



# D&D® ADVENTURERS LEAGUE PLAYER'S GUIDE

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## WHAT IS THIS?

This document provides you with the rules for creating and advancing characters within the D&D Adventurers League, an official organized play program for Dungeons & Dragons.

Companions to this guide are in [D&D Beyond's forum](#).\*

## CREATING A CHARACTER

Use the character creation rules from the *Player's Handbook* (*PH*), with the following notes. You begin play at 1st level.

**Unless specified**,\* see the sidebar for available rules choices.

**Step 0: Choose Your Campaign.** See [the Appendix](#).\*

**Step 1: Choose a Race or Lineage.**

**Step 2: Choose a Class.**

**Step 3: Determine Ability Scores.** Your ability scores are generated using the standard set (15, 14, 13, 12, 10, 8) or variant: Customizing Ability Scores (*PH*) method.

**Step 4: Describe Your Character.**

- **Alignment:** Characters must be of\* non-evil alignment.
- **Background:** Use any available background or create a custom background. If your background does not grant a feat, you may choose the Skilled or Tough feat.
- **Deity:** Clerics must and other classes may choose a campaign's deity or one not specific to another world.
- **Faction:** You may choose one faction from the *Basic Rules'* Appendix C **or campaign lore**\* at character creation, or anytime the opportunity arises in the adventure. Faction benefits are detailed within adventures. You may only have membership in one faction at a time and switch whenever you'd like. **The Red Wizards faction is not an available faction**.\*

**Step 5: Choosing Equipment.** Starting equipment and gold are determined by your class and background; don't roll for gold. You may start with a trinket of your choice from available rules choices. You can sell starting equipment using the rules in the *PH* and can buy equipment and spell components found in the *PH* or available rules choices.

## STARTING PLAY AT 5TH LEVEL

You may create a 5th level character instead of starting at 1st level. Receive your standard gear from your class and background, 500 gold pieces, 40 downtime days, and one of the following magic items.

- +1 weapon
- +1 shield
- +1 rod of the pact keeper
- +1 wand of the war mage
- +1 all-purpose tool (*TCE*)
- +1 amulet of the devout (*TCE*)
- +1 arcane grimoire (*TCE*)
- +1 bloodwell vial (*TCE*)
- +1 dragonhide belt (*FTD*)

- +1 moon sickle (*TCE*)
- +1 rhythm-maker's drum (*TCE*)
- Bag of holding

## WHAT RULEBOOKS SHOULD I USE?

You can use non-optional rules found in the sources listed below. Use the latest printing of rules.

- *Player's Handbook* (*PH*, including variant options from Chapter 6: Customization Options and Variant Human Traits)
- *Basic Rules*
- *Baldur's Gate: Decent into Avernus* (backgrounds)\*
- *Bigby Presents: Glory of Giants*
- *Book of Many Things*
- *The Border Kingdoms* (backgrounds)\*
- *Curse of Strahd* (background, gothic trinkets)\*
- *Durnan's Guide to Tavernkeeping* (backgrounds)\*
- *Elemental Evil Player's Companion* (feat)
- *Fizban's Treasury of Dragons* (*FTD*)
- *Ghosts of Saltmarsh* (backgrounds)\*
- *Hoard of the Dragon Queen* (background features, bonds)\*
- *Icewind Dale: Rime of the Frostmaiden* (Icewind Dale trinkets)\*
- *Knuckleheads and Other Curiosities* (backgrounds)
- *Locathah Rising*
- *Moonshae Isles Regional Guide* (backgrounds, trinkets)\*
- *Mordenkainen Presents: Monsters of the Multiverse* (*MPMM*)
- *Out of the Abyss* (background features, bonds)\*
- *Rats of Waterdeep* (background)\*
- *Rise of Tiamat* (background features, bonds)\*
- *Ruins of Mezro* (background)\*
- *Tasha's Cauldron of Everything* (*TCE*, including Customizing Your Origin, Custom Lineage\*, and Optional Class Features)
- *Tomb of Annihilation* (backgrounds)\*
- *Xanathar's Guide to Everything* (*XGE*)
- Additional rulebooks for your campaign (Appendix)

## PLAYING ADVENTURES

You can play any adventures you'd like that are available as a part of the D&D Adventurers League, provided **your character meets the campaign and**\* level requirements for play (see the tier table below), and **your character has not yet played the adventure content, including updated versions**.\*

## "ADVENTURE" AND "SESSION" DEFINED

**Adventure.** An adventure is a published product designed for D&D play, with a story containing a beginning, middle, and end. Examples include long official D&D adventures such as *Icewind Dale: Rime of the Frostmaiden* and shorter D&D Adventurers League modules like those found on DMsGuld.com.

