

THE WANDERING REALMS

SHARED CAMPAIGN ORGANIZED PLAY

PLAYER'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 - PLAYER'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 with 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, which can be run using just a web browser, mobile app, or desktop software (which allow for additional functionality & features). *The Adventurer Leagues discord* server is where all **Wandering Realms** games will be posted, where players can sign up for games and arrange game planning, as well as any Voice chat during games using it. Visit our website: [The Adventurer Leagues.com](#) or join our [discord server](#)!

- 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 need a stable internet access in order to participate in most 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.

There may also be "Play by Post" games that are run using just text chat as alternatives.

CREATING YOUR CHARACTER

STEP BY STEP BREAKDOWN

In order to play **The Wandering Realms** you will need to create your character that you will be playing with. Characters and game play in the **Wandering Realms** uses the 5th edition Dungeons & Dragons system. There is no limit to the amount of characters you can create. However you should only have 1 character per character name (no duplicate characters).

IMPORTING CHARACTERS FROM ADVENTURERS LEAGUE PLAY

If you have an Adventurers League character that you'd like to bring to **Wandering Realms**, this is definitely allowed. You will need to create a "copy" of your character for **Wandering Realms** that will be separate from your Adventurers League version of the character and follow separate progression.

Once you've created a **Wandering Realms** copy of your character, you may rebuild that character to fit the character creation rules for **The Wandering Realms**.

Please note: DMs may request a copy of your Adventurers League logsheets for the character to verify any character progression and items.

CHOOSING RACE & CLASS

When Creating your character, the first things you'll want to decide for your character is their race & class. You may choose from any of the following sources (sources copyright Wizards of the Coast):

- *Player's Handbook*
- *Eberron: Rising from the Last War*
- *Elemental Evil Player's Companion*
- *Explorer's Guide to Wildermount*
- *Fizban's Treasury of Dragons*
- *Guildmaster's Guide to Ravnica*
- *Locathah Rising*
- *Mordenkainen Presents: Monsters of the Multiverse*
- *Mordenkainen's Tome of Foes*
- *Mythic Odysseys of Theros*
- *Strixhaven: A Curriculum of Chaos*
- *Sword Coast Adventurer's Guide*
- *Tasha's Cauldron of Everything*
- *The Wild Beyond the Witchlight*
- *The Turtle Package*
- *Van Richten's Guide to Ravenloft*
- *Volo's Guide to Monsters*
- *Xanathar's Guide to Everything*

Other sources, such as the Dungeon Master's Guide, A Grung Above, & Aquisitions Inc. may be available as Dungeon Masters Rewards but are not available at this time for normal character options.

- You may customise your character's origin according to the rules in *Tasha's Cauldron of Everything*.

- Custom Lineage from *Tasha's Cauldron of Everything* is allowed.
- Optional Class Features from *Tasha's Cauldron of Everything* is allowed.
- Battlerager and Bladesinger have no racial restrictions.
- The *Strixhaven Initiate* feat is not gained when you take one of the student backgrounds. It is considered a normal feat and can be taken by anyone, however if you have a student background, you may only choose the option associated with your background.

RACES WITH FLIGHT SPEED OPTIONS

Characters with flight are not allowed at Tier 1. Tieflings and Aasimar may take the winged variant upon reaching Level 5. All Aarakocra will start at Level 5, with requirements.

- **Tiefling:** At 5th level, you may permanently replace the *Infernal Legacy* trait with the *Winged Tiefling* trait from *Sword Coast Adventurer's Guide*.
- **Aasimar:** At 5th level, you may permanently replace the *Light Bearer* trait and ___ to sprout feathered wings - gaining a flight speed of 30 feet while not wearing heavy armour.
- **Aarakocra, Faries, & Owlin:** These races do not gain their flight speed until reaching level 5.

STARTING LEVEL

Normally all characters start at level 1 & begin with the standard equipment and gold. However, you can create characters starting at any level with the following rules and beginning equipment and rewards.

- Any starting permanent magical items cannot be traded, and are permanent to the character (even during rebuilds).
- Magic Items must be chosen from the *Player's Handbook*, *Dungeon Master's Guide*, *Xanathar's Guide to Everything*, or *Tasha's Cauldron of Everything*.
- "Standard Equipment" refers to the normal starting equipment your character would receive for the class chosen at 1st level. You do not receive additional starting equipment if you multi-class.

