



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 public play program for Dungeons & Dragons (D&D). Companions to this guide are in the [D&D Beyond's forum](#) and [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)* was published, these player character (PC) subclass, species, and feat options from the *Player's Handbook (2014)* weren't updated and remained available to choose from.

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

If content directs you to use an outdated option, use the most current and similar guidance. For example, if the above are updated in a Wizard's product, then the player must rebuild to update their character within 60 days of the revised content becoming 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 *Player's Handbook (2024)* (PH 2024) or [Free Rules \(2024\)](#). See also "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
- **Alignment.** Only non-evil PCs allowed in AL
- **Deity.** Campaign or a 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

- *Fizban's Treasury of Dragons* (FTD, also class, feat)
- *Locathah Rising*
- *Mordenkainen Presents: Monsters of the Multiverse* (MPMM)

CLASS AND FEAT

- *Bigby Presents: Glory of Giants* (BPGG)
- *Book of Many Things*
- *Elemental Evil Player's Companion* (feat)
- *Tasha's Cauldron of Everything* (TCE, in addition to nonupdated options Customizing Your Origin is available, with a choice of Origin or uncategorized feat. The Warlock Pact of Talisman pact boon can be chosen in place of an invocation. The Fighting Initiate feat isn't workable.)
- *Xanathar's Guide to Everything* (XGE)

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 5TH LEVEL

You may create a 5th level PC instead of starting at 1st. Receive your class' standard gear 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)
- *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
- *Bag of holding*

PRE-GENERATED CHARACTERS

To continue playing a pre-gen, convert them to an AL character. Or transfer their rewards to an existing PC of the same campaign and tier, and end play of the pre-gen.

CHARACTER ADAPTATIONS

CLASSES

Artificer. Only Artificers can create permanent magic items outside a Bastion. Use *DMG 2024*'s "Crafting Magic Items" section (no assistants) and rules from their Magic Item Adept ability to create one item at each of these levels—10th, 12th, 14th, 16th, 18th, and 20th. The item must be tier-appropriate ("Tier-Appropriate Rarities"), as described and found within the *DMG 2024* and available campaign sources, and be of a type available for purchase in the campaign (no additional features or sentience). An item infused with Repeating Shot must be of a type available for purchase in the campaign.

Wizard. The Order of Scribes wizard "Wizardly Quill" feature allows you to copy 10 spells of 4th level or lower, or 5 spells of 5th level or higher, 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

For a spell feature with a timed task before it can be used (e.g. "cast every day for a year"), spend 1 dt for each day in the spell's description. You must make the required 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. You can't place another illusion on an additional creature or object until the first spell's duration has ended, or it's dispelled.

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 have membership. See "Downtime" for trading location information.

Wish. *Wish* must be cast in front of the DM and only affects PCs within that session. Downtime days can't be used to recover from stress and losing the ability to cast *wish* can only be undone by wishing for a reroll. The effects made for something outside the bulleted list in the spell's description are at the DM's discretion. All the

effects of your PC's simulacrum casting *wish* are experienced by your PC and an inability to cast *wish* extends to their future created simulacrum and *wish* cast by deities (Divine Intervention or similar class features).

PLAYABLE ADVENTURES

Play one PC in a session of any adventure available for AL (Appendix), provided they meet the campaign and level requirements, and haven't yet 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 PLAY 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 or enlarge (at or after level 5). Begin with one Cramped and one Roomy facility.

Bastion Turn. Your PC may take one Bastion turn. Seven days pass for the turn. Orders completed within the 7 days can benefit the PC(s) in this session. DMs adjudicate rolls, otherwise document all other Bastion Turns before the session or a multi-session 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 a Bastion Order describing their participation must spend the listed cost of dt. When making a Craft: Magic Item order, the item created must be as described within the *DMG 2024* and be of a type available for purchase in the campaign (no additional 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

If you or your PC obtained boons, blessings, or charms from play or events, you must limit the number you bring to each future session, based on the below table.

