

DDAL DnD 5.24 Adventures (latest updates in green)

Actions

Action Downgrades

You may downgrade your Standard or Move action into a single Bonus Action. Each Bonus Action must be for a different effect (e.g., not attacking twice with an off-hand weapon).

Bonus Actions (Additional)

Spot a Foe (Bonus Action)

Roll Perception, using it if higher than Passive Perception.

Shout Instruction (Bonus Action)

Issue a 5 word or fewer instruction to allies (not the Help action).

Drink a Potion (Bonus Action)

Drink any potion you're carrying (see DDAL consumable carry limits).

Attack with Offhand Weapon (Bonus Action)

No bonus to damage from stat, see also Nick.

One-hand Interact (Bonus Action)

If you have a hand free, you may Interact with an Object so long as no roll would be required and it is as simple as pulling a cord or pushing a button, flip a table, dip a weapon in a substance (dealing 1d4 damage of that type on one hit, if any).

Monster Knowledge Check (Bonus Action)

Use a Skill to recall knowledge about a monster, hazard, etc. On a success, pick your block, above or below Actions. All Legendary Actions are below Actions. On later bonus actions, you may reroll for the same creature to get the full block on a second success. Critical skill success (10+ over DC) gets the full block at once.

DC = 10 + half Monster CR (round down)

Arcana: Aberrations, Constructs, Fey, Elementals

Nature: Plants, Beasts, Dragons, Animals, Monstrosities

History: Humanoids, Immortals, NPCs, Giants,

Investigation: Traps, Constructs, and Hazards

Religion: Gods, Fiends, Celestials and Undead

Reactions (Additional)

Grab a Handhold (Reaction)

When forced movement would cause you to fall or enter damaging terrain: Make a Dexterity or Strength save (your choice) against effect's DC. On a success, you stop moving at the last safe square.

Hide Action

Ignore, "On a successful check". You gain Invisible against enemies with an equal or lower Passive Perception than your Stealth roll, even if you move from behind the original cover/concealment, so long as you move at half-speed. If an enemy can see/sense you, you are not invisible to that enemy, and they may Shout Instruction to reveal your 5-ft square to their allies (but you're still invisible to their allies). Without that, they must guess your square to attack.

Opportunity Attack

You may NOT attack allies (looking at you Warcaster).

Flanking

While on opposite sides of an enemy with an ally who isn't incapacitated, you have +2 to hit that enemy.

Conditions

Exhaustion

Additionally, all of your DCs (including AC) are 2 lower per rank.

Incapacitated

Your speed is reduced to 0 unless the effect otherwise states.

Knocked Out vs. Dead

When a character would die or otherwise lose control of their character (petrification, disintegration, etc.), they are instead knocked out. They may not be revived by healing (unless it would bring back from the dead). They're out of that fight. At the end of the combat, they're restored to Dying (0 hp). Does not trigger on Dominated or other mental effects. If you would die from Exhaustion, you are restored at one less level of Exhaustion (i.e., from 6 to 5).

Shapeshifted

All of your items are useful unless the effect specifically forbids it.

Petrified

Your metabolism ceases. You do not make saves versus poison nor disease. You do not starve nor die of thirst. You do not age. Living creatures within you are petrified as well.

Feats

Defensive Duelist

AC bonus expires at the end of current character's or monster's turn.

Fortune

Heroic Inspiration

You gain this at the start of the session. If you really roleplay a situation, you may petition the DM for your Inspiration back. Humans regain Heroic Inspiration each time they roll initiative.

Heroic Inspiration (Fortune, Free Action)

Choose ONE

- Increase the success result of a D20 roll you just made by one step (i.e. Critical Failure -> Failure -> Success -> Critical Success)
- Force up to two creatures (monster or ally) to reroll a saving throw from your effect. They may still use Legendary Resistance after that roll.
- MAXIMIZE all damage or healing dice after they're rolled by you on one target.

Skills

Skill Crits

Exceeding a Skill DC by 10 Critically succeeds at the skill. Usually counts as two successes, succeeds and removes a failure, or some other much better result. Missing by 10 Critically fails. Removes a success, breaks a tool, etc. Skill crits do NOT apply to attacks and saves.

Deconflicting Investigation and Perception:

Perception is used to spot something, to sense. Investigation is used to deduce, infer, understand what you sense. Perception would alert you of danger, a possible trap (strange breeze). Investigation would help you determine that there are poison darts and how you might foil their attacks.

Spells

Counterspell

You know a spell is being cast and by whom, but not the spell's name.

Find Traps

5-ft squares containing traps or hazards glow a distinct red to you.

Force Cage

The cage has 100 hp per spell level. AC 10+Spell Level.

Hallow

May not be cast using a Cleric's Divine Intervention.

Hunter's Mark

Has a 1-minute duration instead of Concentration.