Starting

Level Starting Equipment

2-4	Standard equipment + 1 common magic item
5-10	Standard equipment + 2 common & 1 uncommon magic items
11-16	Standard equipment + 2 common, 2 uncommon, & 1 rare magic items
17-20	Standard equipment + 3 common, 2 uncommon, 2 rare, & 1 very rare magic items

Starting Level

Gold & Downtime

2-4	500 gp per level & 10 downtime days per level
5-20	1000 gp per level & 20 downtime days per level

DETERMINING CHARACTER STATS

Ability Scores are determined using one of the following methods:

- Standard Array - 15, 14, 13, 12, 10, 8
- Variant: Point Buy System - You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table and rules are detailed in the *Player's Handbook*.
 - Using this method, 15 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 8.

For Character Hit Points (HP), at first level your HP is the maximum value of your class Hit Die + your Constitution Modifier. Upon leveling up, you will use the average Hit Die value + your Constitution Modifier (you do not roll for HP).

CHARACTER PERSONALITY OPTIONS

Backgrounds: Your character's Background may be taken from any of the official sources as noted above, or customised according to the rules in the *Player's Handbook*.

Dragonmarked Races (Eberron) cannot be combined with backgrounds that add spells to your spell list.

Factions: Factions are optional and are used for flavor/background roleplay. You may select any of the standard Factions in the Forgotten Realms or other settings. However Factions must make sense for adventures, and may not conflict with modules, for example, you may not choose to be a Red Wizard of Thay.

CHARACTER ADVANCEMENT

As your character adventures, they will progress in level and gather rewards. You will keep track of your character's advancement using your character sheets & logsheets. Characters cannot replay the same adventure more than once. Here are the rules for progression and rewards.

LEVELING

For every adventure completed, a character can choose to advance in level. Qualifying adventures are as follows:

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

Campaigns At DM discretion or minimum two hours play

GOLD & MONETARY REWARDS

Adventurers earn gold based on the amount of time played in each adventure, there is no cap per level total gp that can be earned. This overrules any pre-written adventure that includes monetary rewards, but can be re-flavored as how players earn their "hourly gold", but can't exceed hourly limits, as listed below.

Alignments: You may choose an alignment that best fits your character, however this is not a heavily emphasized aspect in **The Wandering Realms**. You may not however, choose a Chaotic Evil or Neutral Evil alignment, nor have your character act in a way that would fall in these alignments. With every quest and adventure you go on, part of the agreement of players & DMs for that game is that the characters will go along with the quest put before them, and will not act antagonistically against the party or do evil actions that would derail the quest or ruin the enjoyment of the game for other players (including the DM).

Flavor/Custom Descriptions: You are allowed to describe your characters outside the official descriptions of their race, class, features, etc. For example: you make your Tabaxi resemble Snarf from The Thundercats cartoon. This is completely allowed, however, any "flavor" or change you make cannot have a mechanical benefit during gameplay. (example: your Tabaxi that looks like Snarf cannot then claim they are shorter height and gives them advantage at hiding/stealth checks).

STARTING EQUIPMENT

Characters begin with Starting Equipment (no starting wealth). Starting equipment and gold is determined by class and background. You may sell your starting equipment at half-cost as listed in Chapter 5 of the *Player's Handbook*.

CHARACTER REBUILDING

Up to Level 11 (and before they play their 1st adventure at level 11), you may rebuild everything about your character other than their name. (You may not rebuild your character mid-game)

Tier	Maximum Gold
Tier 1	75 gp per hour
Tier 2	150 gp per hour
Tier 3	550 gp per hour
Tier 4	5500 gp per hour

DOWNTIME DAYS

Downtime days can be used in several ways, including learning new skills, scribing scrolls to a spellbook, or specific story awards. You earn Downtime Days the following ways:

Earning Downtime Days

5 downtime days for completing each session.

Tier 1: 10 downtime days per level up.

Tiers 2, 3, 4: 20 downtime days per level up.

To see some ways you can use your Downtime Days, please check the Appendix below (on page 6).

NOTE ON REPLAYABILITY

Characters cannot play the same adventure more than once.

