



This document provide an overview of some key features of Adventurer's League. For full details see the current Adventurer's League Player's Guide.

What is Adventurer's League?

- Adventurer's League is a set of shared campaigns where you can take your character from game to game, even if they are run by different game masters.
- A season consists of multiple one-shot games, so you can either play just a single game, or follow an overarching plot line if you play multiple games.
- Players, and GMs, must follow a code of conduct and should be respectful of each other, and play characters that do not disrupt or impinge upon the fun of fellow players.
- The most recent version of content (for classes, origins, spells, etc) is used.
 - Core rules are D&D 2024.
 - Almost all official books are allowed; some are campaign specific.
 - **Homebrew, and most 3rd party content, is not allowed.**

How do I create an Adventurer's League character?

- Characters use the 2024 creation rules (including custom backgrounds from DMG 2024).
- **Characters start at first level.**
- **Ability scores use the standard array or point buy.**
 - e.g. With standard array and custom background ability scores, use the final values 17, 14, 14, 12, 10, 8.
- **When levelling up you get fixed hit points (half hit die, rounded up).**
- **Characters may not be evil.**
- **You must keep a character log to track adventures and rewards.**
- Each character is linked to a specific campaign: Forgotten Realms, Dragonlance, Eberron, Ravenloft, or Critical Role.
- You may rebuild any aspect of your character between games, but keep the same level, campaign, and equipment.
- Instead of 1st level, you may instead start at 5th level, to directly play Tier 2.
- At 5th level you may choose a +1 weapon or class item (see the Player's Guide for the exact list).

What adventures can I play in Adventurer's League?

- There are over 10 seasons, plus several other series, with over hundreds of adventures available in Adventurer's League.
- Some introductory adventures are free, but the majority can be purchased online from the official Dungeon Masters Guild (link below).
- Official adventure books can also be run as Adventurer's League, following the Adaption Guide.
- Adventures are organised by tier, i.e. Tier 1 is levels 1-4, Tier 2 is levels 5-10, etc.
 - Characters can only play adventures of the appropriate tier.
- Each adventure is generally stand-alone, but may be part of a loose story arc.
- After each adventure you can choose to gain a level (or not, e.g. if you want to stay in tier).
- You may gain treasure or other rewards for each adventure, including access to magic items, but can only carry a limited number of magic items based on tier.
 - Tier 1: 1 Uncommon+, 5 Common, 5 Consumable.
 - Tier 2: 3 Uncommon+, 5 Common, 10 Consumable.
 - For higher tiers see the Guide. There are also limits on boons, blessings, and other aspects.
- You gain 10 days downtime between each session (for crafting, bastion turns, etc).
- If your character dies during an adventure you gain no further rewards, but can choose to return your character to life for the next adventure, or retire them with honor.

Where can I find more information?

For more information see the following.

- The most current information is on Discord (requires login): <https://discord.gg/dnd>
- Dungeon Masters Guild: <https://www.dmsguild.com/>
- D&D Beyond article hub: <https://www.dndbeyond.com/tag/adventurers-league>
- D&D Beyond forum (information may be out of date): <https://www.dndbeyond.com/forums/dungeons-dragons-discussion/d-d-adventurers-league>