permanent Magic Item rewards & any Story Awards (these can, upon approval, have story implications for later missions or affect players' relationships and encounters) that will be awarded to players.

THE DETWENTI TAVERN

The Adventurer Leagues discord has a fictional tavern named "Detwenti Tavern" where adventurers can meet, share stories, build comraderie, and test their skills against each other. Its lore has grown over the years, and now will be a part of **The Wandering Realms**.

DETWENTI TAVERN LORE

Detwenti Tavern is located in the city of Sigil, with special permissions from the Lady of Pain herself. Its owner & founder was Roland Liadon, a Tempest Cleric of Tyr. Thanks to a special mythal placed upon it, it is a place of respite and safety for adventurers.

The Tavern has a special Entrance door, when opened from the inside, can open to any place, in any of the planes. Adventurers are given special magical drink coasters bearing the tavern shield insignia, which they can hold when knocking on a door to have it open back to the tavern from wherever they are.

These are encouraged to be shared with other worthy prospects looking to adventure & help the forces of good.

APPENDIX

CUSTOM ADVENTURE & MAGIC ITEM SUBMISSION PROCEDURE

FOR 3RD PARTY & CUSTOM ADVENTURES:

When submitting your mod for approval, please include all of the following information in the appropriate DM-only channel(s) on the discord.

- Tag @Wandering Realms Admin
- Include Adventure Sheet Code & Name

When creating your "sheet code", you will use the standard prefix "**TALWR-**" followed by your username/handle/abbreviated name.

- If submitting a custom adventure (created by you), then include a 3 digit number, such as "-001" or "-123" (e.g. "TALWR-JMANX-001 "The Flumph Body Snatchers")
- If submitting a 3rd party adventure (written by someone else, found on DMSguild.com, etc), then you *do not include a number*, instead just include the adventure title (e.g. "TALWR-JMANX "Flumph Invasion from Mars")

- Include Tier & APL (estimated is okay)
- Adventure Description
- Planned Rewards, such as:
 - Permanent Magic Items
 - Consumable Magic Items
 - Story Rewards

FOR CUSTOM MAGIC ITEMS

When submitting your custome item for approval, please include all of the following information in the appropriate DM-only channel(s) on the discord.

- Tag @Wandering Realms Admin
- Adventure this will be found/rewarded in
- Item Name
- Item Classification (weapon/wondrous item/wand/etc) and Rarity
- Item Description including base item stats and effects
- Item customizations/additional properties

Please note, some custom items may be approved for your adventure(s) only. So a player may keep the item, but may include a rule that allows DMs in other setting to deny its use in their adventures.

- Custom Items that are created as "Story Items" in your adventures, meaning that characters cannot keep beyond the adventure or must turn in at the end, *do not* require approval and may be used as you see fit.

ADDITIONAL RULES & RULINGS (FAQ)

This space reserved for additional rules or rulings that will be added as the game evolves and grows.

- **Story Awards Limits:** DMs can apply for a "Setting Story Award", which would be a Story Award that applies to all adventures run in that DMs setting/world. This would not count against the normal Story Award limits.
- **Looting Mundane Equipment:** Player characters cannot loot mundane equipment from fallen enemies. They may only keep an item if they deduct the value/cost of the item from the amount of hourly gold they would normally receive, or they keep it as a non-functional trinket of zero value (cannot be used or sold for any value).
- **Choosing Magic Items:** Custom Wandering Realms games cannot allow DMs to roll on a magic item table for magic items as rewards, they must be specifically named/chosen when approved. For Pre-written adventures (e.g. Hardcover, AL adventures or 3rd party adventures), if it allows the DM to choose the Magic Item or advise to roll on a magic item table, the DM must choose an item that is tier appropriate for the adventure or lower, and must choose from the appropriate Magic Item Table as listed in the *Dungeon Master's Guide*.
- **Replacing Consumable Items:** DMs may replace consumable magic items in adventures with Common permanent magic items.
- **Gold Rewards:** The "maximum gold" limit refers only to the maximum amount of gold that can be awarded per "hour" of gameplay. DMs can award less gold if desired. For campaigns in which "hourly gold" is difficult to award, when players are awarded gold in game, this can be up to the max amount of gold for the hours played up to that point (so if players have gone 8 hours without gold at tier 2, the rewarded gold at that point can be up to 1200gp per character).

CHANGELOG

LIST OF CHANGES & UPDATES TO GUIDE

Listed in order of most recent to oldest changes:

V.2.0

- Updated Staff and Copyright
- Updated Legal source books for Magic Items & NPC statblocks
- Added additional rulings regarding replacing consumable items with common items, & gold reward clarifications.
- Corrected typos and grammatical errors.

V.1.3

- Removed Campaign spoiler information.

V.1.2

- Added @Chris N.#5602 as **Wandering Realms** admin.
- Fixed typos and grammar errors
- Updated Rules & Rulings (FAQ)
- Updated DM Rewards to include when DMs first share their custom adventurers with other DMs
- Updated Sheet Code rules for adventures in the **Wandering Realms** campaign storyline.
- Updated rules regarding changes to pre-written adventures cannot include magic item replacements.

V.1.1

- Added Changelog
- Typo & Grammar Corrections
- Added Sansuri's Simulacrum spell/scroll/scrollbook to banned items list
- Added Appendix
 - Added Custom Mod & Item Request Procedures
 - Added Additional Rules & Rulings