



D&D® ADVENTURERS LEAGUE PLAYER’S GUIDE

Version 2026.2

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These rules help you create and advance your characters within the D&D Adventurers League (AL), an official organized play program for Dungeons & Dragons (D&D). Companions to this guide are in D&D Beyond’s [D&D Adventurers League Resource & Links](#) forum and the [Official D&D Discord](#) server (#al-guides). Read more about AL on the [D&D Beyond AL Article Hub](#).

USE MOST-CURRENT CONTENT

D&D Adventures League uses D&D official products and AL-created content ([Appendix A](#)). D&D official products are made only by Wizards of the Coast, not partnered products. Players and Dungeon Masters use the most recent version of all D&D content. For example, only the following character options from the *PH 2014* weren’t updated yet. They remain available to choose from.

- **Cleric Subclasses.** Nature and Tempest Domain
- **Wizard Subclasses.** School of Conjuration, Enchantment, Necromancy, and Transmutation
- **Feats.** Dungeon Delver and Martial Adept

If a D&D official product updates the above or other options, you have a 60-day grace period after the global release date of the revised content to, for example, update your character build. See “[D&D Official Adventures and Additional Rules Sources \(AR\)](#)” for guidance on determining new content’s availability, first usable on the day of its official early release (D&D Beyond Master Tier, Wizards Play Network stores).

PLAYER & DM ETIQUETTE

Follow the group’s code of conduct, share the spotlight, pay attention, be ready for your turn, and ensure others’ enjoyment. Faithfully follow guidance and create characters that don’t impinge on others’ fun. Respect others, including their characters (e.g. a character’s disability shouldn’t limit or stop them from acting).

CREATING A CHARACTER

Use character creation rules from the PH or [Basic Rules](#). Per the “Use Most-Current Content” guidance, previous “Legacy” versions of updated options are not available.

Campaign. Choose one ([Appendix A](#)).

Character Options. Use the PH, above PH 2014 options, and “[Additional Rules Sources](#).”

Determine Origin: Language. If your character’s heritage language isn’t an option, you may choose it (e.g. Infernal for tieflings).

Determine Ability Scores. Standard Array, Point Cost.
Choose an Alignment. Only non-evil characters are allowed in AL.

Fill in Details: Deity. If choosing a deity, choose one from your campaign or a world non-specific deity.

Fill in Details: Faction. You may join one faction from campaign lore (not Red Wizards) or through play of adventures with membership offers. Switch any time. Your character must stay non-evil and harmonious with party members. Faction Renown Rewards aren’t earned.

PRE-GENERATED CHARACTERS

These are often made by and for an event or adventure. To continue playing them afterward, convert them to an AL character. Or transfer earned rewards to one of your existing characters in the same campaign and tier, retiring your pre-gen.

STARTING PLAY AT LEVEL 5

Instead of creating a level 1 character, you may create a level 5 character. Receive standard starting gear for your class and background, 500 GP, 40 Downtime Days (DT), and choose or roll for one of the following 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

CHARACTER ADAPTATIONS

CLASSES

Artificer. Only Artificers may craft magic items with the DMG and their class ability rules (no assistants), one item each at levels 10, 12, 14, 16, 18, and 20. Where applicable, crafted and created magic items must be tier-appropriate (see below table), as described in the DMG and campaign sources, and a type that’s campaign-purchasable (no added features or sentience).

TIER-APPROPRIATE RARITIES

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

TIER-APPROPRIATE RARITIES

When other AL guidance refers to magic items being “tier-appropriate” for a character’s tier of play, this is the table you reference (e.g. “[Player Choice Magic Items](#),” *ALDMG*’s “Random Roll Magic Items”).

Multiclassing. A temporary effect (e.g. *Belt of Giant Strength*) does not meet multiclassing requirements.

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

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

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. An illusion on another creature or object is 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. Casting must be in front of the DM and only affect characters within that session. You may not use DT to recover from stress. Losing the ability to cast *Wish* can only be undone by wishing for a reroll. Effects made outside *Wish*’s effect list are at the DM’s discretion. All effects of your simulacrum casting *Wish* are experienced by its character and an inability to cast *Wish* extends to their future-created simulacrum and *Wish* cast by deities (Divine Intervention or similar class features).

