



D&D® ADVENTURERS LEAGUE DM'S GUIDE

Version 2026.2

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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). Read more about AL on the [D&D Beyond AL Article Hub](#).

WHAT'S NEEDED

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

Optional and Occasional Items

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- The current *Monster Manual* (MM) is needed when an adventure omitted or has outdated stat blocks.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

ADVENTURE TYPES

SEASONS & CAMPAIGNS

"Campaign" refers to the campaign world where multiple adventures are set and characters are assigned (ALPG Appendix). "Season" is an obsolete term for an official D&D storyline with linked AL adventures.

Official D&D Products. D&D official multi-session adventures made only by Wizards of the Coast (not partnered products) are playable in AL if they fit within one or more AL campaign settings and don't have a non-AL default setting (Magic: The Gathering, Greyhawk); non-AL default settings with suggestions for AL campaign settings are not available (ALPG Appendix).

Characters 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 characters to play different adventures between your sessions, but if they level out of your adventure, they

may not return (ALPG "Session's End: Leveling"). Find content at places like game stores, libraries, and [D&D Beyond](#).

D&D ADVENTURERS LEAGUE ADVENTURES

AL one-shots (ALPG Appendix A) often run 2-4 hours, with some designed for as little as 1 hour or as much as 8. Most epics are made for multiple parties and tiers of play per session. Characters play within their required level range.

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 in their exclusive settings for their events and later release them on DMsGuild.com ("[D&D Adventurers League](#)," [Forgotten Realms categories](#)). Baldman Games' adventures are 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.

Dungeons & Dragons 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, DC-PoA, WBW-DC, Planescape: PS-DC, Spelljammer: SJ-DC codes), Dragonlance (DL-DC), Eberron (EB-DC), Ravenloft (RV-DC), and "CCC" (older coding).

YOUR ROLE AS A DM

FACILITATOR OF FUN

Gauge experience. Try to deliver the most fun, ensuring each player and character shine. Collaborate and challenge, but be careful not to kill characters.

Character Option Adjustments. You may omit character options from your session (e.g. Bastions, flying in encounters, "[Disruptive Magic Items](#)"), but you may not disallow them solely based on your preferences. Make decisions with your players or discuss why it will disrupt the fun, and inform your players before play.

Adventure Adjustments. Make adjustments to tailor your adventure for your player's enjoyment (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 characters.

When time is limited (e.g. convention), adjust for pacing and to give a complete story.

Clues. If characters are stalled, provide hints and “little victories” for making helpful choices from the clues.

Creature Adjustments. When adjusting an encounter’s difficulty, you may not create new creatures, change the creature’s number of actions, or affect Challenge Ratings. You may add or remove thematically appropriate creatures, add *Boo’s Astral Menagerie’s* “Unusual Nature: Creature does not need air,” change hit points within the range afforded by their hit dice, and carefully follow non-Challenge-Rating-affecting *DMG* “Minor Alterations” and “Traits” guidance.

FAIR RULES ADJUDICATOR

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 players if you’re using any of these rules.

- Circle Casting Options (*Forgotten Realms: Heroes of Faerûn*) is only available for the FR campaign.
- Magical Phenomena (*Tasha’s Cauldron of Everything, TCE*).
- Mixing Potions and Potion Miscibility Table.

MIXING POTIONS AND POTION MISCIBILITY TABLE

If all agree, you may use these *DMG* options. *Dispel Magic* destroys effects, or they vanish at the session’s end. If using the *Potion of Healing* example, average the die roll (half the die’s maximum +1).

- Monsters and expanded rules (*Beasts of the Jungle Rot Guild Adept*).
- Parleying with Monsters (*TCE*).
- 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).
- Supernatural Regions (*TCE*).
- Tool Proficiencies (*XGE*).
- Tying Knots (*XGE*).

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 on consulting with event or store staff and resolving the issue.

Disruptive Magic Items. Refer to the *ALPG’s* “Unavailable Magic Items.” In addition, if any item negatively impacts play, take the player aside to discuss solutions. Before a session, you may review character logs to prevent issues (e.g. disallowing a specific spell in a *Spell Gem* or the number of *Spell Gems* brought into a session because they would disrupt encounter events).

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 kinds of 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 found online. Learn more from event organizers, [D&D’s official Discord server](#), or [submit a general questions request](#).

RUNNING A GAME

DM one group per session time. If guidance on your adventure is within the *ALAG*, follow it above the *ALPG* and *ALDMG* guidance, and adventure text. Otherwise, the *ALPG* and *ALDMG* guidance is followed over adventure text.

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

IN A SESSION

The following elaborates on the *ALPG*'s "In a Session."

Death, Disease, and Curses. These and similar effects persist until removed, vanish at the session's end, or characters pay for the below services in the session. They must be at or be able to travel to a settlement of 1000+ residents, or go to an NPC who casts these spells.

