

D&D® ADVENTURERS LEAGUE PLAYER'S GUIDE

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These rules help you create and advance characters within the D&D Adventurers League (AL), an official organized play program for Dungeons & Dragons (D&D). Companions to this guide are in the D&D Beyond's forum and the Official D&D Discord server (#al-guides).

USE MOST CURRENT CONTENT

Use the most recent version of D&D content. For example, when the *Player's Handbook (2024) (PH 2024)* was published, only* the following character creation options from the *PH 2014* were not updated. They remained available to choose from.

- Cleric Subclasses. Knowledge, Nature, and Tempest Domain
- *Wizard Subclasses.* School of Conjuration, Enchantment, Necromancy, and Transmutation
- Species. Half-elf and half-orc
- Feats. Dungeon Delver, Linguist, and Martial Adept

If an official D&D product updates the above or other options, you must update your character build within 60 days of the revised content being globally available.

PLAYER & DM ETIQUETTE

Follow the group's code of conduct, share the spotlight, pay attention, be ready for your turn, ask for consent, and ensure others' enjoyment. Faithfully follow guidance and create characters that don't impinge on others' fun. Be respectful of others, including their PCs. For example, a PC's disability shouldn't limit or stop them from acting.

CREATING A CHARACTER

Choose one campaign from the Appendix and follow the character creation rules in the *PH (2024)* or <u>Basic Rules (2024)</u>, the above non-updated options in the *PH 2014*,* and "Additional Character Options."

- **Language.** If your PC's heritage language isn't an option, you may choose it (e.g. Infernal for tieflings).
- **Ability Scores.** Standard Array or Point Cost only.
- Alignment. Only non-evil PCs are allowed in AL.
- **Deity.** Pick a campaign or world non-specific deity.
- **Faction.** Choosing one faction at a time and switching at any time, choose from the *Basic Rules* (2014)'s Appendix C, campaign lore, and by playing adventures with opportunities to join (some list benefits). The Red Wizards faction isn't available.

ADDITIONAL CHARACTER OPTIONS

SPECIES, CLASS (INCLUDING SPELLS),* AND FEAT

- Bigby Presents: Glory of Giants (BPGG)
- Book of Many Things (class, feat)*
- Elemental Evil Player's Companion (feat)
- Fizban's Treasury of Dragons (FTD)
- Locathah Rising (species)
- Mordenkainen Presents: Monsters of the Multiverse (MPMM, species)*
- Tasha's Cauldron of Everything (TCE, non-updated options including Customizing Your Origin with a choice of Origin or uncategorized feat and Warlock Pact of Talisman Pact Boon, chosen in place of an invocation. The Fighting Initiate feat isn't workable and may not be chosen.)*
- Xanathar's Guide to Everything (XGE, class, feat)*

BACKGROUND, BOND, AND TRINKET

- Baldur's Gate: Descent into Avernus (backgrounds)
- The Border Kingdoms (backgrounds)
- Curse of Strahd (background, trinkets)
- Dungeon Master's Guide (2024) (DMG 2024, creating a background)
- Durnan's Guide to Tavernkeeping (backgrounds)
- Ghosts of Saltmarsh (backgrounds)
- Hoard of the Dragon Queen (backgrounds, bonds)
- Icewind Dale: Rime of the Frostmaiden (IDRF, trinkets)
- Knuckleheads and Other Curiosities (backgrounds)
- Moonshae Isles Regional Guide
- Out of the Abyss (backgrounds, bonds)
- Rats of Waterdeep (background)
- Rise of Tiamat (backgrounds, bonds)
- Ruins of Mezro (background)
- Tomb of Annihilation (backgrounds)
- The Wild Beyond the Witchlight

STARTING PLAY AT LEVEL 5

Alternately, start with a level 5 PC. Receive standard starting gear for your class and background, 500 GP, 40 downtime days (DT), and one of these magic items.

- All-purpose Tool, +1 (TCE)
- Amulet of the Devout, +1 (TCE)
- Arcane Grimoire, +1 (TCE)
- Bag of Holding
- Bloodwell Vial, +1 (TCE)
- Dragonhide Belt, +1 (FTD)
- Moon Sickle, +1 (TCE)
- Rhythm-maker's Drum, +1 (TCE)
- Rod of the Pact Keeper, +1
- *Shield, +1*
- Wand of the War Mage, +1

- Weapon, +1
- Wraps of Unarmed Power, +1

PRE-GENERATED CHARACTERS

To continue playing a pre-gen, convert them to an AL character. Or transfer earned* rewards to an existing PC in the same campaign and tier, retiring the pre-gen.