PLAYING ADVENTURES

Play one of your own characters in a session of any adventure available for AL ([Appendix A](#)), provided your character meets the campaign and level requirements, and the character, and a surrogate or pre-generated character associated with it, hasn’t yet played any version of the content. If an official D&D chapter restricts play to a level, characters within that level’s tier (*PH*) may play.

PREPARE BEFORE A SESSION

BASTIONS

On its first build, you have 20 times your 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 make one Bastion turn (taking 7 days), spending 7 DT for each turn. Use the 7 days to calculate how long it takes orders to resolve. Orders taking 7 or fewer days to resolve benefit this session’s player character(s); orders taking longer benefit the character(s) at a future session, depending on how many 7 days need to pass. DMs adjudicate rolls, otherwise log all other Bastion turns before the session or event.

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

Orders. No facility’s order may have the same resolution twice in a row. Maintain Orders return an “All is Well” event result. Each player character benefiting from an order describing their participation must spend the listed DT cost. A Craft: Magic Item must be as described within the *DMG* and, when applicable, be of a campaign-purchasable type (e.g. weapon, armor, no added features or sentience).

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

BETWEEN-SESSIONS REST

Update your character as if they’d had one long rest, and fully charge rechargeable magic items. For story reasons, a DM might need your character to return to the next session without this rest.

BLESSING, BOON, & CHARMS

The number of Boon (from play or advancement) and Supernatural Gifts (Blessings or Charms) carried into each session must be limited, using the table below. Those not carried remain in your inventory.

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

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 into 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*'s "Crafting Equipment" and non-updated DT activities from *PH 2014*), between or during sessions. Use 1 DT for each day (8 hours) required. The following lists exceptions and other activities. Adventure activities are available only once, unless specifying more.

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

Copying Spells. Use "Expanding and Replacing a Spellbook" (*PH*) 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 character's spellbook immediately after a session in which you both played.

Crafting Equipment. Ammunition is crafted in quantities equal to how many are sold together (*PH*).

Scribing Spell Scrolls. A *Spell Scroll* may not be scribed at higher levels (e.g. level 5 *Cure Wounds*).

Trading Magic Items. 5 DT per item.

TRADING MAGIC ITEMS

Permanent items are traded with characters in the same assigned campaign, on a one-for-one basis of equivalent rarity. Documentation must be included (certificate, log details); what isn't included is destroyed. Unique, character-created items, and certificates that are AL-admin-made or exclusively-made for charity events (e.g. Extra Life) may not be traded. However, unused certificates without player and character names may be gifted.

Trading Teleportation Circle Locations. Each character 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 are members.

MAGIC ITEMS

Limit the number of magic items (you or your character obtained from play or events) you bring to a session. Mundane mounts, non-mechanical trinkets, and Artificer-created magic items don't count toward the limit, but the following do.

- **Alien and Futuristic Technology.** This equipment is carried as a Very Rare item.
- **Brewed potions.**
- **Creature-Carried.** Item carried by a creature your character controls (attunement is DM discretion).
- **Event Award.** One, carried as a Common item.
- **Persistent Effect.** A current persistent effect from a permanent magic item is carried under the bestowing item's rarity.
- **Scribed scrolls.**

CARRIED MAGIC ITEMS BY TIER

Tiers	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* with no additional mechanical properties (except from Special Features tables). Otherwise, it has the Unique category. Legendary items may not be carried into a session for use until tier 4; lower rarity items may be carried into any tier.

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 towards 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 to recharge or regain its magic, or must be consumed if used	Potions, scrolls, Elemental Gem

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.

Purchase Consumables. You may buy potions (*DMG* "Magic Item Values by Rarity" table's section) and scrolls (not at higher levels, e.g. level 5 *Cure Wounds*. Cantrip through level 5 scrolls are double the costs of the *PH* "Spell Scroll Costs" table, plus component costs. Purchases in a session are at your DM's discretion.

MUNDANE ITEMS

You may sell and purchase campaign-available equipment and spell components, using *PH* rules.