CARRIED BLESSING, BOON, AND CHARMS

Tiers	Boon	Blessing	Charms
1	0	1	2
2 – 3	0	1 each tier	5 each tier
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 levels, campaign, and equipment and magic items earned from play. Lose feature and class items from aspects they no longer possess. For example, a wizard rebuilt to a new class removes the class equipment spellbook, Bastion features they no longer meet the requirements for, and the spells learned from leveling, but keeps purchased spellbooks and spells copied using downtime.

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. If you're building a 5th level 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 4th level and 2 dt per spell at 5th-9th levels. 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. 5th level *cure wounds*).

Trading Magic Items. Spend 5 dt days 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 location and sequence. The cost is halved at a temple or organization where they share membership.

MAGIC ITEMS

If you or your PC obtained magic items from play or events, you must limit the number you bring to a session, including these items.

- 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	<i>Ammunition, +1</i>
non-attunement magic item unable to recharge, regain its magic, or must be consumed if used	<i>potions, scrolls, elemental gem</i>

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.

TRADING GEAR

Unique items, character-created magic items, and exclusively-made charity event (e.g. Extra Life) and AL-admin-made certificates can't be traded. However, if they're unused and don't have player and character names on it, the certificate can be gifted. Permanent magic items can be traded with PCs within the same campaign. However, for example, a FR campaign character and an RV campaign character, playing a multi-campaign adventure together, cannot trade. Trading is 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.

DURING A PLAY SESSION

CHARACTER REBUILD

If an event in the session changes your PC's build, they lose feature and class items from aspects they no longer possess. Rebuild what is necessary.

COINS & OTHER TREASURE

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

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

Purchase. If a DM determines mundane equipment is purchasable, it must be from the PC's available sources.

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 you were removed from the adventure, you may gain a level and gain 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 end of the session, 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 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. Events with AL support (*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 “End of a Play Session” section’s “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 (“Tier-Appropriate Rarities”). 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 directed to choose the weapon or armor type, it must be campaign available.

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 your multiclass PC loses an item that makes them ineligible for one of their classes, rebuild your character 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 your DM’s discretion and logical availability in the settlement, the only items your character can purchase are spellcasting services (*ALDMG*), and *PH 2024* and *DMG 2024*’s potions and scrolls. Cantrip through 5th level *spell scrolls* can be purchased (*PH 2024* “Magic Item Values by Rarity” table’s * section). Any PC can purchase a spell scroll, but not upcast (e.g. 5th level *cure wounds*).

TIER-APPROPRIATE RARITIES

This table shows which magic item rarities are appropriate for a character's tier of play. Examples of its use include determining what rarity of magic items your character can carry into a session or craft, and DMs use it to determine which rarities they can choose from (ALDMG's "Unspecified DM's Choice & Random Roll").

TIER-APPROPRIATE RARITIES

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

UNAVAILABLE MAGIC ITEMS

Some adventures reward magic items unsuitable for public play. Unavailable magic items necessary for completing an adventure are story items ("Story Items").

UNAVAILABLE MAGIC ITEM CRITERIA

Criteria	Examples
Artifacts	<i>Eye of Vecna</i>
Is evil, requires or changes a PC's alignment to evil, or needs the PC to perform an evil act to obtain it (e.g. attacking a friendly NPC)	<i>Ring of winter</i>
Non-scroll items that the spell description or other text doesn't specifically name their spells	<i>Enspelled armor</i> , <i>enspelled weapon</i> , <i>spell gem</i>
Uses <i>wish</i> . <i>Luck blade</i> adaptation is in the ALDMG	<i>Ring of three wishes</i>
Has random effects or powers without added limits specified in the adventure or other text. A <i>pressure capsule</i> is available; its duration is 1 hour. A <i>deck of illusions</i> is a story item with 24 cards. A <i>necklace of prayer beads</i> is a story item with blessing, curing, favor, and wind walking	<i>Deck of many more things</i> , <i>iron flask</i> , <i>moonblade</i> , <i>powered armor</i> , <i>robe of useful items</i>
Love charms and items that violate an AL rule (e.g. produces gold or magic items)	<i>Deck of wonder</i> , <i>philter of love</i>
Obliterates matter (not including items that are themselves destroyed)	<i>Sphere of annihilation</i>
Sends PCs to unspecified locations or outside their campaign	<i>Well of many worlds</i>
Gives a penalty or damage to fellow PCs or removes their autonomy	<i>Deck of many things</i>
Misprints	+1 mithral splint armor
Items repeatedly reported as disruptive	<i>Shield guardian amulet</i>

STORY AWARDS & STORY ITEMS

When applicable, the DM may ask if PCs possess a story award or story item. The party determines which

characters hold story items and, in certain instances, story awards, for the purposes of that adventure.