CHARACTER ADAPTATIONS

CLASSES

Artificer. Only Artificers create permanent magic items outside a Bastion. Use Magic Item Adept ability rules and *DMG 2024*'s "Crafting Magic Items" (no assistants) to create one item each at levels 10, 12, 14, 16, 18, and 20. The item must be tier-appropriate, as described in the *DMG 2024* and campaign sources, and a type that's campaign-purchasable (no added features or sentience). A Repeating Shot infused item must be of a campaign-purchasable type.

Wizard. You automatically succeed on Arcana checks when copying spells from scrolls.* The Order of Scribes wizard's "Wizardly Quill" feature allows you to copy ten level 1-4 spells or five level 5-9 spells for 1 DT.

Non-updated Fighting Styles. PCs with the Fighting Style class feature may choose non-updated styles from available sources, as a Fighting Style feat.

SPELLS

Spell features with timed tasks before use (e.g. "cast every day for a year") spend 1 DT for each day in the spell's description. Roll spell saves in front of the DM.

Clone. A vessel grows one clone to utilize at a time. *Find Familiar.* Other than those listed in the spell, only familiars with class and campaign documentation are available ("Event Awards and Other Certificates").

Nystul's Magic Aura. Illusions on another creature or object are cast after the first spell ends.

Simulacrum. A simulacrum can't cast *Simulacrum* or any spell duplicating its effect.

Teleportation Circle. Permanent circles can be located at a building you own, temple of your faith, or permanent headquarters of an organization you're a member of. See "Downtime" for trading location information.

Wish. It must be cast in front of the DM and only affect PCs within that session. You can't use DT to recover from stress. Losing the ability to cast *Wish* can only be undone by wishing for a reroll. Effects made outside the bulleted list in *Wish*'s description are at the DM's discretion. All effects of your simulacrum casting *Wish* are experienced by its PC and an inability to cast *Wish* extends to their future-created simulacrum and *Wish* cast by deities (Divine Intervention or similar class features).

MAGIC ITEMS UNAVAILABLE MAGIC ITEMS

Magic items unsuitable for organized play may not be earned, but might be eligible for a "Magic Item Replacement." If necessary for completing an adventure, these items are story items ("Story Items").

UNAVAILABLE MAGIC ITEM CRITERIA

Criteria	Examples*
Artifacts.	Eye of Vecna
Love Charms.	Philter of Love
Part of an item. Don't use	One boot from the <i>Boots of</i>
"Magic Item Replacement."	Elvenkind, a broken item
Adventure-granted magic	Wyrmskull Throne, Korolnor
vehicles and navigation tools.	Scepter, Navigation Orb
Sentient item who spellcasts	Tearulai
Non-consumable items without	Unspecified Enspelled
specified spells named in their description or other text.	items, Ring of Spell Storing, Spell Gem
description of other text.	spen dem
	Specified Spells Make Them
	Available: e.g. "This Spell
	Gem (Jade) contains Aid"
Misprints (obvious or informed	+1 mithral splint armor
by errata, designer, AL admin).	
Third party magic items	Including CR magic items in
Distance a secondary on design	Non-CR campaigns
Dictates a penalty or damage	Deck of Many Things
to, or removal of autonomy from fellow PCs.	
Non-scroll items that obliterate	Keg of Smokepowder
matter (not themselves).	("Firearms"), Sphere of
matter (not themselves).	Annihilation
Has a non-specified (by	Unspecified Docent, Efreeti
encounter or other text) DM	Bottle, Iron Flask,
choice or roll for an effect or	Moonblade, Powered
power. Exceptions: Text-made	Armor, Quaal's Feather
choice of which cards, patches,	Token, Robe of Useful Items,
skills, runes, spell levels, or	Rod of Absorption
other effect or power; they may	
not reward GP or permanent	Specified Text Makes Them
magic item, or meet Unavailable	
and Story Item criteria. See	has a +7 bonus to Arcana,
"Magic Item Adaptations."	Detect Magic, and
Allowed DM choices: "Random	additionally knows
Rolled Number of Uses," type of damage, weapon, instrument,	Goblin," "Quaal's Feather
plane, damage to creature type.	
Has an evil alignment, requires	Azuredge, Blackstaff,
or changes a PC to evil	Bookmark, Dragonstaff of
alignment, or needs the PC to	Ahghairon, Hazirawn,
do an evil act to obtain it (e.g.	Infernal Tack, Ring of
attacking a friendly NPC).	Winter, Waythe
(Table continues below)	

Has permanent mechanical or ability score effects (not the available tomes, manuals, favors, and Supernatural Gifts). Plot device magic Item ("Magic Used only by story-specific Item Replacement"), wish, Boon, or magic effect specific to and bound in the adventure. Puzzle Box), takes you to or The Psi Crystal is an available exception.