IN A SESSION

REBUILD

If play or an event alters a character, they lose feature and class items from aspects no longer possessed.

DEATH, DISEASE, & CURSES

If your character has a lingering negative effect (e.g. death, disease, a lycanthropic curse, removed from the adventure), deal with the results for this session. Your DM may know of an NPC who can be hired to help (*ALDMG*). If you return before the session's end, you obtain the items the party earned in your absence.

DM MATERIAL USE

If your character's abilities (e.g. Druid Wild Shape, *Polymorph*) need DM information, those limited details come from the current *Monster Manual* or, at your DM's discretion, other sources from your campaign.

EVENT AWARDS & OTHER CERTIFICATES

Event Award. These color certificates (e.g. pet, trinket) are often earned at an event or other activity (once called "Legacy Awards"). Unlike other rewards, they're attached to the player, not a character. Make weapon or armor type choices on receipt of the item and follow the 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. They consult with their DM on abilities not fitting current guidance or for other certificates they'd like to use as pets.

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

Rules Option Award. Past certificates for creating a character 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 Item. AL-supported events (*D&D Adventurers League Organizer's Guide*) allow players to trade for items.

FAVORS

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

FRIENDS

You might encounter a non-player character (NPC), including animals, you want to add to your log as a friend. Only one character in your 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 (not stat block, see also "Adaptations" and "[Unavailable Magic Items](#)"). When your party or a character is awarded only one item, your party determines who uses it for the adventure, even if it's not [tier-appropriate](#). In this session, it doesn't count towards your carried limit.

Destroyed, Consumed, Lost, or Abandoned. These items and Boons are removed from your character ("[Rebuild](#)" if needed) and aren't reacquired unless earned again in play. A permanent item isn't destroyed unless stated in its description or an adventure.

Loan. You may borrow items from NPCs if the adventure describes the loan. A session's characters (including in multi-campaigns) may loan consumables.

Purchase Consumables. At your DM's discretion and settlement's availability, you may buy spellcasting services (*ALDMG*), potions, and scrolls (*PH, DMG*, use "[Prepare Before a Session: Purchase Consumables](#)").

Adaptations

Bag of Beans. Without text-specified limits, apply these modifications.

- Use "[Random Number of Uses.](#)"
- 01: Effects end at the session's end.
- 71-80: At session's end, unused potions are mundane.
- 81-90: Earn one increase per *Bag of Beans*.
- 91-95: Unspecified lair treasure isn't earned.
- 96-00: Must be within the session and campaign.

Banishing and Extra-Dimensional Magic Item. Magic items (e.g. *Bag of Holding*, *Well of Many Worlds*) may not take characters outside their campaign.

Deck of Illusions. Without text-specified limits, this is a [story item](#), using "[Random Number of Uses](#)" for its number of cards.

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 Item. Unless stated otherwise (*D&D Adventurers League Adaptation Guide, ALAG*), their rarity never increases or decreases.

Magic Item that Rewards 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 Number of Uses." Before carrying a Bead of Wind Walk into a session, ask the DM if it might disrupt encounters.

Persistent Effect Magic Item. If your character benefits from a magic item's persistent effect (e.g. *Manual of Golems*), they may not benefit from the same persistent effect given by a second item of any name.*

Player Choice Magic Item. When an adventure directs you to choose a magic item, it must be [tier-appropriate](#), from the *DMG*, 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.

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

Random Number of Uses. For items requiring a DM's roll for its number of uses, but not having text specifying that number, the die result you take is no higher than average (half the die's maximum + 1).

Unspecified Spell-Storing Items. Non-consumable spell-storing items (e.g. *Ring of Spell Storing, Ioun Stone of Reserve, Spell Gems. Enspelled* items are "[Unavailable Magic Items](#)") found without specifications must be adapted to a [tier-appropriate rarity](#), empty of spells. During a trade, these items are automatically empty.

Wish Magic Item. 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.

Unavailable Magic Items

Magic items meeting Unavailable Magic Item criteria ([Appendix B](#)) may not be earned but might be eligible for a "[Magic Item Replacement](#)." If necessary for completing an adventure, they are "[Story Items](#)."