SPELLCASTING SERVICES AVAILABLE

Spellcasting Service	Cost
Cure wounds	10 GP
Identify	20 GP
Lesser restoration	40 GP
Prayer of healing	40 GP
Dispel magic	90 GP
Remove curse	90 GP
Speak with dead	90 GP
Divination	210 GP
Greater Restoration	450 GP
Raise dead	1,000 GP
Resurrection	3,000 GP
True resurrection	30,000 GP

Downtime. You decide if characters' inactivity in the session (e.g. long travel) justify their doing the *PH*'s "Crafting Equipment" and *ALPG*'s Downtime activities.

Magic Items

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

DM Choice Magic Item. If an encounter directs you to choose an item or roll on a Magic Item Table, it must be an available campaign- and tier-appropriate item from the *DMG* (not sentient or a permanent stat boost).

Destruction. You may not destroy permanent magic items, unless specified (e.g. *Folding Boat*).

Unspecified Spell-Storing Items. If text doesn't specify a non-consumable spell-storing item's rarity or spell, assign it a tier-appropriate rarity, empty of spells. Unspecified *Enspelled* items aren't available.

Purchase. In a session, at your discretion and settlement's availability, characters may buy potions and scrolls (*PH*, *DMG*, and use the *ALPG*'s "Prepare Before a Session: Magic Items: Purchase Consumables").

Random Roll Magic Item Effects. If you're required to roll for effects or powers, you may roll for these types.

- Use "Random Rolled Number of Uses"
- Damage
- Plane
- Weapon
- Armor
- Instrument
- Damage to creature type

Otherwise, text must specify which cards, languages, options, patches, properties, runes, skills, spell levels, tokens, or other effects or powers; without specified text, it's an "Unavailable Magic Item." Reward a different Magic Item Replacement (*ALPG*).

Effects may not reward GP or permanent magic items, or match "Unavailable Magic Item" and "Story Item" criteria (*ALPG*). Reroll if needed.

Random Rolled Number of Uses. When a magic item requires you to roll for its number of uses, but the encounter or other text-specifies a number, use the specified number. Without a specified number, roll and use the die average or lower die roll in your calculations. "Die average" is half the die's maximum roll + 1. For example, rolling for the number of beads in a *Necklace of Prayer Beads* (1d4+2), if your 1d4 roll is a 4, you lower that number to the die average (3) and then add the +2 from the description, rewarding 5 beads.

Stat Block Lair and Hoard Items. Rewardable items from a creature's stat block must be specified in the encounter (no firearms or *ALPG* "Unavailable Magic Items") or have a specified table for you to choose or roll from (use "Choosing Magic Items"). Unspecified Lair or Hoard treasure (e.g. Mummy Lord) is not rewardable.

Mundane Items

Players distribute and use non-story items obtained from the encounter's treasure section or *PH*'s mundane items looted from a stat block (not firearms). See "Story Item" information and criteria in the *ALPG*.

Destruction. Mundane items shouldn't be destroyed, unless specified in the adventure's text.

Marks of Prestige. Feats may not be rewarded.

Purchase and Sell. Mundane non-story items may be sold or purchased, if it's logical for the settlement and NPC to have it. A character sells items for half price before the session's end and they may keep or share the gold with their party (*ALPG*).

Stat Block Treasure and Gear. Mundane items only listed in an adventure's stat block may be used and kept if they aren't firearms and don't cause the session's gold value to exceed the below table's maximum.

Treasure. Mundane non-equipment items with monetary values (e.g. art, gems) are awarded as the adventure directs and can be spent in the session. If the adventure doesn't have treasure rewards (e.g. EB salvage missions), use this table to add treasure for the party, 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 characters non-mechanical, non-valuable, non-tradable trinkets.

Session's End

Each player earns the following every session, as covered in the *ALPG*.

- **Downtime.** 10 DT.
- **Leveling Option.** If leveling is specified in *ALAG*, follow that leveling guidance. If not, follow the official D&D adventure guidance. All other sessions award the opportunity to gain a level from a one-shot or a 2-hour or longer session (*ALPG* "Leveling"), once per session.
- **Rewards.** Each character keeps all obtained favors, available magic items (listed in the treasure section or italicized in encounter text, also see the *ALPG* "Unavailable Magic Items"), Supernatural Gifts (Blessings and Charms), Boons, and story awards. Mundane non-story items are distributed and kept by the individual character, not each character. See below for further details.

Encounter Text Additions. Magic and mundane items with encounter text, adding mechanical features (e.g. "giant sized," an increased bonus, statuette "that casts *Augury*"), may be kept without the additions.

Gold-Value Treasure. Remaining mundane treasure is converted to GP and divided equally. If the adventure had no treasure rewards, see "[Treasure](#)" above.

Identical or Similar Rewards. When all characters earn identical or similar rewards, each individual keeps their reward, not the other characters' rewards.

Magic Item Replacement. Unavailable magic items, some story items, and older versions of updated items are not rewarded, but may qualify for a Magic Item Replacement (see the *ALPG* "Unavailable Magic Item Criteria," "Story Item Criteria," and "Session's End" rewards).

CHANGE LOG

November 2025. Extensive edits were made to this version, so red text and asterisks to denote changes were not used.

- Updated to 2025 guidance changes, terms, and formatting.
- Information for players and their logs was moved to the *ALPG*. Where needed, information is summarized, referring to the *ALPG*.
- Added clarity, definitions, and formatting changes for clarity.