Deck of Many More Things, Deck of Wonder, Nether Scroll of Azumar

NPCs (Hammock of Worlds, Lord's Ensemble, Infernal is only usable in its location (Conch of Teleportation, magic key or map, Stardock Rod), affects its creatures (Stonky's Ring), needed by its NPC or at its location (Lost Crown of Besilmer, Orcsplitter, Barovia needs the Holy Symbol of Ravenkind, Sunsword), bound to its events or the campaign setting (Devastation Orbs, Drown, Ironfang, Nimblewright Detector, Tinderstrike, Windvane, Shield of the Hidden Lord)

Item is otherwise disruptive (DMs use ALDMG, "Disruptions" for temporary removal).

Permanently Unavailable: Dawnbringer, Deck of Several Things, Dragonlance, Icon of Ravenloft, Polymorph Blade, Shield **Guardian Amulet**

MAGIC ITEM ADAPTATIONS*

Bag of Beans. Without specified limits in the encounter or other text, apply these modifications.

- Use "Random Rolled Number of Uses."
- 01: Effects end at the session's end.
- 71-80: At session's end, unused potions are mundane.
- 81-90: A PC only earns one increase per *Bag of Beans*.
- 91-95: Mummy Lords don't give rewards (*ALAG*).
- 96-00: Must be within the campaign and session time.

Banishing and Extra-Dimensional Magic Items.

Magic items (e.g. *Bag of Holding, Well of Many Worlds*) may not take PCs outside their campaign.

Deck of Illusions. This is a story item. Use "Random Rolled Number of Uses" and "Magic Item Replacement."

Deck of Several Things. This is a story item. Ignore Gem and Key cards ("Magic Items that Reward Gold or Magic Items"). A Fates card only affects adventure events. Earn one "Magic Item Replacement."

Fizban's Treasury of Dragons' Magic Items. Unless stated otherwise, (D&D Adventurers League Adaptation *Guide, ALAG*), their rarity never increases or decreases.

Magic Items that Reward Gold or Magic Items.

Ignore the feature of an available magic item that rewards gold values or other permanent magic items.

Necklace of Prayer Beads. Use "Random Rolled Number of Uses." Before carrying a Bead of Wind Walk into a session, ask the DM if it might disrupt encounters.

Pressure Capsule. This item's duration is 1 hour.

Random Rolled Number of Uses. Without encounter or other text-specified limits, when a DM rolls an item's number of uses, the die result you take is no higher than average (half the die's maximum + 1).

Wish Magic Items. Non-scroll magic items, using *Wish* (e.g. Luck Blade, Ring of Three Wishes), have one Wish when claimed. Once expended, Wish doesn't regenerate.

PLAYABLE ADVENTURES

Play one PC in a session of any adventure available for AL (Appendix), provided the PC meets the campaign and level requirements, and haven't vet played any version of the content. If an official D&D chapter restricts play to a level, players within that level's tier may play.

PREPARE BEFORE A SESSION

BASTIONS

Playing with Bastions (DMG 2024) is optional, by individuals and table agreement. At its first build, you have 20 times your PC's level in days to add basic facilities, features,* or enlarge (at or after level 5). Begin with one Cramped and one Roomy facility.

Bastion Turn. You may take one Bastion turn (taking 7 days), paying DT for all activities requiring time to complete. Orders completed within the 7 days benefit the PC(s) in this session. DMs adjudicate rolls, otherwise log all other Bastion Turns before the session or event.

Orders. No facility's order can have the same resolution twice in a row. Maintain Orders return an "All is Well" event result. Each PC benefiting from an order describing their participation must spend the listed DT cost. A Craft: Magic Item must be as described within the DMG 2024 and, when applicable,* be of a type (e.g. weapon, armor) available for purchase in the campaign (no added features or sentience).

Rebuild a Bastion. You may rebuild one existing or destroyed Bastion facility with a new one. Existing facilities with unresolved orders may not be rebuilt.

Combining Bastions. PCs within the same session may combine Bastions and utilize resolved benefits in the session they play together.

Boons, Blessings, & Charms

After you or your PC obtains Boons or Supernatural Gifts (Blessings or Charms), you must limit the number you carry into each future session, using the table below. If your PC currently benefits from a permanent magic

item's persistent effect, include the item that bestowed that benefit in your carried limit, by its rarity.*

CARRIED BLESSING, BOON, AND CHARMS

Tiers	Boon	Blessing	Charms
1	0	1	2
2	0	1	5
3	0	1	5
4	1	1	5

Items, Blessings, Boons, and Charms not carried into a session remain in your inventory. Charms from an incomplete adventure fade if your character ends play.