MUNDANE ITEMS

Distribute and use non-story items of gold value that are listed in the encounter's treasure section or *PH* items looted from a stat block (not firearms).

Loan. Your character may loan equipment within the session, including a multi-campaign session. NPCs may only loan adventure or campaign-available items.

Purchase and Sell. At your DM's discretion and settlement's availability, sell and buy campaign-available equipment and spell components (use *PH* rules).

STORY AWARD & STORY ITEM

DMs may ask if your character has a story award or item. Your party decides which characters hold story items and, sometimes, story awards for that adventure.

Story Award. These awards (not always called "story awards") have future significance to the storyline.

Story Item. The following criteria make items and effects unsuitable for organized play. They may not be kept beyond the storyline, sold, or earned (unless noted below), and don't count toward your carried item limit.

STORY ITEM CRITERIA

Criteria	Examples
Artifact or Other Unavailable Magic Item needed in the story.	See Unavailable Magic Item criteria and rewards.
Legendary Item found in tier 1-3 sessions. See rewards in " Session's End: Magic Items ."	
Mechanical Effect Text. It has encounter text that adds an ability score or mechanical abilities, or sentience to a magic or mundane item. If rewarded, it no longer has additions (" Session's End "). Available Exceptions. tomes, manuals, <i>DMG's</i> Minor Property and Quirks, and see " Favors " and "Supernatural Gift."	<i>PH 2014's</i> silvered weapon ("Magic Item Replacement"), <i>Augury</i> casting statuette, giant-sized magic item, dragon masks, holy symbol of St. Cuthbert, psi crystal detector, golden statue granting a +1 bonus, slaad control gem, robot controllers.
Non-PH Equipment from non-updated creatures' possessions. When rewarded, use the most-current details.	
Plot Device. This is a story-specific or story-bound mundane item or effect that's only used by its NPCs or locations, or for affecting its creatures or events.	Key, map, Tome of Strahd.
Vehicle. It's an adventure-granted non- <i>PH</i> navigation tool or mundane vehicle larger than a keelboat.	Flying building, infernal war machine, adventure-granted ship (Purchased is an available exception).

SUPERNATURAL GIFT

When only one Blessing, Boon, or Charm is awarded to your party or a character, your party decides who uses it for the adventure. This session, it doesn't count towards your carried limit. Chwinga charms may be earned once per encounter. Otherwise, earn only one gift (*DMG, VRGTR's* Dark Gifts) from a gifter. Feats aren't gifted.

Destroyed, Consumed, Lost, or Abandoned. This gift is removed from your character ("[Rebuild](#)" if needed) and may only be reacquired again through play.

WISH

Wish only listed in a stat block may not grant a wish. If offered in the encounter, it may assist your party in completing a mission goal, not benefit the individual.

SESSION'S END

ALIEN & FUTURISTIC TECHNOLOGY

If awarded in an adventure, characters don't have and can't gain proficiency in higher technological equipment than campaign-purchasable items. Items making them work (e.g. energy cells) may not be replicated, repaired, purchased, crafted, or traded.

CHARACTER LOG

Keep a legible character log (e.g. notebook, an event or DMsGuild's custom log sheet). Log adventures' titles or one-shot codes, session dates, DMs, levels, inventory changes, DT and activities, Bastion data (diagram, costs, location, DT used, special features, turns, orders, and benefits), significant play details, and character changes.

DEATH, DISEASE, & CURSES

If your character is still affected by a lingering negative effect or removed from the adventure, retire or return your character (to life or clear the effect). If removed from the adventure, you may gain a level and rewards earned until their removal. A dropped cursed magic item remains cursed.

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) awarded in encounter text (never stat block) may be kept, sold, or loaned, but not replicated, repaired, purchased, crafted, traded, or chosen as a weapon type. Proficiency with martial weapons includes firearms. Bullets and *Smokepowder* are required for firing. Bullets may be rewarded or purchased in an adventure or crafted by a character 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* may not be used as an explosive device.