**Session.** A session is an instance of playing an adventure, from the time your group begins for the day, until the time your group ends for the day. For most long official D&D adventures, a session might last 2 to 8 hours and take multiple sessions to complete. A shorter module can usually be finished in one session.\*

Each adventure has a tier associated with it, which tells you what level characters can participate in.

## TIER BY CHARACTER LEVEL

Character Level	Tier
1 – 4	1
5 – 10	2
11 – 16	3
17 – 20	4

## PLAYER ETIQUETTE

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In addition to following the group's code of conduct, be respectful, share the spotlight, pay attention, be ready for your turn, ask for consent when needed, and check in on the enjoyment of others. Be respectful of player characters as well. For example, a character's disability shouldn't be used as a reason to stop or limit them from acting.

## CLASS ABILITY ADAPTATIONS

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### ARTIFICER

An Artificer creating magic items uses rules from their Magic Item Adept ability and "Crafting Items" (XGE). Rather than using workweeks, they create an item at every even-numbered artificer level (10, 12, 14, etc.). Sources for the magic items they can create are only found within the *Dungeon Master's Guide* (DMG) and available campaign player's sources.

**Repeating Shot.** The item being infused must be of a type available for purchase in the campaign (no firearms).

### WIZARD

The "Wizardly Quill" optional feature allows you to copy 10 spells of 4<sup>th</sup> level or lower, or 5 spells of 5<sup>th</sup> level or higher, for 1 downtime day.

## SPELL ADAPTATIONS

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Except for spells such as *raise dead*, *restoration*, and *reincarnation* most spell effects end after the conclusion of the adventure. Some spells require downtime days (see "Downtime" below). For a spell feature that needs to complete a timed task before the character can use it (like "cast every day for a year"), spend 1 downtime day for each day the spell description needs. Spells requiring the caster to make a save must be cast in front of the Dungeon Master.

**Clone.** A vessel cannot grow another clone until the first clone is utilized.

**Find Familiar.** Other than the familiars listed in the spell's description, only familiars with specific campaign documentation (see "Event Awards and Other Certificates") are available. Items your character's familiar is attuned to (subject to DM discretion) count as part of your carried limit (see "Magic Items").

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

**Teleportation Circle.** Permanent teleportation circles can be at the specific location of the character's owned building or business, an established temple of their faith, or the permanent headquarters of an official organization where they have membership. See "Downtime" for trading location information.

**Wish.** This spell must be cast in the presence of a Dungeon Master during the session and only affects characters at your table. Downtime days cannot be used to recover from stress and losing the ability to cast *wish* can only be undone by wishing for a reroll. All the effects of your character's simulacrum casting *wish* are experienced by your character. If that results in the inability to cast *wish*, it extends to any future simulacrum they create, as well as *wish* cast by deities via Divine Intervention or similar class features.

## PLAYER'S USE OF DM MATERIALS

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A player's use of information from the *DMG*, *Monster Manual*, *MPMM*, *Beast of the Jungle Rot* (Guild Adept), or an adventure's Dungeon Master information, is limited to what is needed for their character's class abilities and found in the magic item description or stat block.\*

## LOGGING PLAY

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You **must keep**\* a character log to track rewards and note any other important information from play of an adventure.

## LEVELING UP

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You gain a level at the end of each play session that completes an Adventurers League **module**\* adventure or a part of an official D&D adventure, at your discretion. If you'd like to continue playing at your current level, you can decline to gain a level. You keep any rewards earned.

You gain hit points listed as the fixed value for your class (plus any modifiers) when you level up.

Once you achieve 5th level, you may choose a magic item as presented in "Starting Play at 5th Level" above.

A campaign may allow you to "leave" an official D&D adventure between sessions to play other adventures allowed within your campaign, but you may be ineligible to return if you level out of the adventure you left. Consult with your Dungeon Master if you're going to play those adventures.