MAGIC ITEMS

During adventures, characters may come across magical items that are rewarded to them. For permanent magic items, characters are limited to certain rarities depending on their level, and are only allowed to bring a certain amount of magical items on any given adventure.

MAGIC ITEMS RARITY ALLOWED PER TIER

Tier Magic Item Rarity

Tier 1 Uncommon Items

Tier 2 Uncommon & Rare Items

Tier 3 Uncommon, Rare, & Very Rare Items

Tier 4 Uncommon, Rare, Very Rare, & Legendary Items

MAX MAGIC ITEMS ALLOWED PER TIER

Tier Amount of Magic Items

Tier 1 2 Magic Items

Tier 2 4 Magic Items

Tier 3 8 Magic Items

Tier 4 16 Magic Items

- Magic Items earned in an adventure that are above your allowed rarity are held in reserve until you reach the appropriate tier. Items earned beyond your magic item limit are also held in reserve, but may be swapped in and out with current magic items between adventures.
- Common Magic Items may be used by any level/tier characters and there is no limit to the amount they may hold.
- Consumable Magic items (such as spell scrolls and potions) are tier limited by rarity as per above, but there is no limit to the amount of consumables each character can have.
- Each character may attune to only three items. This includes items attuned to by hirelings, familiars, and sidekicks.
- Magic Items from Class Features (such as from Forge Cleric or Artificer) do not count towards magical item limit.

AWARDING MAGICAL ITEMS

At the conclusion of each adventure, magic items are to be rewarded to players as follows:

For **permanent magical items**, distribution will be handled thusly:

- Everyone gets the item, should they want it, keeping in mind the magical item limit.

For **consumable magical items**, distribution will be handled thusly:

- If all players agree that one player gets to keep the item, or the player is the only one who wants the item, then that player will get the item.
- The players will roll for the item, with high roll taking the item (re-roll ties).

ADVENTURER'S SUPPLIES

Each game starts with the following items. These items cannot be sold, and will disappear at the end of the session should you not use them. DMs may elect to start you off with a point of inspiration as well, should they desire:

Tier Starting Rewards

Tier 1 Potion of Healing & DM inspiration

Tier 2 Potion of Greater Healing

Tier 3 Potion of Superior Healing

Tier 4 Potion of Supreme Healing

At Tiers 2 and above you may also borrow one of the following items to use in your adventures. These items cannot be sold, will count towards your magical item limit, and are considered to be on loan to you from the adventuring guild:

Available Item

A +1 weapon of your choice

A Bag of Holding

A Ring of Protection

DEATH & OTHER CONDITIONS

Character Death: If your character dies ingame with no immediate way to be resurrected before the end of the adventure, they forfeit all rewards. They may, however, receive spellcasting services (outlined below) to be revived.

- Alternatively In exchange for revival, a character can choose to give up one magic item and forfeits magic item limit slot. The magic item limit is reset upon progressing to the next tier.
- You cannot pursue any downtime activities until character is revived/resurrected.

Lycanthropy & Vampirism: If a character contracts Lycanthropy/Vampirism, they will need to pay to get restoration in Spellcasting Services, or have to be retired from play.

Planeshifting: If a character is shifted to another Plane without an escape, it costs 50 downtime days for them to escape.



WANDERING REALMS - RULES FOR PLAY

LOGGING YOUR ADVENTURES

Players are required to log their adventures that their characters participate in. This must be publicly shared, as DMs may wish to check your logs to verify character information, progression, and items.

We recommend using [AdventurersLeagueLog.com](https://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).

Also, you can use any offline log of your choosing, or create your own logsheets online (like with Google Docs) that include the following information noted for each adventure you play:

- Character Details:
 - Name
 - Race
 - Class(es)/Level(s)
 - Downtime Days
 - Factions
 - Alignment
 - Faith/Patron (optional unless you're a cleric/warlock)
- Adventure Details:
 - Name of the module
 - Tier
 - The DM's Discord name
 - How long you played
 - Gold & Downtime earned
 - Any magic items/consumables, character advancement, and story awards received.

SHOPPING & BUYING

Your character can sell or buy equipment. All equipment must come from the Player's Handbook, under the **Equipment** section (on Chapter 5 — page 143).

- Between sessions, your character can purchase equipment found in any of the above resources.
- Adventures may allow you to purchase items during adventures, but they may limit you as to what you can buy, and when.

