



D&D® ADVENTURERS LEAGUE DM'S GUIDE

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This guide helps Dungeon Masters (DMs) run games within the D&D Adventurers League (AL), an official public play program for Dungeons & Dragons (D&D). Companions to this guide include the ***D&D Adventurers League Player's Guide (ALPG)*** and other guides found in the [D&D Beyond's forum](#) and [Official D&D Discord server](#) (#al-guides).

PREPARING TO DM

WHAT'S NEEDED

- *D&D Player's Handbook (2024) (PH 2024)* or [Basic Rules \(2024\)](#).
- *ALPG* and this guide
- Players (3-7 suggested for optimal play).
- Adventures (see "Adventure Types" and *ALPG*).

OPTIONAL ITEMS

- The *Monster Manual (2024)* is needed when an adventure is missing or has outdated stat blocks. You can use AL one-shot stat blocks, as they are.
- The *Dungeon Master's Guide 2024* and *DMG 2014's* non-updated content have advice and magic item details. Provide updated details, when needed.
- The *D&D Adventurers League Adaptation Guide (ALAG)* adapts the adventures that need it.
- A DM screen hides your notes and rolls.
- Physical miniatures or virtual tokens help you and players visualize combat or movement.
- Maps provide area details and combat surfaces.
- A virtual tabletop helps you run sessions online.
- The *D&D Adventurers League Service Awards* rewards you for your service to the community.

ADVENTURE TYPES

SEASONS & CAMPAIGNS

"Campaign" refers to the campaign world where multiple adventures are set and PCs are bound (*ALPG* Appendix). We no longer use "season" to refer to an official D&D storyline and its linked AL adventures.

Official D&D Products. Most, but not all, of the D&D official multi-session adventures are playable in AL (*ALPG* Appendix). PCs begin within the adventure's level or tier range and can continue playing and leveling, even if their level exceeds the design limit. Some campaigns allow PCs to play

different adventures between your sessions, but if they level out of your adventure, they may not return (*ALPG* "Session's End: Leveling Up"). Find content at game stores, libraries, and [D&D Beyond](#).

D&D Adventurers League Adventures. AL one-shots (*ALPG* Appendix) run about 2-4 hours (higher levels 6-8 hours). PCs play within the level range. Most epics are designed for multiple tiers of play per event.

Official D&D Adventurers League. "Official" AL logo adventures had AL admin lead designers. Find them on [DMsGuild.com](#) under the "Adventurers League" category (e.g. DDAL, DDEX, DDEP codes.).

Premier Organizer AL Adventures. Select premier event organizers design adventures for their events and later release on [DMsGuild.com](#) ("D&D Adventurers League," Forgotten Realms categories). Baldman Games is the exclusive designer of adventures set in the Moonshae Isles and Red Wizard storyline (BMG-MOON, BMG-DRW). Gamehole Con's within the Border Kingdom (PO-BK, GHC-BK, HERO-BK). The Greasy Snitches' are in Evereska and Najara. Tabletop Scotland's are in Murghôm. The Agency's adventures are in Narfell.

DREAMS OF THE RED WIZARDS

This Forgotten Realm meta-storyline links to official D&D content, leveling player characters (PCs) to 20.

Dungeoncraft AL Adventures. This community-created content uses the *D&D Adventurers League Dungeoncraft Creator Pack* and is uploaded to the [DMsGuild](#) by campaign—Forgotten Realms (FR-DC, Planescape: PS-DC, Spelljammer: SJ-DC codes), Dragonlance (DL-DC), Eberron (EB-DC), and Ravenloft (RV-DC). Older coding is "CCC."

RUNNING ADVENTURES

DM one group at a time. The adventure or *ALAG* lists level requirements for PCs starting play.