## REBUILDING YOUR CHARACTER

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You may rebuild any aspect of your character between sessions **using their most current campaign guidelines**.\* However, you only retain **your campaign**,\* equipment and magic items earned from play, and lose **feature and class items from aspects**\* your character no longer possesses. When a wizard is rebuilt to a different class, in addition to removing the class equipment spellbook, the player also removes the spells learned from leveling, but keeps purchased spellbooks and spells copied using downtime.\*

## REWARDS

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Whenever you have the option to level up and at other times during play, you'll earn rewards. These may include magic items, coins and other treasure, story awards, and event awards **and other certificates**.\*

## MAGIC ITEMS

Whenever your party finds one magic item **or only one blessing, boon, or charm is awarded to one player character**,\* the party determines who uses it for the remainder of the adventure, **even if it is not tier-appropriate for that character**. During this session, it does not count as part of your “carried” limits. The following also applies.

- **Choosing.** If an adventure directs you to choose a magic item, your choice must be a tier-appropriate item from the *DMG* or a rewarded item from the adventure. When directed to choose the type of magic item (longsword, studded leather, etc.), choose a type available for purchase as described in “Buying and Trading Gear,” below.
- **Persistent Effects.** If your character has already benefitted from a magic item that bestowed a persistent effect (ex: *manual of golems*), they cannot benefit from the same persistent effect given by a second item.\*

**Before the Session.** If your character has earned magic items from play or events (see “Event Award and Other Certificates” below), you\* must limit the number of magic items you bring to play sessions based on the table below. If your character currently benefits from a persistent effect, include the magic item that bestowed that benefit in your carried 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, rare, very rare, legendary, and unique permanent magic items are included in the “Uncommon+” column. Legendary magic items may only be used in tier 4 play. Characters of lower tiers that encounter a legendary magic item as a reward may possess it, but it remains unavailable for use until 17th level.

Common permanent magic items are included in the “Common” column. **Artificer infusions do not count as carried magic items.\***

Consumable items include any **non-attunement\*** magic item that is consumed if used (potions, scrolls, etc.); this includes single-use items (*elemental gem*, etc.). Multi-use consumables (*Keoghtom’s ointment*, etc.) **up to the maximum uses normally found**, count as one consumable each **for your carried limit.\*** *Smokepowder* and magical ammunition count as one consumable per 5 shots, rounded up.

**Blessings, boons, and charms are similarly limited.**

### CARRIED BLESSING, BOON, AND CHARMS

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

Items, blessings, boons, and charms not carried into a session remain in your inventory.\*

**During the Session.** Destroyed, consumed, lost, or abandoned **items, blessings, boons, and charms** are removed from your character and cannot be reacquired unless rewarded again through play. **Unless the item’s destruction is specifically stated in the adventure or D&D Adventurers League Adaptation Guide**, permanent magic items can’t be destroyed. If your multiclass character loses an item and its loss renders them ineligible for one of their classes, you **must rebuild your character to qualify or remove the class.\***

**At the End of a Session.** Any number of characters may keep the **singularly awarded** magic items, **blessings, boons, and charms** that weren’t consumed or destroyed during the session. However, some adventures reward multiples, like giving each character in the party a different type of magic weapon or each a different choice from a list of blessings. At the end of the session, in this case, each character only keeps the reward given to them as an individual.\*

## COINS AND OTHER TREASURE

Whenever your party finds treasure of a monetary value, they can keep it with them to use during play. Any remaining treasure unused at the end of the adventure is converted into gold pieces and divided evenly between all the characters. The Dungeon Master can assist in this process.

Mundane items, such as found equipment, are divided however the party chooses at the end of the play session.

**Firearms.** If rewarded in an adventure, firearms may be kept. Characters proficient with martial weapons are proficient with firearms. Bullets are required for firing and can be rewarded in an adventure, purchased from the *DMG*, or crafted by a character proficient in smith’s tools (*PH*). Outside the adventure where gunpowder was acquired, it is treated as *smokepowder* and found or purchased for 50 gp in packets of five shots. Unless specified in the adventure, *smokepowder* can’t be used as an explosive device.\*

## STORY AWARDS

Sometimes you and others in the party may earn a story award. This is a special award or item, sometimes presented as a certificate, that may have significance in future adventures in the same storyline.