CHARACTER REBUILD

Rebuild any aspect of your character, but keep their campaign and everything earned from play. Lose feature and class items from aspects they no longer possess. For example, a wizard rebuilt to a new class removes their class equipment spellbook, Bastion features they no longer meet the requirements for, and the spells learned from leveling, but keeps purchases and copied spells.

DOWNTIME

Use downtime days to take part in activities requiring time to complete (*PH 2024*'s "Crafting Equipment" and non-updated DT activities from *PH 2014*). Use 1 DT for each day (8 hours) required. The following lists exceptions and other activities. Adventure activities are available only once, unless specified otherwise.

Catching Up. Spend 10 DT to gain a level. With a level 5 newly-built PC, ask your DM when to catch up.

Copying Spells. Use "Expanding and Replacing a Spellbook" (PH 2024) to copy spells found in adventures at 1 DT per spell up to level 4 and 2 DT per spell at levels 5-9. You may copy spells from a PC's spellbook immediately after a session in which both PCs played.

Scribing Spell Scrolls. Spell scrolls may not be upcast (e.g. level 5 *cure wounds*).

Trading Magic Items. Spend 5 DT per item. *Trading Teleportation Circle Locations.* Each PC in the same session and campaign who created a teleportation circle spends 10 DT to trade knowledge of one circle's location and sequence. The cost is halved at a temple or organization where they share membership.

LONG REST*

Update your PC's hit points, hit dice, and rechargeable magic items to full, as if they'd finished a long rest between sessions. For story reasons, a DM might need your PC to return the next session without a long rest.

MAGIC ITEMS

Limit the number of items (you or your PC obtained from play or events) you bring to a session, including these.

- Scribed scrolls
- Brewed potions
- Items carried by a creature under your control (attunement is subject to DM discretion)
- Alien and futuristic technological equipment (they're considered a Very Rare magic item)
- Only one Event Award, as a Common item

A mundane mount, non-mechanical trinket, or artificer infusion doesn't count toward the following limit.

CARRIED MAGIC ITEMS BY TIER

Tier	Uncommon+	Common	Consumable
1	1	5	5
2	3	5	10
3	6	5	10
4	10	5	15

Uncommon+. An item with an unspecified rarity uses the rarity of a like item in the *DMG 2024* with no additional mechanical properties or only those from Special Features tables. Otherwise, it has the Unique category. Legendary items are only used in tier 4 play.

Consumable. Unconsumed consumable items use the "Consumable" column. A multi-use consumable (e.g. Keoghtom's Ointment), up to the maximum uses normally found, counts as one consumable toward your carried limit. Smokepowder and magic ammunition count as one consumable per 5 shots, rounded up.

CONSUMABLE ITEM CRITERIA

Criteria	Examples
Magic ammunition	Ammunition, +1
Non-attunement magic item unable	Potions, scrolls,
to recharge or regain its magic, or	Elemental Gem
must be consumed if used	

If a used consumable's effect persists beyond the session the item was consumed, the persistent effect is not considered a consumable but counts toward your carried limit by the item's rarity.

Purchasing Consumables. You can buy potions (*DMG 2024* "Magic Item Values by Rarity" table's section) and scrolls (not upcast, e.g. level 5 *Cure Wounds*). Cantrip through level 5 scrolls are double the costs of the *PH 2024* "Spell Scroll Costs" table, plus component costs.*

MUNDANE ITEMS*

You can sell and purchase equipment and spell components (*PH 2024*) from the PC's available sources.

TRADING GEAR

Unique magic items, character-created items, AL-adminmade certificates, and exclusively-made charity event (e.g. Extra Life) certificates can't be traded. However, unused certificates without player and character names can be gifted. Permanent items can be traded with PCs in the same campaign (not across multi-campaigns). Trade on a one-for-one basis of equivalent rarity. Certificates must also be traded or destroyed. Event and Trading Post trades must include their documentation.

IN A SESSION

CHARACTER REBUILD

If an event alters a PC, they lose feature and class items from aspects no longer possessed. Rebuild as necessary.

MUNDANE ITEMS

Rewarded mundane treasure of a monetary value can be used during play.

DEATH, DISEASE, & CURSES

If your PC gets a lingering negative effect—such as death, disease, curse—or is removed from the adventure, they deal with the consequences for the duration of the session of play. The DM may know an NPC Spellcaster who can help for gold (*ALDMG*). At that session's conclusion, if still affected, choose one of these fates.

- Return your PC to life or remove the negative effect.
 If removed from the adventure, you may gain a level and rewards earned until removed. A dropped cursed magic item remains cursed.
- Retire the character, succumbing to your fate.