POTIONS

Name	Cost
Potion of Healing	50 gp
Potion of Healing, Greater	100 gp
Potion of Healing, Superior	500 gp
Potion of Healing, Supreme	5000 gp
Potion of Animal Friendship	100 gp
Potion of Climbing	75 gp
Potion of Invisibility	5000 gp
Potion of Poison	75 gp
Potion of Water Breathing	100 gp

SCROLLS

Costs below do not include any consumable material component costs, which must be paid in addition to below.

Spell Level	Cost
Cantrip	25 gp
1st	75 gp
2nd	150 gp
3rd	300 gp
4th	500 gp
5th	1000 gp

SPELLCASTING SERVICES

Your character can make use of spellcasting services, available spells & costs are same as the Spell Scrolls table above (including paying cost of any material component).

- Adventures may allow you to purchase items during adventures, but may limit what you can buy, and when.
- Players can choose to split spellcasting services costs.
- Acolytes may receive 1 free spellcasting per adventure (must still cover any component cost).

DOWNTIME ACTIVITIES

Downtime is gained by playing adventurers and levelling up. Level 1-4 characters get 10 downtime each time they level up, and Levels 5-19 get 20. Everyone gets 5 downtime days per session they complete. Below are some ways that players can spend their downtime.

Buying Consumable Magic Items As well as the listed gold cost, buying potions or scrolls costs 1 downtime day.

Scribing Spells If your class allows the scribing of spells from spellbooks and spellscrolls, you may use your downtime & gold to copy them. Each downtime day expended allows for 8 hours of scribing.

Spells that Cost Time Every day (24 hours) to cast the spell before a session costs 1 downtime day.

- This includes making spells permanent — IE making a True Polymorph permanent.

Trading Items You may trade permanent magic items between players & characters. The rarity of the magical item must be equal in rarity.

- Gold cannot be traded between characters.
- It costs 15 downtime to trade an item, for each character. This is not required if both characters play in same adventure but must be done at table immediately before or after play.

Training To receive a new proficiency, you must spend downtime days equal to a set amount of workweeks, languages: 10 workweeks, tools: 5 workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed)(minimum 2 weeks).

- Training costs 25 gp per workweek.
- A workweek is ten downtime days.

Miscellaneous Some story rewards may require downtime days spent for your character to return to play. These will be individually detailed in the rewards.

APPENDIX

IN-GAME RULES

All players are expected to follow *The Adventurer Leagues discord Code of Conduct*, you can find that posted [here](#). Players or DMs who violate this Code of Conduct may be asked to leave a game session, or be removed from the server and all **Wandering Realms** games in the future. Here are a couple other rules to please note while playing.

THE DM IS IN CHARGE

The written rules don't cover everything. As the one running the game, the dungeon master is empowered to interpret rules as they see fit. If you feel the DM has made a mistake, you may bring it up during the game, however once the DM has made a decision, please accept this and move on. Any further conversation can be had after the game session has ended. If you ever feel that the DM is being unfair or rude, please let *The Adventurer Leagues* staff know.

PLAYER VERSUS PLAYER

- PVP requires the out-of-character consent of all players.
- Anything that directly negatively impacts another character, or takes away character agency, is something that requires the consent of all parties involved.

SPECIFIC SPELL RULINGS

- **True Polymorph:**
 - If you remain in form for over an hour (or use downtime prior to a session), you are stuck in that form for the rest of the session, until you can have it dispelled.
 - If the creature you transform to can cast spells, you have their spells and spell slots.
- **Simulacrum:**
 - Simulacrums can cast spells.
 - Simulacrums cannot cast simulacrum or any spell that duplicates its effects.
 - A Wish spell cast by a simulacrum counts towards the stress on the original caster.

SPECIFIC REWARDS RULINGS

- **White Plume Mountain Rewards** For each weapon returned, the rewards are as thus:
 - 1st Weapon Returned — five rare consumables
 - 2nd Weapon Returned — A +3 Weapon, Shield, or Prayer Beads w/6 beads; held in reserve til Tier 3.
 - 3rd Weapon Returned — Blessing of Protection or Weapon Enhancement
- **Tomb of Annihilation - Yuan-Ti Ritual**
 - If you choose to take this ritual and transform into a Yuan-Ti, you lose all of your previous racial traits, feats, and ability score improvements, and are replaced by the Yuan-Ti racial traits, feats & ability score improvements.
- **Icwind Dale: Rime of the Frostmaiden - Vlagomir's Spark**
 - Item is considered a Story Item & cannot be used/kept outside of campaign/session.