Whenever applicable, the Dungeon Master may ask if any of the characters in the party possess a story award. In certain circumstances, such as the case of story items, the party may have to determine who has it for the purposes of that adventure.

## EVENT AWARDS AND OTHER CERTIFICATES\*

**Event Awards.** You may attend an event and receive a **full color\*** certificate, such as a pet or interesting trinket, as a reward for 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 specific character. At the beginning of each play session, you may select one event award you possess to use. You may only carry one event award into a session at any time.

**Awards for Rules Options.** Past certificates that allowed players to create a character with a non-Adventurers League rules option are still valid (except the Oathbreaker paladin subclass), but the conditions specified on the certificate must be followed, using the most current source information.

**Trading Post Items.** Events with D&D Adventurers League support (see the D&D Adventurers League Organizer's Guide) allow players to trade for other items, including limited run items not available from adventures.\*

## DEATH, DISEASE, AND CURSES

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During sessions of play, if you die, are subject to a lingering effect such as a disease or curse, or are removed from the adventure, you deal with the consequences for the duration of the session of play. At that session's conclusion, you may choose the following fate:

- You return your character to life or remove the negative effect. If you were removed from the adventure, you gain rewards earned until removed. You may gain a level.
- You retire the character, succumbing to your fate.

If you are returned to the adventure before the conclusion of the session of play, you may earn all the rewards offered to the party, including during your absence.

## DUNGEON MASTERS AND REWARDS

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Your Dungeon Master may have additional guidance through documentation on adjudicating specific rewards. If you have questions about using a particular reward during play, ask your Dungeon Master.

## BETWEEN PLAY SESSIONS

### BUYING AND TRADING GEAR

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**Sell and Buy.** You can sell and buy equipment and spell components using the rules in the *PH*. *Spell scrolls* and *potions* can be purchased for prices listed under Appendix A: Shared Campaigns in *XGE* in addition to any component costs. **Gear must be from an available player's source for the character's campaign.** Characters can purchase *spell scrolls* during an adventure if the NPC has access to the spell; lower-level (1st and 2nd level) *spell scrolls* may have multiples available for purchase; higher-level *spell scrolls* (3rd to 5th level) are limited to one *spell scroll* maximum for each spell listed, subject to your discretion. See Appendix A: Shared Campaigns (*XGE*) for *spell scroll* purchase prices. *Spell scrolls* above 5th level are not available for purchase in this manner. **Any player character can purchase a spell scroll, even if they aren't the intended caster, but they may not purchase them upcast (e.g. 5<sup>th</sup> level *cure wounds*).**\*

**Loan.** Equipment and consumable items can be lent to other characters during play but must return at the end of the session (unless it's been consumed or lost). **Characters from different campaigns, playing a multi-campaign adventure together, may share magic items in this way.**\*

**Trade.** Permanent magic items, **except for Unique and character-created\*** magic items, can be traded **with**

**characters in your character's assigned campaign.** Trading permanent magic items with other characters is on a one-for-one basis of equivalent rarity. Certificates (if present) must also be traded or destroyed. **Event and Trading Post magic items must include their documentation.**\*

## DOWNTIME

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You earn 10 downtime days between each session of play. Your character can participate in downtime activities between sessions as listed under "Downtime Activities" in the *PH*. The following additional downtime activities are available. **Adventure activities are available only once, unless specified otherwise.**\*

**Catching Up.** Spend 10 downtime days to gain a level.

**Copying Spells.** If you can copy spells, you may use the rules presented in the "Your Spellbook" sidebar in the *PH* to copy spells found in adventures, except it costs 1 downtime day for each spell up to 4th level and 2 downtime days for each spell 5th level and above. If you are copying spells from another character's spellbook, you may do so immediately after a session of play in which both characters were present. You are always successful at copying spells from scrolls.

**Brewing Potions.** Spend 5 downtime days to brew *potions of healing* as presented under "Crafting an Item" (*XGE*). You do not suffer a complication for this activity. Potions brewed count towards your consumable item carried limit.

**Scribing Scrolls.** Spend 5 downtime days to scribe *spell scrolls* as presented under "Scribing a Spell Scroll" (*XGE*). You do not suffer a complication for this activity. Scrolls scribed count towards your consumable item carried limit.

