

## AL RECOMMENDATIONS

I hope you find some ideas here you like for Season 10! Each section can be used independent of the other sections if there are some you like and some you don't. If you have any suggestions for improvements, please let me know! Thank you for your consideration.

I am continually updating these recommendations.

To see the latest, check out the pdf at: <http://www.d20play.com/Recommendations.pdf>

## SUMMARY

A summary of proposed changes. See the details and design notes below for extended explanations.

- *Don't change Gaining a Level (Season 9 is great!)*
- Bump the Hourly GP Award for Tier 2 to 50gp
- Set the Hourly GP Award no lower then expected hours when known
- Remove the GP Limit per Level cap
- Replace Legendary Item unlocks with an increased Magic Item Limit and a Usable Rarities requirement
- Add "Seasonal Items"
- Remove Trading Magic Items
- Replace "Buying Potions and Scrolls" with "Buying Magic Items" and add magic weapons and ammo
- Character recovery paid by party and limited to a max of the gold awarded that session
- Increase CCC rewards (allowed magic item rarities) to put them on-par with DDAL adventures
- Allow Tier 4 CCC adventures
- Define Season 9 to Season 10 conversion criteria consistent with these changes

## GAINING A LEVEL

- Don't change a thing. Season 9 is perfect!

Design Notes

- Players have great control over their advancement.
- There are many tools to keep a party together.

## MONETARY REWARDS

- Bump the Hourly GP Award for Tier 2 to 50gp, new table below

Adventure Tier	max gp per hour
1	20
2	50
3	200
4	750

- Set the Hourly GP Award no lower then expected hours when known (e.g. 6 hours (300gp) for DDAL09-05 if the bonus encounters are used, even if it only takes 4 hours to complete)
- Remove the GP Limit per Level
- Add a sidebar: ***What Happens to All the Extra Gold our PC's Found?!*** *In a shared world campaign, it is important to cap gold. However, that does not mean you cannot assign story reasons for what happened to the gold you did not "keep." Some examples include: it was spent on non-adventuring expenses (for homes, castles, lands, livestock, extravagant living, etc.), taxed, stolen, lost, gambled away, invested poorly, given to the poor, used to help friends/ family/ organizations/ fellow PCs, etc.*

Design Notes

- reduce paperwork. no by-level cap to track
- Remove the by-level gold cap (but keep the by-hour cap)
  - Players will not be stuck playing a 4 hour adventure to get 1 hour worth of gold for example.
  - The gold per hour is not large so it is no big deal if PCs keep playing and playing at a set level

- Provide an explanation for where extra gold goes so players don't feel cheated.
- Gold Quantities Comparisons
  - Season 10 recommendation
    - L5: 320gp (1.0 times Season 9)
    - L11: 2720gp (1.5 times Season 9)
    - L17: 12320gp (1.1 times Season 9)
    - L21: 36320gp (1.0 times Season 8)
  - Season 9 Cumulative Gold
    - L5: 320gp
    - L11: 1760gp
    - L17: 11360gp
    - L21: 35360gp

## MAGIC ITEMS

- Replace Legendary Items unlocks with an increased Magic Item Limit and a Usable Rarities requirement
  - Allow PCs to use any consumable (regardless of rarity), common, or uncommon magic item at Tier 1, rare permanent items at Tier 2, very rare permanent items at Tier 3, and all items at Tier 4. **These requirements do not apply to story items.** A PC can take as treasure and own items they cannot use yet.

Adventure Tier	Magic Item Limit	Useable Rarities
1	2	Uncommon
2	4	Rare or lower
3	7	Very Rare or lower
4	10	All