FACILITATOR OF FUN

YOU'RE EMPOWERED

Adjust adventures (including for reasons mentioned in "Safety Tools"), but maintain the adventure's spirit. The setting, general story, and prominent NPCs stay mostly the same; if an adventure features

Cassyt, the plucky acolyte of Kelemvor, residing in Phlan, all AL players should experience that. Less important details, like time of year, minor NPCs, or weather can be tailored for your session's PCs.

CHALLENGE PLAYERS

Gauge experience and enjoyment. Try to deliver the most fun while ensuring each player and PC shines. You can adjust encounters' difficulty by adding or removing thematically appropriate creatures, but don't create new creatures or modify challenge ratings (aside from changing hit points within the range afforded by their hit dice). Collaborate and challenge, but be careful not to kill PCs. Mundane items shouldn't be and permanent magic items may not be destroyed, unless specified (e.g. *folding boat*).

SAFETY TOOLS

Discuss the following with your players before the session to collaborate on a more positive experience.

- **Be Welcoming.** Encourage respect. Discuss issues as they arise. Listen and avoid defensiveness.
- **Code of Conduct.** This group agreement outlines desired and prohibited behaviors, possible number of warnings and consequences, how to find report-taking staff, your confidentiality policy, anonymous reporting, and higher-ups' contact information.
- **Pregame and Postgame Discussions.** Explain any content warnings. Safety plan together, to prevent and prepare for issues. At the session's end, decompress and discuss improvements.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. When it's necessary to discuss with others, only disclose the player's identity if they gave unpressured permission to do so.
- **Safety Tools.** TTRPG safety tools are online. Learn more from event organizers, [D&D's official Discord server](#), or [submit a general questions request](#).

DISRUPTIONS

Address disruptions as soon as any of you might be uncomfortable. Take the player aside to discuss solutions. If the problem persists, follow your code of conduct for consulting with event or store staff and resolving the issue.

Disruptive Magic Items. Refer to the *ALPG*'s "Unavailable Magic Items." If any item negatively impacts play, take the player aside to discuss solutions. Before a session, you may review character logs to prevent issues, but you may not disallow items solely on your preferences.

KEEP THE GAME MOVING

If PCs are stalled, provide hints and "little victories" for making good choices from the clues. When time is limited (e.g. convention), gauge pacing and make time adjustments to give a complete story.

RUNNING THE GAME

RULES OF THE GAME

Adhere to current, official D&D core rulebooks and AL guides. Sage Advice and fellow DMs' can give insights. When rules are ambiguous, issue your rulings, but never make your own "house-rules."

Available Options and Variant Rules. Inform the PCs if you're using any of these rules.

- Magical Phenomena (*Tasha's Cauldron of Everything*, *TCE*)
- Monsters and expanded rules (*Beasts of the Jungle*, *Rot Guild Adept*)
- Parleying with Monsters (*TCE*)
- Potion Mixing and Miscibility Table (see below)
- Riddles, puzzles, traps, and monsters (*Book of Many Things*, rules with game effects, like Inspiration Hand, are not allowed. The deck can only be used as inspiration)
- Sleep (*XGE*)
- Spellcasting (*XGE*)
- Supernatural Regions (*TCE*)
- Tool Proficiencies (*XGE*)
- Tying Knots (*XGE*)

Potion Mixing and Miscibility. If all agree, you may use the *DMG (2024)*'s Mixing Potions section and Potion Miscibility table. *Dispel Magic* destroys effects or they vanish at the session's end. If using the *Potion of Healing* example, average the instructed die roll (half the die's maximum +1).

CHAPTERS AS ONE-OFF ADVENTURES

Chapters of official D&D adventures can be run in one-off sessions, but not individual encounters.

DEATH, DISEASE, AND CURSES

These and similar effects persist until removed, it vanish at the session's end (*ALPG*), or, PCs pay for the below services, in the session. They must be at or be able to travel to a settlement of at least 1000 residents, or go to an NPC who casts these spells.