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
- Wyrmskull Throne

ALLOWED RACES LIST

- Aarakocra (level 5 and up only)
- Aasimar
 - Fallen Aasimar
 - Protector Aasimar
 - Scourge Aasimar
 - Variant Aasimar
- Bugbear
- Centaur
- Changeling
- Dragonborn
 - Dragonborn
 - Draconblood Dragonborn
 - Ravenite Dragonborn

- Dwarf
- Elf
 - Dark Elf
 - Eladrin
 - High Elf
 - Mark of Shadow Elf
 - Sea Elf
 - Shadar-Kai
 - Wood Elf
- Fairy
- Firbolg
- Genasi
 - Air Genasi
 - Earth Genasi
 - Fire Genasi
 - Water Genasi
- Gith
 - Githyanki
 - Githzerai
- Gnome
 - Deep Gnome
 - Forest Gnome
 - Mark of Scribing Gnome
 - Rock Gnome
- Goblin
- Goliath
- Half-Elf
 - Mark of Detection Half-Elf
 - Mark of Storm Half-Elf
- Halfling
 - Ghostwise Halfling
 - Lightfoot Halfling
 - Mark of Healing Halfling
 - Mark of Hospitality Halfling
- Half-Orc
 - Half-Orc
 - Mark of Finding Half-Orc
- Harengon
- Hobgoblin
- Human
 - Human
 - Mark of Finding Human
 - Mark of Handling Human
 - Mark of Making Human
 - Mark of Passage Human
 - Mark of Sentinel Human
 - Variant Human
- Kalashtar
- Kenku
- Kobold
- Leonin
- Lizardfolk
- Locathah
- Loxodon
- Minotaur
- Orc
 - Orc
 - Orc of Eberron
 - Orc of Exandria
- Owlin
- Satyr

- Shifter
 - Beasthide Shifter
 - Longtooth Shifter
 - Swiftstride Shifter
 - Wildhunt Shifter
- Simic Hybrid
- Tabaxi
- Tiefling
 - Tiefling
 - Baalzebul Tiefling
 - Dispater Tiefling
 - Feral Tiefling
 - Fierna Tiefling
 - Glasya
 - Levistus Tiefling
 - Mammon Tiefling
 - Mephistopheles Tiefling
 - Variant Feral Tiefling
 - Variant Tiefling
 - Zariel Tiefling
- Turtle
- Triton
- Vedalken
- Warforged
- Yuan-ti Pureblood

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. It's 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. It's 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.



ADDITIONAL RULES & RULINGS (FAQ)