LEVELING

If this session completed a one-shot, 2+ hours of an official D&D adventure, or the official D&D adventure instructs leveling, you may gain or decline to level,

earning rewards for either option. At leveling, 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 one.

MAGIC ITEMS

Each character keeps magic items your party or a character obtained (not consumed or destroyed from treasure sections or italicized encounter text (see also "[Adaptations](#)," "[Unavailable Magic Items](#)").* Legendary items are rewarded to each character of any level (see "[Carried Magic Items by Tier](#)") for use in a session.

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

Identical or Similar Rewards. In adventures offering each character an identical reward or choice of a similar reward (e.g. different weapon types), each character keeps the magic item obtained as an individual.

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

Magic Item Replacement. For an unavailable or older version of an updated item, make a like-for-like swap from the *DMG*, for an item of the same or lesser rarity (e.g. replace a 2014 *Net*, +X with a current *Weapon*, +X). If you're unable to find one or the item's an Artifact, replace it with one *Boots of False Tracks*; *Cloak of Many Fashions*; *Silvered Weapon*; *Pearl of Power*; *Bracers of Defense*; *Armor*, +X; *Wand of the War Mage*, +X; or *Weapon*, +X of the same or lower rarity.

MUNDANE ITEMS

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

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

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

SUPERNATURAL GIFT

Magic item gifts use the "Magic Items" guidance above. Each character keeps Blessings, Boons, and Charms your party or a character obtained (not consumed or destroyed) during the session. If chosen from a list of gifts, each character only keeps the gift obtained as an individual. Gifts vanish if you leave an incomplete adventure. Other gifts (e.g. Dark and fey gifts with or without Fey Contracts or Pacts) 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).

APPENDIX A: CAMPAIGNS, OPTIONS, & ADVENTURES

AL adventures are grouped into these campaigns, usually by the adventure setting. Characters play within their assigned campaign, but multi-campaign adventures allow characters from different campaigns to play sessions together.

FORGOTTEN REALMS (FR)

Setting. Primarily on Faerûn. D&D official and AL one-shot adventures specified as Planescape or Spelljammer campaigns are wrapped into this AL campaign.

Eberron: Forge of the Artificer.* FR character options from this book are class, subclasses, and spell.

Light of Xaryxis (LOX). LOX characters use “[Starting Play at Level 5](#),”), without the LOX added gold and magic item. Or start play with an existing FR character (refer to the Spelljammer Academy series for how they arrived).

Tomb of Annihilation. Chultan characters may choose Chultan as a language, in addition to Common.

Turn of Fortune’s Wheel (TFW). Only PS-DC adventures and Adventure Atlas: The Mortuary may be run as supplemental content. After ending play, characters may play other FR adventures. Characters ending play before completing TFW may not return to it.

Only characters playing TFW may be created and advanced to level 3 as normal for an FR campaign. Start with an additional 250 GP and add one “[Starting Play at Level 5](#)” magic item of your choice. Or start TFW with an existing FR character; however, they lose all favors, contacts, story awards, and knowledge of their deeds from previous adventures, until beginning chapter 15.

DRAGONLANCE (DL)

Setting. Krynn.

Eberron: Forge of the Artificer.* Campaign character options from this book are class, Alchemist and Cartographer subclasses, and spell.

Forgotten Realms: Heroes of Faerûn. Campaign subclasses options from this book are those for the Bard, Cleric, Fighter, Paladin, Ranger, and Wizard subclasses. Your Feat options may be Cold Caster, Fairy Trickster, Genie Magic, and Street Justice. Spell options may be *Backlash*, *Blade of Disaster*, *Cacophonous Shield*, *Conjure Constructs*, *Death Armor*, *Dirge*, *Doomtide*, and *Wardaway*. Circle spell casting isn’t available.

EBERRON (EB)

Setting. Primarily set on the continent of Khorvaire.

AL Adventures. Play the *Eberron: Oracle of War* storyline and associated Salvage Missions in any order. Move freely between these adventures and newer EB

adventures if you meet 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. *SBM* magic items created before February 2023 can’t be traded.

Forgotten Realms: Heroes of Faerûn. See in DL.

Additional Rules Sources. Other resources may be opened by campaign documentation such as Adventure Records or special event certs.

