

# SEASON 10 PLAYER'S GUIDE FAQ

**It looks like variant human and other variant rules are not called out (like multiclassing and feats). Is that intentional for season 10?**

The variant human is one of the available races in the Player's Handbook and therefore completely legal for play.

Access to multiclassing and feats has not changed. You can still multiclass and take feats as per the rules listed in the Player's Handbook.

**If the season 9 documents are still in effect for post-migration characters, how does this effect Dungeon Master campaign rewards?**

Dungeon Master rewards earned remain intact. Unused rewards can be used during season 10.

**Icewind Dale: Rime of the Frostmaiden lets new characters start the adventure with a set of cold weather clothes. Is that the case for AL play or will characters be forced to spend their starting gold on those, if they can even afford to?**

All season 10 characters begin play with a set of cold weather clothes.

**What adventures can I play with my Season 10 character and earn rewards for them, and still have that be considered D&D Adventurers League play?**

The below table provides you with guidance on what you can play and earn rewards for. You can play your season 10 character in any level appropriate adventure from any season, but only receive rewards (including story-based rewards) or a level for advancement from season 10 adventures.

ADVENTURE CONTENT	HISTORIC <sup>1</sup>	SEASON 10
Seasons 1 - 9 <sup>3</sup>	X	
Season 10 <sup>3</sup>		X
Dreams of the Red Wizards	X	X <sup>2</sup>
CCC Adventures <sup>4</sup>	X	X

<sup>1</sup>Historic Characters are characters made and played in seasons prior to season 10. The only exception is if you created a character to play at D&D Live 2020 and have since played that character in content released prior to the rules for season 10 being released.

<sup>2</sup>Once you've migrated your season 10 character to begin playing in the Dreams of the Red Wizards campaign, they're no longer eligible to play season 10 content. However, they do become eligible to receive rewards (including story-based rewards) or a level for advancement from Dreams of the Red Wizards content.

<sup>3</sup>These include the hardcover adventures published by Wizards of the Coast in support of their respective seasons.

<sup>4</sup>CCC content will be designated as either Historic content or Season 10 content on a case-by-case basis. No new Historic content CCCs will be approved for creation.



**I played my character at D&D Live and then played adventure content from prior seasons with that character before the current season's rules were available. Do I have to remove the rewards I received during that play?**

The current rules are effective September 15, 2020. If you played adventures between D&D Live and that date, they are considered legitimate under the rules you were playing, and you are not required to remove rewards received during that play.

**Can characters (of appropriate level) made prior to season 10 play season 10 adventures if they take no rewards, including level advancement or story awards?**

Yes, but the DM has the power to ask you to leave specific magic items behind to maintain the integrity of the play experience.

**What is the level range for season 10 adventure content?**

The level range currently planned for season 10 coincides with the level range of Icewind Dale: Rime of the Frostmaiden. We are planning five Tier 1 (levels 1 - 4) adventures, five Tier 2 (levels 5 - 10) adventures, and one Tier 3 (optimized for level 11) adventure. Additionally, there will be two Tier 1 epics and 1 epic that is both for Tier 2 and Tier 3 characters. After this, we invite you to migrate your character to play the Dreams of the Red Wizards storyline/campaign.

**Do the season 10 house rules apply to Historic characters?**

Season 10 house rules for the D&D Adventurers League apply to season 10 characters only.

**If I create a new character to play in Historic content, what house rules do I use?**

The season 9 house rules are the final house rules for all Historic adventure content.

**If season 9 DM/player documents are still usable for Historic characters, how does this effect DM rewards?**

We're still working on DM rewards for season 10. Our intent is to have them available for use by the end of October 2020.

**If backgrounds can be custom, does that mean there's no restriction on what resource they come from?**

You may create a custom background, but background features from the sources listed in the player's guide are the only ones allowed. The only exception is the Safe Haven feature, the rules for which are included in the player's guide.

**Buying potions and scrolls is no longer in the players guide, is that an oversight or intentional?**

This is intentional, as this content will be found in the ALDMG 10.x when it is released.

**Faction Agent is listed as a background in Sword Coast Adventurers Guide, but that is not listed as a viable book for backgrounds, can I just take it as a made up background?**

Yes. We've included the Safe Haven feature in the ALPG 10.x for easy reference.

**In the Proficiencies section of Appendix 1, it says you can swap out tool and weapon proficiencies. Can you swap out an armor proficiency, like the Mountain Dwarf has? If so, for what?**

At this time there is no provision for swapping out your armor proficiency. If that changes it will be noted in a future version of the player's guide.

**Can only season 10 characters use Tasha's Cauldron of Everything as a resource?**

At the moment only season 10 characters can use this resource. However, look for a revised Historic campaign player's guide by the release of Tasha's Cauldron of Everything.

**Will a free rebuild of Historic characters be allowed?**

This question will be addressed in an upcoming revised Historic campaign player's guide.

**CHANGE LOG**

Swapped out the term Legacy for Historic in reference to older season adventures and rules.