If you're returned to the adventure before the session's end, you may earn all the rewards offered to the party, including during your absence.

EVENT AWARDS & OTHER CERTIFICATES

Event Awards. Certificates (in color, e.g. pet, trinket) might be given for event participation or engaging in a specific activity. In the past, they were called "Legacy Awards." Unlike other rewards, these are attached to the player, not a PC. Make weapon or armor type choices on receipt of the item. When using the certificate, follow most current and similar rules. For example, a Beast Master with multiple animal certificates chooses one as the primal companion and follows class guidance to replace the stat block with the most similar primal companion stat block, reskinning the primal companion to appear like the certificate. The player consults with

their DM on abilities that won't fit the current guidance or for other certificates they'd like to use as pets.

Awards for Rules Options. Past certificates for creating a PC with a non-AL rules option are valid (except the Oathbreaker paladin subclass), but you must follow conditions specified on the certificate and the most current and similar source information.

Trading Post Items. AL-supported events (*D&D Adventurers League Organizer's Guide*) allow players to trade for items.

Non-AL Awards. Some non-AL D&D adventures (e.g. *Infernal Machine Rebuild*) include rewards, specifying what can be transferred to an AL character.

FAVORS

Favors (*DMG 2024*) are granted to the party, not individuals. For example, the party can receive Rare armor or weapons (campaign available), pay off debts, and provide lodging or spellcasting service up to 500 GP. Magic items, gold, property, land, and vehicles can't be favors. See the "Session's End: Favors."

FRIENDS

You might encounter a non-player character (NPC) you want to add to your PC's log as a friend. Only one PC in the party may do this with an individual NPC. If your DM and dice allow this friendship, your friend doesn't use a stat block or have mechanical traits, unless you "flavor" a familiar, companion, or creature certificate to **look** like this friend. Limit how often you make this choice.

MAGIC ITEMS

Rewardable magic items are italicized in an encounter or listed in its treasure section (also see "Unavailable Magic Items"). When your party or a PC is awarded only one magic item, Blessing, Boon, or Charm, the party determines who uses it for the adventure, even if it's not tier-appropriate. During this session, it doesn't count towards your carried limit.

CHOOSING MAGIC ITEMS

When an adventure directs you to choose a magic item, it must be tier-appropriate, from the *DMG 2024*, or a rewarded item from the adventure (not sentient or a permanent stat boost). When claimed and directed to choose the weapon or armor type, it must be campaign-available and can't be changed.

DESTROYED, CONSUMED, LOST, OR ABANDONED

These items, Blessings, Boons, and Charms are removed from your PC and can't be reacquired unless rewarded again through play. Unless stated in the adventure's text or item description, permanent magic items can't be destroyed. If an item lost by your multiclass PC makes

them ineligible for one of their classes, rebuild them to qualify or remove the class.

LOANING MAGIC ITEMS

You may borrow magic items from NPCs if the adventure describes the loan. The loaning of consumables is allowed between PCs playing together, including PCs from different campaigns in a multi-campaign session.

PERSISTENT EFFECTS

If your PC benefits from a magic item's persistent effect (e.g. *Manual of Golems*), they can't benefit from the same persistent effect given by a second item.

PURCHASING MAGIC ITEMS

At DM's discretion and logical availability in the settlement, your PC can buy spellcasting services (*ALDMG*), and *PH 2024* and *DMG 2024*'s potions and scrolls (*DMG 2024* "Magic Item Values by Rarity" section). Cantrip through level 5 *spell scrolls* cost double the *PH 2024* "Spell Scroll Costs" table, plus components.* Any PC can buy a scroll, but not upcast (e.g. level 5 *Aid*).

TIER-APPROPRIATE RARITIES

This table shows which magic item rarities are appropriate for a character's tier of play. When AL guidance refers to items being "tier-appropriate" this is the table you reference (e.g. "Choosing Magic Items," ALDMG's "Random Roll Magic Items").

TIER-APPROPRIATE RARITIES

Tier	Maximum Rarity	Tier	Maximum Rarity
1	Uncommon	3	Very Rare
2	Rare	4	Legendary

STORY AWARD & STORY ITEM

The DM may ask if PCs possess a story award or item. The party decides which PCs hold story items and, in certain instances, story awards for that adventure.

Story Award. For accomplishments, some adventures give awards with significance in future adventures of the same storyline. Story awards might be given as handouts or certificates, and might not be called "story awards."

Story Item. Not all items and effects are appropriate for organized play or may not be kept beyond the storyline, but are needed for completing the story (see "Story Item Criteria"). Unless noted in the table below, story items can't be sold or earned. The party decides which PC uses a story item during the storyline. Story items don't count toward your carried magic item limit.