**Trading Magic Items.** Whenever you trade a magic item, you spend 5 downtime days.

**Trading Teleportation Circle Locations.** **After playing a session together, each character who created a teleportation circle and is of the same campaign spends 10 downtime days to trade knowledge of one circle location and sequence. The downtime cost is halved when the circle shared is at a temple location they have the same faith in or an organization of the same membership.**\*

## QUESTIONS AND MORE INFO

The following resources are available to you to keep up with all the latest Adventurers League news and discussion!

- [D&D Beyond Adventurers League Article Hub](#). News and updates.
- [D&D Beyond Adventurers League Forum](#). The file repository for everything you need!
- [Official D&D Adventurers League Discord](#). Join in lively discussions on all sorts of topics and receive early access to guides, for community review before their release to D&D Beyond.

# APPENDIX: CAMPAIGN WORLDS

D&D Adventures League groups adventures into campaigns, usually by setting. Official D&D adventures list setting or campaign information in places like the “Adventure Overview” section. Unless noted below, third party adventures are not available; only the following campaign settings are available for public play. D&D Adventurers League modules can be found on DMsGuild.com under the “[D&D Adventurers League](#)” and campaign categories.

Choose one campaign for your character to play within. They may not play outside their assigned campaign.\*

## FORGOTTEN REALMS

The Forgotten Realms (FR) campaign comprises most past and current adventures for D&D Adventurers League.

**Adventurers League Adventures.** Adventures on DMsGuild.com, listed under the D&D Adventures League and Forgotten Realms categories\*

**Select Guild Adept Content.** Guild Adept content on DMsGuild.com, identified with the “D&D Adventurers League” logo or descriptive text, and *Durnan’s Guide to Tavernkeeping*, *Encounters in Sharn*, and *Waterdeep: City Encounters*\*

**Adventures in Official Products.** Adventures designated as being in the Forgotten Realms (including *Return to Glory*, *Cloud Giant’s Bargain*, and *The Turtle Package*), *The Wild Beyond the Witchlight* (1<sup>st</sup> level), *Ghosts of Saltmarsh* (tier 1-3 by chapter limit), *Tales from the Yawning Portal* (tiers 1-3 by chapter limit), *Lost Laboratory of Kwalish* (tier 2) and *Infernal Machine Rebuild* (tier 2),\* and Spelljammer and Planescape adventures

**Multi-Campaign Adventures.** *Keys from the Golden Vault* (FR with select adventures playable in EB and RV, tiers 1-3 by chapter limit), *Peril in Pinebrook* (FR and DL, 1<sup>st</sup> level), *Shadow of the Dragon Queen* (FR and DL, tier 1-3 by chapter limit), *Giants of the Star Forge* (FR and EB, tier 3), *Vecna: Eve of Ruin* (FR, PS, EB, and RV, tiers 2-4 by chapter), *Vecna: Nest of the Eldritch Eye* (FR, PS, EB, and RV, tier 1), *Journeys through the Radiant Citadel* (FR, EB, RV, DL, and CR, levels 1-12 by adventure), *DDAL00-14 Proxy Hunt* (FR, EB, RV, DL, and CR), *DDAL00-15 Deck of Many Worlds* (FR, EB, RV, DL, and CR)\*

**Default Setting.** If it is not clear what campaign world an adventure is attached to, it defaults to the Forgotten Realms.

**Background Feats.** Characters selecting backgrounds without a feat option have an additional choice of a starting feat: Magic Initiate.

**Additional Rules Sources.** *Sword Coast Adventurer’s Guide* (SCAG), *Spelljammer: Adventures in Space*, and *Planescape: Adventures in the Multiverse*, and the optional rules Half-Elf and Tiefling Variants and Option: Human Languages (SCAG)

## PLANESCAPE

Planescape (PS) adventures are considered part of the Forgotten Realms campaign.

**Adventurers League Adventures.** “PS-DC” coded adventures on DMsGuild.com\*

**Adventures in Official Products.** “Turn of Fortune’s Wheel” from *Planescape: Adventures in the Multiverse*

**Character Creation.** A FR or PS character can be created to play *Turn of Fortune’s Wheel* and, afterwards, any FR adventure. Or they can play any FR adventure without playing *Turn of Fortune’s Wheel*. *Turn of Fortune’s Wheel* is intended to be played to completion, with PS Dungeoncraft adventures and *Adventure Atlas: The Mortuary* run as supplemental content. Characters ending their play before completion may not return to *Turn of Fortune’s Wheel*.