RAVENLOFT (RV)

Setting. Demiplane of Dread.

Curse of Strahd (COS). Once an RV or FR character begins COS, they’re trapped in Barovia until their completion of COS, are given the option to leave Barovia in a DDAL04 one-shot adventure, or pay 20 DT to leave Barovia (a repeatable DT activity). While trapped in Barovia, you may also participate in RV adventures set anywhere in the Domains of Dread as supplemental adventures played with COS. After ending play, RV characters may play other RV adventures and FR characters play FR adventures, including DDAL04.

AL One-Shot Adventures. In the *Ravenloft: Mist Hunters* storyline, level as usual, don’t gain or spend DT (follow your investigation journal), play adventures in any order, and move freely between them and newer RV adventures (temporarily level to the appropriate level before beginning). In DDAL04 adventures, level as usual, play adventures in any order, and move freely between adventures, if they meet the level requirements.

Character Origins. RV natives and travelers must choose options available only within the RV campaign.

Eberron: Forge of the Artificer.* See in DL.

Forgotten Realms: Heroes of Faerûn. See in DL.

CRITICAL ROLE (CR)

Setting. Partnered content by Darrington Press (must be found on D&D Beyond), to date, is set in Exandria.

Adventures in Partnered Products. Earn levels as usual and, as needed, temporarily level to the adventure’s required level before beginning.

Lycanthropy. This is not an available character option.

Deity. Choose any deity from official rulebooks that is specific to Exandria (*Explorer’s Guide to Wildemount*, *EGW*) or is setting-neutral.

Heroic Chronicle. You may roll randomly or choose each item from the tables (*EGW*). If limited on time, your DM may ask you to complete your build without this option, before the event.

ADDITIONAL RULES SOURCES

These are available character options, listed by AL campaign (spells are class options). To determine the availability of options in future D&D official products, use “[D&D Official Adventures and Additional Rules Sources \(AR\)](#)” criteria.

Title	Species	Class	Feat	Background	Trinket	Campaigns				
<i>Astarion’s Book of Hungers</i>	S		F	B		FR			RV	
<i>Baldur’s Gate: Descent into Avernus</i>				B		FR	DL		RV	CR
<i>Bigby Presents: Glory of Giants</i>		C	F	B		FR	DL	EB	RV	CR
<i>Book of Many Things</i>		C	F	B		FR	DL	EB	RV	CR
<i>The Border Kingdoms</i>				B		FR	DL		RV	CR
<i>Curse of Strahd</i>				B	T	FR			RV	
<i>Dragonlance: Shadow of the Dragon Queen</i>	S	C	F	B			DL			
<i>Dungeon Master’s Guide (DMG)</i>				B		FR	DL	EB	RV	CR
<i>Durnan’s Guide to Tavernkeeping</i>				B		FR	DL		RV	CR
<i>Eberron: Forge of the Artificer*</i> (^see campaign details)	S	C	F	B		FR^	DL^	EB	RV^	
<i>Eberron: Rising from the Last War</i>	S	C						EB		
<i>Explorer’s Guide to Wildemount (EGW)</i>	S	C		B						CR
<i>Fizban’s Treasury of Dragons</i>	S	C	F			FR	DL		RV	CR
<i>Forgotten Realms: Heroes of Faerûn</i> (^see campaign details)	S	C	F	B		FR	DL^	EB^	RV^	
<i>Ghosts of Saltmarsh</i>				B		FR	DL		RV	CR
<i>Hoard of the Dragon Queen</i>				B		FR	DL		RV	CR
<i>Icewind Dale: Rime of the Frostmaiden</i>		C			T	FR	DL		RV	CR
<i>Knuckleheads and Other Curiosities</i>				B		FR	DL		RV	CR
<i>Lost Laboratory of Kwalish</i>		C				FR				
<i>Locathah Rising</i>	S					FR	DL		RV	CR
<i>Moonshae Isles Regional Guide</i>				B	T	FR	DL		RV	CR
<i>Mordenkainen Presents: Monsters of the Multiverse</i>	S					FR	DL	EB	RV	CR
<i>Out of the Abyss</i>				B		FR	DL		RV	CR
<i>Planescape: Adventures in the Multiverse (PSAM)</i>		C	F	B		FR				
<i>Rats of Waterdeep</i>				B		FR	DL		RV	CR
<i>Rise of Tiamat</i>				B		FR	DL		RV	CR
<i>Ruins of Mezro</i>				B		FR	DL		RV	CR
<i>Spelljammer: Adventures in Space</i>	S	C		B		FR				
<i>Sword Coast Adventurer’s Guide (SCAG) **</i>	S	C	-	B	-	FR	-	-	-	-
<i>SCAG Deep Gnome Feat</i>			F			FR	DL		RV	CR
<i>Tal’Dorei Reborn</i>		C								CR
<i>Tasha’s Cauldron of Everything (TCE)***</i>	S	C	F			FR	DL	EB	RV	CR
<i>Tomb of Annihilation</i>				B		FR	DL		RV	CR
<i>Van Richten’s Guide to Ravenloft (VRGTR)</i>	S	C		B	T				RV	
<i>The Wild Beyond the Witchlight</i>				B	T	FR	DL		RV	CR
<i>Xanathar’s Guide to Everything</i>		C	F			FR	DL	EB	RV	CR