STORY ITEM CRITERIA

Criteria Examples*

Unavailable Magic Items See the list of "Unavailable necessary for completing the Magic Items" and "Magic Item adventure and Artifacts Adaptations" ("Magic Item Replacement").

Legendary items found in See rewards in "Session's End: tier 1-3 sessions Magic Items"

Adventure-granted mundane Flying buildings, infernal war vehicles, navigation tools, and non-PH 2024 vehicles. keelboat, ship

Mundane explosives

Gunpowder ("Firearms"), Ke

The encounter text that adds ability score or mechanical abilities, or sentience to magic or mundane items. If the item is rewarded, it no longer has the additions ("Session's End").

Plot device mundane Item (rewards in "Session's End") or effect specific to and bound in the adventure.

machines, adventure-granted Gunpowder ("Firearms"), Keg of Alchemist's Fire PH 2014's silvered weapon ("Magic Item Replacement"), statuette that casts Augury, giant-sized magic item, dragon masks, holy symbol of St. Cuthbert, psi crystal detector, golden statuette granting a +1 bonus to saving throws, slaad control gem, robot controllers Used only by the story-specific NPC(s), takes you to or is only usable in its location (key or map), affects its creatures, needs to be kept by its NPC or at its location (Barovia needs the Tome of Strahd for when he comes back), bound to its

event or campaign setting

Non-PH (2024) equipment from creatures' possessions.

MUNDANE ITEMS

At your DM's discretion and logical availability in the settlement, sell and purchase equipment and spell components (*PH 2024*) from campaign available sources.

Loan. A PC can loan equipment to a PC within the same session, including a multi-campaign session.

SUPERNATURAL GIFT

A PC earns one Supernatural Gift (*DMG 2024* and VRGTR for Dark Gifts) from a gifter, except chwinga charms can be given once per encounter. Feats can't be gifted.

WISH

A wish offered by an encounter (never a wish-granting creature stat block) may be made to assist the party in completing a mission goal, not to benefit the individual.

SESSION'S END

LOGGING PLAY

Keep a legible character log (e.g. notebook, an event or DMsGuild's custom log sheet). Log adventures' titles or one-shot codes with session dates, DMs, changes to inventory, levels, DT and activities, Bastion information (build diagram, costs, DT used, location, special features, Bastion turns, orders, and benefits), any important information from play, and changes to your PC.

ALIEN & FUTURISTIC TECHNOLOGY

If awarded in an adventure, characters don't have and can't gain proficiency in higher technological equipment than those purchasable in their campaign. The devices and items that make them work (e.g. energy cells) can't be replicated, repaired, purchased, crafted, or traded.

MUNDANE ITEMS

Unused treasure with gold values is converted into GP and divided evenly between all the PCs. Items (e.g. equipment) are divided as the party chooses.

Encounter Text Additions. Items with additional mechanical features from encounter text (e.g. statuette that casts *Augury*) can be kept without the additions.

Loaned Equipment. If not consumed or lost, equipment must be returned to the loaner.

DOWNTIME

You earn 10 downtime days.

FAVORS

Favors fade if your PC leaves an incomplete adventure or giver's domain. Favors like paid debt or spellcasting services aren't removed.

FIREARMS

Firearms (e.g. muskets, pistols, etc.) awarded in an adventure may be kept, sold, or loaned, but firearms can't ever be replicated, repaired, purchased, crafted, traded, or chosen as a weapon type.* Those only listed as a stat block's gear may not be kept or used. Proficiency with martial weapons includes firearms. Bullets and *Smokepowder* are required for firing. Bullets can be rewarded or purchased in an adventure or crafted by a PC proficient in Smith's Tools. Outside the adventure where gunpowder was acquired, it's treated as *Smokepowder* and found or purchased for 50 GP in packets of 5 shots. Unless specified in the adventure, *Smokepowder* can't be used as an explosive device.

LEVELING

If this session completed an AL one-shot or part of an official D&D adventure, or it instructed leveling, you may gain or decline to level up one, earning rewards for either option. When leveling, you gain hit points listed as the fixed value for your class (plus modifiers). At level 5, you may choose a magic item from "Starting Play at Level 5." Some campaigns allow play of other adventures between sessions of an official D&D adventure; be careful not to level out of the official adventure.

MAGIC ITEMS

Each PC keeps magic items, Supernatural Gifts (Blessings), Boons, and Supernatural Gifts (Charms) the party or a PC obtained (not consumed or destroyed) during the session. Legendary items are rewarded to each PC of any level, but they can't be carried into a session for use until tier 4.