To create a character who will play *Turn of Fortune’s Wheel*, use the rules above to create a character and advance them to 3<sup>rd</sup> level as normal for a FR campaign. Start with an additional 250 gp and add one uncommon magic item of your choice from the “Starting Play at 5<sup>th</sup> Level” list.

Alternately, start play in *Turn of Fortune’s Wheel* 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.\*

**Background Feats.** Characters selecting backgrounds without a feat option have an additional choice of a starting feat: Magic Initiate.

**Additional Rules Sources.** *Planescape: Adventures in the Multiverse*

## SPELLJAMMER

Spelljammer (SJ) adventures are considered part of the Forgotten Realms campaign.

**Adventurers League Adventures.** “SJ-DC” coded adventures on DMsGuild.com\*

**Adventures in Official Products.** *Light of Xaryxis* from *Spelljammer: Adventures in Space* and *Spelljammer Academy*

**Character Creation.** Refer to the Spelljammer Academy series for how a FR character might arrive in Neverwinter. A newly created 5<sup>th</sup> level character uses the “Starting Play at 5<sup>th</sup> Level” guidance above, not the additional gold and magic item from *Light of Xaryxis*.\*

## DRAGONLANCE

**Adventurers League Adventures.** “DL-DC” and “BMG-DL” coded adventures on DMsGuild.com\*

**Multi-Campaign Adventures.** *Peril in Pinebrook* (FR and DL, 1<sup>st</sup> level) and *Shadow of the Dragon Queen* (FR and DL, tier 1-3 by chapter limit), *Journeys through the Radiant Citadel* (FR, EB, RV, DL, and CR, levels 1-12 by adventure), *DDAL00-14 Proxy Hunt* (FR, EB, RV, DL, and CR), *DDAL00-15 Deck of Many Worlds* (FR, EB, RV, DL, and CR)\*

**Additional Rules Sources.** *Dragonlance: Shadow of the Dragon Queen* (DLS)

## EBERRON

**Adventurers League Adventures.** Eberron (EB) adventures can be found under the D&D Adventurers League and Eberron categories on DMsGuild.com.\* The *Eberron*:

*Oracle of War* storyline adventures and associated Salvage Missions do not need to be played in a specific order, and characters can freely move between those adventures and newer Eberron Adventurers League adventures, provided they meet the level requirements for specific adventures.

**Adventures in Official Products.** The “Forgotten Relics” adventure from *Eberron: Rising from the Last War*

**Multi-Campaign Adventures.** *Giants of the Star Forge* (EB and FR, tier 3), *Keys from the Golden Vault* (FR with select adventures playable in EB and RV, tiers 1-3 by chapter limit), *Vecna: Nest of the Eldritch Eye* (FR, PS, EB, and RV, tier 1), *Journeys through the Radiant Citadel* (FR, EB, RV, DL, and CR, levels 1-12 by adventure), *DDAL00-14 Proxy Hunt* (FR, EB, RV, DL, and CR), *DDAL00-15 Deck of Many Worlds* (FR, EB, RV, DL, and CR)\*

**Character Creation.** Only the following sources are used for this campaign, *PH*, *XGE*, *TCE*, *MPMM*, and *Eberron: Rising from the Last War* (*EBR*). If building an orc, bugbear, goblin, or hobgoblin character, use the statistics and traits from *EBR* so they are specific to Eberron. Note that where applicable, the artificer class and subclass rules use the most recently published source (*TCE*) in the case of rules changes.\*

**Background Feats.** Characters selecting backgrounds without a feat option have an additional choice of a starting feat: Magic Initiate.