Unavailable. *One Grung Above, Wayfinder’s Guide to Eberron*

** SCAG non-updated options also include optional half-elf, variant tiefling, and human languages.

*** TCE non-updated options also include 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.

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

D&D official multi-session adventures and AR are available if they specify 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. Multi-campaign content must specify each campaign setting (excluding CR). Setting-neutral content is available in FR, DL, EB, and RV campaigns. Listed below are exceptions and additional details.

Title	Starting Level and AR	Campaign				
<i>honor's U</i>	honor's U Supplement	FR				
# (see campaign details)		FR				RV
)	Tier 1-3 by ch.	FR	DL	EB		
) j	Tier 1-3 by ch. limit, AR		DL			
8 o	Tier 1-3 by ch. limit	FR				
8 o 7	Tier 3	FR		EB		
K k #	1-12 by adventure	FR	DL	EB	RV	CR
M 8 t	Tiers 1-3 by ch. limit	FR		EB	RV	
O O M	Tier 2	FR				
h h	1	FR	DL			
h U honor's U	3, AR	FR				
j @ o	Tiers 1-3 by adventure	FR	DL	EB	RV	CR
k 8	6-8	FR				
o o	5, AR	FR				
<i>Sword Coast Adventurer's Guide</i>	AR	FR				
u h	Tiers 1-3 by ch. limit	FR				
u u h	AR	FR				
<i>Van Richten's Guide to Ravenloft (VRGTR)</i>	1, AR					RV
t k	Tiers 2-4 by ch.	FR	DL	EB	RV	
t V	Tier 1	FR	DL	EB	RV	
u t " t	1	FR				

Unavailable.) # o) t o O t y = O =

ADVENTURERS LEAGUE ADVENTURES AND SUPPLEMENTS

D&D Adventurers League content is found at DMsGuild.com under the "[D&D Adventurers League](#)" and campaign categories, including Dungeoncraft (DC), Premier Organizer (PO), and older CCC adventures. Below are further details.

Title	Starting Level and AR	Campaign				
) (D&D 50 th anniversary, limited run)		FR	DL	EB	RV	
DDAL00-14 h =	Tier 2	FR	DL	EB	RV	
DDAL00-15) U t	Tier 2	FR	DL	EB	RV	
DDAL04 adventures		FR			RV	

GUILD ADEPT (GA) AND PARTNERED PRODUCTS

Play CR products that meet the AL campaign details and "AL" [Guild Adept adventures](#). Below are exceptions and details.

Title	Starting Level and AR	Campaign				
# k # V	3					CR
<i>Explorer's Guide to Wildemount (EGW)</i>	1, AR					CR
7 o	1					CR
<i>GA Durnan's Guide to Tavernkeeping</i>	AR	FR				
GA - o				EB		
GA o		FR				
GA t # -		FR				
<i>Tal'Dorei Reborn</i>	AR					CR

APPENDIX B: UNAVAILABLE MAGIC ITEM CRITERIA

If a magic item meets one or more of these criteria they are unavailable for AL play. Examples may fit multiple criteria.