Hypnotic Pattern

Allows a save at the end of each affected creature's turn.

Prayer of Healing

May not be cast using a Cleric's Divine Intervention.

Slow

Affected monsters take one less Multiattack attack.

Spike Growth

Forced movement only triggers damage once per turn.

Spirit Guardians

Damage only triggers once per turn.

Spiritual Weapon

Has a 1-minute duration instead of Concentration. Only one active at a time.

Wall of Force

Not immune to damage. Wall has 100 hp / spell level. AC = 10+Spell Level.

Wrapping Up the Session**Rest**

There are no rests (Short or Long) except for one Short Rest before the final battle of the module. You may still drink potions and cast spells to heal between scenes.

End of Session

At the end of each session, you may buy any item normally allowable in DDAL. You may change your character, up to and including a complete rebuild. You may change your magic item selections to any items you have access to. All changes are to be made at the end of the session, so we can begin in a timely manner.

Experience

The party may opt to gain a level after successfully finishing an adventure. Assume you level. **If you were not in a session, level to the party's level before play.**

Gold

Gain this much gold after completing each adventure, per tier:

Tier 1 (Levels 1-4): 500 gp

Tier 2 (Levels 5-10): 5,000 gp

Tier 3 (Levels 11-16): 50,000 gp

Tier 4 (Levels 17-20): 100,000 gp

Treasure

You gain access to any items listed in the adventure (no gold cost), but note that you are limited in what you can carry (use) in the next module. Attunement limits apply. You may buy Tier-Appropriate Rarity items with gold (**refunded if you later gain access through an adventure**). **If you were not in a session, gain the gold as if you played, but not the magic items.**

Buying Complex Magical Items

Based on the rules on pg. 58 of DMG. Both properties must be of the same rarity, less than Legendary, appropriate for that item type. Only one property can require Attunement. If both do not require it, the final item now requires Attunement. Its rarity increases one step. The DM must bless the final item.

Example:

Rachael wants an Adamantine Enspelled Armor with Healing Word. Both properties are Uncommon (so less than Legendary). Adamantine doesn't require Attunement and Enspelled does. She cannot create it until level 5 (as its now Rare) and it costs 4,000 gp. She can sell her old item for half its cost if she wants.

MAGIC ITEM RARITIES AND VALUES

Rarity	Value*	Rarity	Value*
Common	100 GP	Very Rare	40,000 GP
Uncommon	400 GP	Legendary	200,000 GP
Rare	4,000 GP	Artifact	Priceless

*Halve the value for a consumable item other than a *Spell Scroll*. The value of a *Spell Scroll* is double what it costs to scribe the scroll (as specified in the *Player's Handbook*).

MAGIC ITEMS

Whenever your party finds a magic item during play, the party determines who has it for the remainder of the adventure. At the end of play, any number of characters may keep the magic item if it wasn't consumed or destroyed during play. You may keep as many magic items as you are awarded but must limit the number of magic items you bring to play sessions based on the table below.

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. Common permanent magic items are included in the “Common” column. Consumable items include any magic item that is consumed if used (potions, scrolls, etc.); this includes single-use items (*elemental gem*, etc.) and charms. Multi-use consumables (*Keoghtom's ointment*, etc.) count as one consumable each. *Smokepowder* and magical ammunition count as one consumable per 5 shots, rounded up.

TIER-APPROPRIATE RARITIES

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

SPELLCASTING SERVICES AVAILABLE

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

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7
4	Rare	15	+7
5	Rare	17	+9
6	Very Rare	17	+9
7	Very Rare	18	+10
8	Very Rare	18	+10
9	Legendary	19	+11

Previous 5E Product Compatibility

Look at the DDAL materials and see if your option or item is banned. If not, discuss with me in-between sessions. We will actively convert it. You can choose to use it or do something else.

See Also

<https://www.dndbeyond.com/changelog#2024CoreRulesErrata>

Allowed Material from Non-Core Books

Book+1

DDAL Book+1 rule is removed for this campaign. You will need to reconstruct back to that rule if you play at a convention. You may pull from any number of books!

Use Most Recent Printing

If an option has been reprinted in a book (not *Unearthed Arcana*) with a later copyright, e.g., the *Player's Handbook*, that version takes precedence. For example, while orcs appear in *Volo's Guide to Monsters*, we use the 2024 PHB version.

Xanathar's Guide to Everything

All of the racial feats are now also Origin feats. You may take these instead of the feat from your Background, or later in your career. Dwarf High Magic and Wood Elf Magic grant additional spell uses if you also gain those from your race.

Volo's Guide to Monsters

Monstrous Characters from p. 118 are allowed, with the following changes::

No ability score increases (you get those from background).

“Monster!

Humanoid and Fey NPCs not of your Species start one rank worse in disposition towards you unless you're disguised (better than their passive perception) (Friendly-Indifferent-Hostile).”