**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

**Adventurers League Adventures.** The *Ravenloft: Mist Hunters* storyline adventures are considered part of the Ravenloft (RV) campaign. They do not need to be played in a specific order, and characters can freely move between those adventures and newer Ravenloft Adventurers League adventures. The “DDAL04” coded adventures are\* available for play, and characters may freely leave and return to play the adventures in any order they choose provided they meet the level requirements. Other Ravenloft campaign modules include those with the “RV-DC” code on [DMSGuild.com](https://DMSGuild.com).\*

**Adventures in Official Products.** *Curse of Strahd* and the adventure “House of Lament” in *Van Richten’s Guide to Ravenloft*

**Multi-Campaign Adventures.** *Keys from the Golden Vault* (FR with select adventures playable in EB and RV, tiers 1-3 by chapter limit), *Vecna: Nest of the Eldritch Eye* (FR, PS, EB, and RV, tier 1), *Journeys through the Radiant Citadel* (FR, EB, RV, DL, and CR, levels 1-12 by adventure), *DDAL00-14 Proxy Hunt* (FR, EB, RV, DL, and CR), *DDAL00-15 Deck of Many Worlds* (FR, EB, RV, DL, and CR)\*

**Character Origins.** You may choose to be a Ravenloft native from a Domain of Dread or a traveler entering the mists from another world. However, your character must choose options available only within the Ravenloft campaign no matter your origin.

**Background Feats.** Characters selecting backgrounds without a feat option have an additional choice of a starting feat: Magic Initiate.

**Additional Rules Sources.** *Van Richten’s Guide to Ravenloft* (VRG)

## CRITICAL ROLE

**Adventurers League Adventures.** None.\*

**Adventures in Partnered Products.** Adventures that are playable in the Critical Role (CR) campaign include adventures in *Explorer’s Guide to Wildemount* (1<sup>st</sup> level)\*, “Frozen Sick,” and *Critical Role: Call of the Netherdeep* (3<sup>rd</sup> level). If you play sections that have a higher or lower-level requirement, you must level your character to the appropriate level before beginning.

**Multi-Campaign Adventures.** *Journeys through the Radiant Citadel* (FR, EB, RV, DL, and CR, levels 1-12 by adventure), and *DDAL00-14 Proxy Hunt* (FR, EB, RV, DL, and CR), *DDAL00-15 Deck of Many Worlds* (FR, EB, RV, DL, and CR)\*

**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* 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 *Explorer’s Guide to Wildemount*. If you begin play with a magic item, it counts on your carried magic item limit.\*

**Additional Rules Sources.** *Explorer’s Guide to Wildemount*, *Tal’Dorei Reborn*

# \*CHANGE LOG

June 2024

## **Entire document -**

- Merged information from previous guides into this one, which required editing, consolidating, reformatting, and shifting the layout
- Grammar edits and updated links
- Removed adventure codes, leaving abbreviations for repeated references within the document
- Replaced “unique” (one of a kind) with synonyms
- Removed conflicting and unnecessary information

**“Creating a Character”**—Added that Red Wizards are not an available faction.

**“What Rulebooks Should I Use”**—Added missing sources and alphabetized the whole list (merging the digital and physical books lists).

## **“Playing Adventures”**—

- defined “adventure” and “session”
- Added the campaign requirements and that characters can only play an adventure once
- Added “Player Etiquette,” “Class Ability Adaptations,” “Spell Adaptations,” “Player’s Use of DM Materials”

**“Leveling Up”**—moved leveling information from the “Playing Official D&D Adventures” sidebar to here

**“Rebuilding Your Character”**—Added clarifying information on what’s kept and lost

## **“Magic Items”**—

- Added information about persistent effects
- Moved the legendary information to the Uncommon column description
- Added that Artificer Infusions do not count as a carried magic item
- Added clarification on multi-use consumables carried information
- Added Character-Created Magic Item information

## **“Logging Play”**

- Changed “should” to “must” use a character log
- Created a blessing, boon, and charms table
- Added missing information about “choosing” magic items, “persistent effects,” and “Lost Magic Items” that affects multiclassing
- “At the End of a Session” —Clarified singularly awarded and multiple reward distribution
- Added missing information on “Firearms”

**“Event Awards and Other Certificates”**—Added missing information on Legacy Awards, “Awards for Rules Options,” and “Trading Post Items”

## **“Buying and Trading Gear”**—

- “Sell and Buy” —Added missing source information and purchasing spell scrolls
- “Loan” —Added clarification for characters from different campaigns who are playing a multi-campaign adventure.
- “Trade” —Clarified trading restrictions

## **“Downtime”**—

- Added how often adventure activities are available
- “Trading Teleportation Circle Locations” —Added missing information

**Appendix** – Added relevant player info from the ALAG