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

- **"Play by Post" (PbP) games:** For games run using a PbPost method, the players earn advancement & rewards as per the declared length of the adventure if run normally (e.g. if adventure is normally a 4 hour mod, players would earn rewards/advancement as if they completed a 4 hour mod). For custom adventures written for PbP, the DM must declare the adventure length when submitting their adventure for approval.
- **Rules for leaving Barovia (Season 4 AL):**
 - You may leave for free by playing and completing either DDAL04-06 or DDAL04-14
 - You may pay 100gp (tier 1) or 200gp (tier 2) to be guided out by the Vistani
 - Spend 20 downtime days to find a way out yourself.
- **Rules for Firearms:**
 - Artificers may create and use firearms as per their class rules
 - You may not obtain or use a firearm outside of an adventure where they are specifically used and allowed in that world.
 - If you choose to purchase/obtain a firearm that way, note that it may not function in other worlds. You must notify and check with the DM for other games if the firearms work/are allowed in their worlds.
 - Gunner feat does provide proficiency in firearms, however does not allow purchase or use of firearms outside of class or world restrictions.
 - Weapon Master feat can not be used to provide firearm proficiency.
- **Magic Items for AL Characters Imported into Wandering Realms:** If your character you are importing from the Adventurers League has magic items that are tier-locked in Wandering Realms, they are held in reserve until the character reaches the appropriate tier.
- **Eberron Rewards Conversion to Wandering Realms:** Since Eberron does not grant Downtime Days, when converting Adventurers League Eberron campaign characters, you may add the amount of Downtime Days you would have earned per **Wandering Realms** rules.
- **Adventurers League Character Conversion:** Your characters are to be imported "as-is" following their last logged adventure in Adventurers League.
- **Wildemount's Dunamancy Spells:** Graviturgy & Chronurgy wizard sub-classes are the only sub-classes that can use these spells. At this time these spells cannot be used by any other class/sub-class, or copied into other Wizard Spellbooks that are of a different Wizard sub-class. *These can be used by Bards only with the Magical Secrets class feature.*
- **Duplicate Magic Items:** Characters cannot have a duplicate of any unique magic item (generic variants of +1/2/3 weapons/armor/shield duplicate items are allowed, unless they are a specific named item that have additional properties). You may have a generic variant of an item like a +1 longsword, and a unique variant of it. Tomes & Manuals (and other Magic items) that grant an increase of an Ability Score may not be used a second time by the same character unless they spend 100 years worth of Downtime Days (36,500 days).
- **Draconic Gifts & Fiendish Boons:** *Fizban's Treasury of Dragons* & *Baldur's Gate: Descent into Avernus* offer special boons & gifts to players. Please note the following rules regarding these rewards:
 - These must be earned in the adventure and has to be tier-appropriate in rarity
 - These count towards your permanent Magic Item Limit
 - Each adventure they appear in must be approved of as a reward
 - *Draconic Rebirth* is a one-time change of race to dragonborn, and does not count towards your Magic Item Limit.
- **Permanent Magic Items With Limited Charges:** Any permanent magic item that has a limited (non-renewable or capped) amount charges/uses are considered permanent magic items, even if all charges are expended. Once all charges are expended, the item may be removed from your character's inventory (e.g. an *Elemental Gem* after being used once), unless it has other magical effects that do not require charges (e.g. *Helm of Brilliance* that has used all gems) and does not specifically become a mundane item after charges/uses are expended.

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!".

THE ADVENTURE BEGINS!

Above is the opening scene of our first campaign storyline for **The Wandering Realms**. You can look for games that will take place in this campaign storyline that follow what happens next, and help to shape the course of history that could be the end of not only the Forgotten Realms, but all the realms and Crystal Spheres that exist!

We hope you can join us and have fun exploring the multitude of worlds and adventurers that are open to players in **The Wandering Realms!**



CHANGELOG

LIST OF CHANGES & UPDATES TO GUIDE

Listed in order of most recent to oldest changes:

V.2.0

- Updated Staff and Copyright
- Clarified Downtime Trading Items text to specify only permanent magic items are tradeable.
- Updated legal source books
- Added Character Creation rule for starting above level 1
- Removed the Adventurer Leagues discord section, moving links to "What You Need To Play" section under discord information.
- Clarified downtime activity for buying Magic Items to be specify "consumable" magic items.
- Added rule regarding "Strixhaven Initiate" feat.
- Added/modified rule allowing for magic items beyond limits to be held in reserve.
- Added ruling on Draconic Gifts & Fiendish Boons.
- Added additional ruling regarding Permanent Magic Items with limited charges.
- Revised downtime days required for new proficiency trainings.
- Added Faires & Owlin to flying races rules, added Fairy, Harengon, & Owlin to playable races.
- Updated Dragonmarked races rule to cover Ravnica & Strixhaven.
- Revised Character Death rules and added downtime clause.
- Updated Scribing Spells downtime expense.
- Corrected typos and grammatical errors.
- Clarified available Spellcasting Services and costs.

V.1.2

- Added @Chris N.#5602 as **Wandering Realms** admin.
- Removed duplicate Half-Elf race option
- Updated Leveling rules for hardcover/campaign play
- Added Additional Rules & Rulings (FAQ)
- Updated Trading Items Downtime Activity rules.
- Added Ruling for Vlagomir's Spark in Icewind Dale: Rime of the Frostmaiden
- Updating Spellcasting Services & Scrolls for purchase rules.

V.1.1

- Added Changelog
- Typo & grammar corrections
- Update to Half-Elf race listings
- Added Dragonmarked Races + Ravnica Background restriction
- Updated Aarakocra flight rules
- Added Sansuri's Simulacrum spell/scroll/scrollbook to banned items list