Identical or Similar Rewards. Some adventures offer each PC in the party an identical reward or choice of a similar reward. For example, if everyone in the party obtained identical magic weapons or, alternately, each chose a different weapon type, each PC only keeps the magic item obtained as an individual.

Supernatural Gift. Gifts vanish if you leave an incomplete adventure. After completion, see "Session's End" for keeping magic items, Blessings, Boons, and Charms. Other gifts (e.g. Dark and fey gifts with or without Fey Contracts) with mechanical effects or fey assistance not requiring DT and GP,* vanish after leaving the gifter's realm (e.g. Dark gifts fade after exiting the Domains of Dread).

Loaned Consumables. If not consumed or lost, consumables must be returned to the loaner.

MAGIC ITEM REPLACEMENT

If a reward is Unavailable or an older version of an updated item (e.g. *PH 2014*'s *Net*, +*X*) make a like-for-like substitution from the *DMG 2024*, for an item of the same or lesser rarity (e.g. replace a *Net*, +*X* with a 2024 *Weapon*, +*X*). If you're not able to find one or the item's an Artifact, replace it with one *Wand of the War Mage*, +*X*; *Weapon*, +*X*; or *Armor*, +*X* of the same or lower rarity.

Encounter Text Additions. Magic items with encounter text additions (e.g. "giant sized," increased bonus) are kept without the additions.

QUESTIONS AND MORE INFO

- **D&D Beyond AL Article Hub**. News and updates
- **D&D Beyond AL Forum**. Resources and links
- Official D&D AL Discord. Discussions and help

^{*} *Change log (August 2025).* Added clarity, 2024 formatting, *Dragon Delves*, and missing information.

APPENDIX: AL CAMPAIGNS AND ADVENTURES

D&D Adventures League adventures are grouped into these campaigns, usually by the setting listed in their introduction. PCs can't play outside their assigned campaign.

FORGOTTEN REALMS

The Forgotten Realms (FR) campaign is primarily set on the continent of Faerûn. If it's not clear what campaign world an adventure is set in, it defaults to FR.

Dragon Delves Steeped Items. The listed magic items lose power if unattuned for 30 days (*FTD*). When unattuned, log each session's days and count DT spent.

Spelljammer Character Creation. Characters playing Light of Xaryxis from Spelljammer: Adventures in Space create a level 5 character. Use "Starting Play at Level 5," not the additional gold and magic item from Light of Xaryxis. Alternately, start play with an existing FR character, referring to the Spelljammer Academy series for how a FR character might arrive.

Turn of Fortune's Wheel Adventure. Turn of Fortune's Wheel (TFW) from Planescape: Adventures in the Multiverse (PSAM), is intended to be played to completion. Only Dungeoncraft PS-DC adventures and Adventure Atlas: The Mortuary may be run as supplemental content. After ending play of TFW, characters may play other FR adventures. PCs ending their play before completing TFW may not return to Turn of Fortune's Wheel.

Turn of Fortune's Wheel Character Creation. Only PCs playing *TFW* may create and advance a PC to level 3 as normal for a FR campaign. Start with an additional 250 GP and add one "Starting Play at Level 5" magic item of your choice. Alternately, start *TFW* with an existing FR character; however, your character loses all knowledge of the deeds performed in previous adventures and access to all previously gained story awards, favors, or contacts, until the character begins chapter 15.

DRAGONLANCE

The Dragonlance (DL) campaign is set in Krynn. *Dragon Delves Steeped Items.* See in FR.

EBERRON

The Eberron (EB) campaign is set primarily on the continent of Khorvaire.

AL Adventures. The Eberron: Oracle of War storyline and associated Salvage Missions don't need to be played in a specific order. PCs can freely move between those adventures and newer Eberron AL adventures if they meet the level requirements. Eberron: Oracle of War: Salvage Bases and Missions' (SBM) designed Salvage Mission adventures, published before February 2023,

are playable. Arcane Manufactory isn't available. Bases built before February 2023 use *ERLW*'s "Home Base" to build or upgrade. Magic items made using *SBM* (before its removal from AL play) can't be traded.

Character Creation. Only the following sources are used for this campaign, *PH*, *BPGG*, *XGE*, *TCE*, *MPMM*, and *Eberron: Rising from the Last War* (*EBR*). If building an orc, bugbear, goblin, or hobgoblin PC, use the statistics and traits from *EBR*. Class and subclass rules use the most recently published source.

Additional Rules Sources. Other resources may be opened by campaign documentation such as Adventure Records or special event certs. *Wayfinder's Guide to Eberron* is not a legal source.

Dragon Delves Steeped Items. See in FR.

RAVENLOFT

The Ravenloft (RV) campaign is set in the Demiplane of Dread.