Criteria	Examples	Available Exceptions
Third Party Magic Item.	CR item in a non-CR campaign.	
Artifact.	<i>Eye of Vecna</i>	
Evil. Has an evil alignment, changes a character to evil, or needs them to do an evil act to obtain it (e.g. attack a friendly NPC).	<i>Azureedge, Blackstaff, Bookmark, Dragonstaff of Ahghairon, Hazirawn, Infernal Tack, Orcus Figurine, Ring of Winter, Waythe.</i>	
Harms Player Characters. Dictates damage, a penalty, or loss of autonomy to fellow characters.	<i>Deck of Many Things</i>	
Love Charm.	<i>Philter of Love</i>	
Mechanical Effect. Has permanent mechanical or ability score effects.	<i>Deck of Many More Things, Deck of Wonder, Nether Scroll of Azumar.</i>	“Bag of Beans,” “Favors,” tome, manual, DMG’s minor property or quirk, “Supernatural Gift.”
Misprint. Obvious or noted (errata, designer, AL admin).	+1 mithral splint armor.	
Unspecified DM Choice Effects. Has an unspecified (by encounter or other text) DM choice or roll for which cards, patches, skills, runes, spell levels, or other effect or power (see “Available Exceptions”).	Unspecified <i>Deck of Illusions</i> (“Magic Item: Adaptations ”), <i>Docent, Iron Flask, Moonblade, Powered Armor, Quaal’s Feather Token, Robe of Useful Items, Rod of Absorption.</i>	Text-made choices, like <i>“Quaal’s Feather Token (Swan Boat),”</i> that don’t meet this table’s or “Story Item” criteria, or reward GP or a permanent magic item. DMs may choose type of armor, damage, damage to creature type, instrument, plane, and weapon. See also “Random Number of Uses” and “Magic Item: Adaptations. ”
Unspecified Enspelled Item. Is an <i>Enspelled</i> item without text-specified spell named.	Unspecified <i>Enspelled Armor, Enspelled Staff, Enspelled Weapon.</i>	
Obliterating. Non-scroll item that obliterates matter (not itself).	<i>Keg of Smokepowder</i> (“Firearms”), <i>Sphere of Annihilation.</i>	
Part of an Item. Don’t use “Magic Item Replacement.”	One boot from the <i>Boots of Elvenkind</i> , a broken <i>item.</i>	
Plot Device. Item (“Magic Item Replacement”), wish, Boon, or magic effect used only by story-specific NPCs, affects the adventure’s story-specific creatures, or is bound to its locations or events.	<i>Conch of Teleportation, Devastation Orb, Dragonlance, Drown, Hammock of Worlds, Holy Symbol of Ravenkind, Infernal Puzzle Box, Ironfang, Lord’s Ensemble, Lost Crown of Besilmer, magic key or map, Nimble-wright Detector, Orcsplitter, Stardock Rod, Stonky’s Ring, Sunsword, Shield of the Hidden Lord, Tinderstrike, Windvane.</i>	<i>Charm of Plant Command, Cursed Luckstone, Psi Crystal.</i>
Spellcaster. Sentient item who, themselves, can spellcast.	Tearulai.	
Vehicle. Adventure-granted magic navigation tool and vehicle larger than a keelboat.	Adventure-granted <i>Spelljammer Helm</i> , magic ship, Korolnor Scepter, <i>Navigation Orb.</i>	Character-created.
Otherwise Disruptive. Items unavailable for other reasons. DMs use ALDMG’s “Disruptions” for temporary removal.	Permanently Unavailable or Story Item: <i>Dawnbringer, Deck of Several Things, Dragonlance, Efreeti Bottle, Icon of Ravenloft, Polymorph Blade, Shield Guardian Amulet.</i>	

Change Log, November 2025. Extensive edits were made to v2026.2, that include 2025 updates to guidance, terms, and formatting, moved general ALAG and ALDMG player information. v2026.3 had character options added.