SPELLCASTING SERVICES AVAILABLE

Spellcasting Service	Cost
Cure wounds	10 GP

<i>Identify</i>	20 GP
<i>Lesser restoration</i>	40 GP
<i>Prayer of healing</i>	40 GP
<i>Dispel magic</i>	90 GP
<i>Remove curse</i>	90 GP
<i>Speak with dead</i>	90 GP
<i>Divination</i>	210 GP
<i>Greater Restoration</i>	450 GP
<i>Raise dead</i>	1,000 GP
<i>Resurrection</i>	3,000 GP
<i>True resurrection</i>	30,000 GP

DOWNTIME

In a session, you decide if periods of inactivity (e.g. long travel time) justify downtime activities (*PH 2024*'s "Crafting Equipment," *ALPG* "Prepare Before a Session: Downtime," non-updated *PH 2014*).

REWARDS

DOWNTIME

Reward 10 DT per player character.

LEVELING

If specified, follow the adventure's leveling. If not, award the opportunity to gain a level after completing a 2-hour or longer session (*ALPG* "Leveling"). PCs only gain one level per session.

MAGIC ITEMS

In general, each PC keeps all available magic items, Boons, Blessings, and Charms (*ALPG* "Session's End: Magic Items").

Adaptations. The *ALAG* might adapt your adventure's magic items, Boons, Blessings, and Charms. The *ALPG*'s "Unavailable Magic Items" section lists criteria, examples of Unavailable items, and adaptation information on some magic items.

Choosing Magic Items. Some encounters direct you or the player to choose the item. It must be tier-appropriate and available within the PC's campaign (*ALPG* "Choosing Magic Items").

TIER-APPROPRIATE RARITIES

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

Random Roll Magic Items. If required to roll for effects or powers, you may roll for these types: damage, plane, weapon, armor, instrument, or damage to creature type. Otherwise, encounter or other text must be present, specifying which effects

or powers the item has (e.g. cards, languages, options, patches, properties, runes, skills, spell levels, tokens). Without specified text, it's an Unavailable Magic Item. In the cases when you make a DM choice or roll, or text specifies limits, results can't reward GP or permanent magic items, or match Unavailable and Story Item criteria (*ALPG*). Reroll if needed.

Random Rolled Number of Uses. Without encounter or other text-specified limits, when a magic item requires you to roll for its number of uses, the maximum die result must be no higher than average (half the die's maximum + 1).

Identical or Similar Rewards. When all PCs earn identical or similar rewards, at the session's end, each keeps their reward, not the other PCs' (*ALPG* "Identical or Similar Rewards").

MUNDANE ITEMS

Players distribute and use non-story items looted from a stat block (if listed in the *PH [2024]*, not firearms) or treasure section. A non-story item can be sold or purchased, in the session, if you decide it's logical for the settlement and NPCs to have it. A PC may sell items for half price before the session's end and keep or share the gold with the party (*ALPG* "Mundane Items" during and at a session's end).

Story Items. Story items are needed for play, but can't be kept, as is, or sold (*ALPG*'s "Story Item"). Available reward adaptation are noted in the *ALPG* ("Story Item" and "Session's End").

Treasure. Non-equipment items with monetary values (e.g. art, gems) are awarded as the adventure directs and can be spent in the session. At the session's end, remaining treasure is converted to GP and divided equally. If the adventure doesn't have treasure rewards (e.g. EB salvage missions), use this table to add treasure, during or at the session's end.

UNSPECIFIED TREASURE ALLOWANCE PER SESSION

Adventure Level	Minimum	Maximum
Levels 1-4 (Tier 1)	100 GP	500 GP
Levels 5-10 (Tier 2)	1000 GP	5000 GP
Levels 11-16 (Tier 3)	10,000 GP	50,000 GP
Levels 17-20 (Tier 4)	50,000 GP	100,000 GP

Trinkets. You may give PCs non-mechanical, non-valuable, non-tradable trinkets.

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