STORY AWARDS

For an accomplishment, some adventures give an award with significance in future adventures of the same storyline. Story awards might be given as a handout or certificate, and might not use the term "story award."

STORY ITEMS

Not all items and effects are appropriate for organized play or may not be intended to be kept beyond the storyline, but they could be important for completing the story. Story items can't be sold and only one per item is useable by the party during the storyline or adventure.

STORY ITEM CRITERIA

Criteria	Examples
Unavailable Magic Items necessary for completing the adventure	See "Unavailable Magic Items"
Adventure-granted air and waterborne vehicles and their magic helms, and Non-PH 2024 vehicles	Adventure-granted keelboat, barrel crab vehicle
Magic items listed as treasure or not in italics in its encounter, but are needed to complete the adventure	A magic item only in a creature's stat block
Magic items with added sentience or abilities.	A giant-sized <i>magic item</i>
Part of a magic item	one boot from <i>boots of elvenkind</i>
Mundane items with added mechanical effects	statuette that casts <i>augury</i>
Mundane items used to control creatures	Slaad control gem, robot controllers
Permanent mechanical or ability score effects (see also the "End of a Play Session" section's "Favors")	Dark Gifts, <i>IDRF</i> 's Vlagomir's spark
Items unusable outside the adventure	key, map, DL's <i>flying citadel helm</i>
Item, wish, boon, or effect necessary only for the adventure or storyline's completion	<i>Candlekeep Mysteries</i> ' <i>Stonky's control ring</i>
Bombs, gunpowder (see "Firearms"), and kegs	Kegs of alchemist's fire

SUPERNATURAL GIFTS

A character earns one supernatural gift (DMG 2024) from a gifter, except for chwinga charms which can be given once per encounter. Feats can't be gifted.

WISHES

A wish offered by an encounter (not a wish-granting creature stat block) may be made to assist the party in completing a mission goal, not to benefit the individual.

END OF A PLAY SESSION

LOGGING PLAY

You must keep a legible character log, in any form (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, downtime and activities, Bastion information (build diagram, costs, downtime used, location, special features, Bastion turns, orders, and benefits), any important information from play of adventures, and other changes to your character.

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.

COINS & OTHER TREASURE

Unused items with a gold value are converted into gold pieces and divided evenly between all the characters. Mundane items, such as found equipment, are divided however the party chooses. If these items have additional mechanical features (e.g. statuette that casts *augury*), they can be kept without the added features.

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 character 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 not replicated, repaired, purchased, crafted, or traded. Those only listed as a stat block's gear may not be kept or used. Firearms aren't an available weapon type choice. 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 UP

If this session completed an AL one-shot or part of an official D&D adventure, or the adventure instructs, gain one level or decline to gain a level and keep the rewards earned. When leveling, you gain hit points listed as the fixed value for your class (plus modifiers). At 5th level, you may choose a magic item from "Starting Play at 5th Level." If your campaign allows 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 blessings, boons, and charms the party or a PC obtained (not consumed or destroyed) during the session. However, some adventures offer each PC in the party an identical reward or their 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. Rewarded legendary items may be possessed by PCs of any tier, but it remains unavailable for use until tier 4. The Unavailable Magic Item and story item guidance also applies. If a magic item is earned with modifications made in the adventure's text (e.g. "giant sized," increased bonus), the item is kept without the additions.

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

OBSOLETE ITEM REWARDS

If an adventure rewards an Unavailable Item or an older version of an updated item (e.g. *net, +X*, a *PH 2014 weapon*) 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 there isn't an obvious like-for-like substitution or the item is an artifact, replace it with one *wand of the war mage, +X; weapon, +X; or armor, +X* of the same or lower rarity.