Curse of Strahd. A PC who enters Barovia cannot leave and can only participate in RV adventures as a supplement to *Curse of Strahd.* There are several opportunities in the DDAL04 adventure one-shots for the characters to leave Barovia. Alternately, pay 20 DT to leave; this downtime activity may be repeated.

AL Adventures. In the Ravenloft: Mist Hunters storyline, PCs level as usual, don't use Downtime,* the adventures may be played in any order, and PCs can freely move between them and newer RV adventures by temporarily leveling to the appropriate level before beginning. In "DDAL04" adventures, PCs level as usual, play adventures in any order, and may freely leave and return, if they meet the level requirements.

Character Origins. Whatever your character's origins (RV native or traveler), you must choose options available only within the RV campaign.

CRITICAL ROLE

The Critical Role (CR) campaign is partnered content set in Exandria.

Adventures in Partnered Products. Earn levels as usual but if you play sections that have a higher or lower-level requirement, you must temporarily level your PC to the appropriate level before beginning.

Lycanthropy. This is not an available character option. Deity. You may choose any deity to worship from official rulebooks that is specific to Exandria as presented in Explorer's Guide to Wildemount (EGW) or is not particular to another world. Clerics must choose a deity.

Heroic Chronicle. You may roll randomly or choose each item from the tables listed in *EGW*.

OFFICIAL D&D ADVENTURES AND ADDITIONAL RULES SOURCES (AR)

D&D official adventures are available for play if they fit within one of the AL campaigns. The D&D content listed below are exceptions or provide additional details.

Title	Starting Level and AR	Can	npaig	n		
Adventure Atlas: The Mortuary	PSAM Supplement	FR				
Cloud Giant's Bargain	5-7	FR				
Curse of Strahd (COS)		FR			RV	
Dragon Delves*	Tier by ch.	FR	DL	EB		
Dragonlance: Shadow of the Dragon Queen	tier 1-3 by ch. limit, AR		DL			
Ghosts of Saltmarsh	tier 1-3 by ch. limit	FR				
Giants of the Star Forge	Tier 3	FR		EB		
Journeys through the Radiant Citadel (JTTRC)	1-12 by adventure	FR	DL	EB	RV	CR
Keys from the Golden Vault	tiers 1-3 by ch. limit	FR		EB	RV	
Lost Laboratory of Kwalish (LLOK)	tier 2	FR				
Peril in Pinebrook	1	FR	DL			
Planescape: Adventures in the Multiverse (PSAM)	3, AR	FR				
Quests from the Infinite Staircase	tiers 1-3 by adventure	FR	DL	EB	RV	CR
Return to the Glory	6-8	FR				
Spelljammer: Adventures in Space	5, AR	FR				
Sword Coast Adventurer's Guide, including optional half-elf,	AR	FR				
variant tiefling, & Human Languages						
Tales from the Yawning Portal	tiers 1-3 by ch. limit	FR				
The Tortle Package	AR	FR				
Van Richten's Guide to Ravenloft (VRGTR)	1, AR				RV	
Vecna: Eve of Ruin	tiers 2-4 by ch.	FR	DL	EB	RV	
Vecna: Nest of the Eldritch Eye	tier 1	FR				
The Wild Beyond the Witchlight	1	FR				

ADVENTURERS LEAGUE ADVENTURES

D&D Adventurers League one-shot adventures can be found on DMsGuild.com under the "<u>D&D Adventurers</u> <u>League</u>" and campaign categories, including Dungeoncraft and older CCC adventures. Below are further details.

Title	Starting Level and AR	Campaign				
Age of the Dragon (D&D 50th anniversary, limited run)*		FR	DL	EB	RV	CR
"BMG-DL" coded adventures			DL			
DDAL00-14 Proxy Hunt	tier 2	FR	DL	EB	RV	CR
DDAL00-15 Deck of Many Worlds	tier 2	FR	DL	EB	RV	CR
Premier Organizer (PO) AL adventures		FR				

GUILD ADEPT AND PARTNERED PRODUCTS

Find AL denoted Guild Adept adventures on DMsGuild.com. Except those noted below, non-AL denoted Guild Adept (GA) adventures and partnered products aren't available.

Title	Starting Level and AR	Campaign	
Critical Role: Call of the Netherdeep	3		CR
Explorer's Guide to Wildemount (EGW)	1, AR		CR
Frozen Sick	1		CR
GA Durnan's Guide to Tavernkeeping		FR	
GA Encounters in Sharn		EB	
GA Saltmarsh Encounters		FR	
GA Waterdeep: City Encounters		FR	
Tal'Dorei Reborn	AR		CR