SUPERNATURAL GIFTS

Supernatural Gifts don't "duplicate" at the end of a session. Gifts fade after leaving the realm of the gifter or if the character leaves an adventure before completion.

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

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. Campaign guidance and adventure information is below.

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.

Spelljammer Character Creation. Characters playing *Light of Xaryxis* from *Spelljammer: Adventures in Space* create a 5th level character. Use "Starting Play at 5th Level," 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 a character and advance them to 3rd level as normal for a FR campaign. Start with an additional 250 gp and add one magic item of your choice from the "Starting Play at 5th Level" list. Alternately, start playing *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. No additional player guidance needed.

EBERRON

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

AL Adventures. The *Eberron: Oracle of War* storyline adventures 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.

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 earn levels as usual, but these adventures don't need to be played in a specific order, and PCs can freely move between them and newer RV adventures by temporarily leveling to the appropriate level before beginning. The "DDAL04" adventures are available for play, and PCs earn levels as usual. They may freely leave and return to play the adventures in any order you choose, provided 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	Campaign
<i>Adventure Atlas: The Mortuary</i>	PSAM Supplement	FR
<i>Cloud Giant's Bargain</i>	5 th -7 th	FR
<i>Curse of Strahd</i>		FR RV
<i>Dragonlance: Shadow of the Dragon Queen</i>	tier 1-3 by ch. limit, AR	DL
<i>Ghosts of Saltmarsh</i>	tier 1-3 by ch. limit	FR
<i>Giants of the Star Forge</i>	Tier 3	FR EB
<i>Journeys through the Radiant Citadel</i>	1 st -12 th by adventure	FR DL EB RV CR
<i>Keys from the Golden Vault</i>	tiers 1-3 by ch. limit	FR EB RV
<i>Lost Laboratory of Kwalish</i>	tier 2	FR
<i>Peril in Pinebrook</i>	1 st	FR DL
<i>Planescape: Adventures in the Multiverse (PSAM)</i>	3 rd , AR	FR
<i>Quests from the Infinite Staircase</i>	tiers 1-3 by adventure	FR DL EB RV CR
<i>Return to the Glory</i>	6 th -8 th	FR
<i>Spelljammer: Adventures in Space</i>	5 th , AR	FR
<i>Sword Coast Adventurer's Guide</i> , including optional half-elf, variant tiefling, & Human Languages	AR	FR
<i>Tales from the Yawning Portal</i>	tiers 1-3 by ch. limit	FR
<i>The Tortle Package</i>	AR	FR
<i>Van Richten's Guide to Ravenloft</i>	1 st , AR	RV
<i>Vecna: Eve of Ruin</i>	tiers 2-4 by ch.	FR DL EB RV
<i>Vecna: Nest of the Eldritch Eye</i>	tier 1	FR DL EB RV
<i>The Wild Beyond the Witchlight</i>	1 st	FR

ADVENTURERS LEAGUE ADVENTURES

D&D Adventurers League one-shot adventures can be found on DMsGuild.com under the "[D&D Adventurers League](#)" and campaign categories, including Dungeoncraft and older CCC adventures. Below are further details.

Title	Starting Level and AR	Campaign
<i>Age of the Dragon</i>		FR DL EB RV CR
"BMG-DL" coded adventures		DL
<i>DDAL00-14 Proxy Hunt</i>	tier 2	FR DL EB RV CR
<i>DDAL00-15 Deck of Many Worlds</i>	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
<i>Critical Role: Call of the Netherdeep</i>	3 rd	CR
<i>Explorer's Guide to Wildemount (EGW)</i>	1 st , AR	CR
<i>Frozen Sick</i>	1 st	CR
<i>GA Durnan's Guide to Tavernkeeping</i>		FR
<i>GA Encounters in Sharn</i>		FR EB
<i>GA Saltmarsh Encounters</i>		FR
<i>GA Waterdeep: City Encounters</i>		FR
<i>Tal'Dorei Reborn</i>	AR	CR