- Clarify distribution of nonpermanent items and include common permanent items in that distribution (add to the player's guide)
  - All nonmagic items (including spellbooks) and consumable magic items (of any rarity) and common magic items that are listed in the treasure section of the adventure and that are still in the party's possession at the end of the adventure and not used are distributed to the PCs at the end of the adventure. Each player rolls a d20 for their PC and they chose items in order rolled (there are only the noted number of copies of each item listed in the adventure, once they are taken, other PCs cannot take them (unlike permanent uncommon and rarer magic items which follow a magic item limit method and allow for multiple PCs to take the same item)).
- Add a "Seasonal Item."
  - This is an item from a season that a PC with that season origin finds during that season.
  - A seasonal item does not count against the PCs magic item limit.
  - A PC may replace a seasonal item with a new seasonal item at any time.
- Clarify that Boons that replicate the affect of magic items (such as a Boon of Blessing) count as the appropriate magic item.
- Add a sidebar: **What Happens to the Magic Item I Discarded?!** *In a shared world campaign, it is important to cap the number of magic items. However, that does not mean you cannot assign story reasons for what happened to the items you did not "keep." Some examples include: it was traded, taxed, donated, stolen, broken, used up, returned to owner, etc.*
- Add a sidebar: **Why can't I use that Magic Item Yet?!** *In a shared world campaign, it is important to cap the power of magic items. However, that does not mean you cannot assign story reasons for why you cannot use an item yet. Some examples include: it has not revealed its powers, the PC is incapable of harnessing the magic to use the item, the item is overpowering and debilitating to the PC, etc.*

### Design Notes

- Simplify the Legendary "reservations." PCs can keep any items; they just can't use more powerful ones until they hit higher levels.
- Reduce paperwork. No unlock lists to maintain.
- Allow use of all adventures without worrying about overpowered items being included.
- Add a simple way to reward Seasonality.
- Clarify common magic items and boons.

- Provide an explanation for where discarded magic items go so players don't feel cheated.
- Provide an explanation for items of certain rarities cannot be used yet so players don't feel cheated.

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### DOWNTIME: TRADING MAGIC ITEMS

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- Remove this option.

#### Design Notes

- Reduce paperwork
- Excluding inter-PC trading maintains an even playing field for PCs of both casual and prolific players. All PCs gain power through the adventures they play (not all the adventures their player has ever played).
- While it is true that everyone can trade, it has been my experience that most of the overpowering trades I have seen have been between PCs of the same player.
- Inter-PC trading is no longer needed as a mechanism to get rid of undesirable items.
- Inter-PC trading is too powerful in combination with the ability to discard and replace items (which did not exist when trading was first added).
- Inter-PC trading has created an "arms race" of sorts and has resulted in a disparity of power levels for the same level PCs

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### BUYING POTIONS AND SCROLLS

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- Replace "Buying Potions and Scrolls" with "Buying Magic Items" and add magic weapons and ammo
  - +1 PHB Weapon      500 gp + Mundane Weapon Cost
  - +1 PHB Ammo (each)   20 gp

#### Design Notes

- Adds another good way to get magic weapons

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### CHARACTER DISEASE, DEATH, AND RECOVERY

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- Replace the last sentence and two bullets with:
  - If a group can't return a character to life or cure conditions that remove it from play during the session, the following rules apply after the session:
  - Total all spellcasting expenses necessary to return characters to life or cure conditions that remove them from play. Divide that total by the number of characters starting the session. Reduce the gold reward for that session by that amount to a minimum of 0gp. All characters are considered returned to life and cured of conditions that remove them from play.
  - Add a sidebar: ***Why was my PC forced to help?!*** *PCs would normally only adventure with those that they could trust to help, but in a shared world campaign that is not always the case. So, while each PC is forced to "help," that does not mean you cannot assign story reasons for what actually happened. Some examples include: they did not help and word got around that they could not be trusted and they got fewer adventuring jobs, they did not help and the PC they left hanging (or that PCs allies) took revenge by robbing/ taxing/ price gouging them, they did not help and in the future they do not get help when they were in the same situation, etc.*

#### Design Notes

- encourage teamwork
- reduce paperwork. no need to track magic item count loses.
- Increase first time player return rate who have a PC die or who have a friend who has a PC die. Their adventuring will not be for naught. They can come back next time and continue with the same PC.
- The penalty is shared by all and is not severe enough to hamper the PCs for the rest of their careers.
- Rarely have I seen a PC die due to being "dumb." Most often I see them die due to sheer bad luck or a combination of bad luck and party neglect.

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**ADVENTURE DESIGN**

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- Increase the CCC magic item rarities to be on-par with DDAL adventures
- Allow Tier 4 CCC adventures

## Design Notes

- CCC's used to have comparable magic items to DDAL's, but some of the recent ones have not.
- Adventures are about fun combat and exploration and social interaction and stand out based on that criteria alone. None, save the epics and opens, are incentivized by overpowered magic items and none are held back by lower powered and/or fewer magic items. They are on an even playing field.

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**SEASON 9 TO SEASON 10 CONVERSION**

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- Convert a Season 9 PC into a Season 10 PC as follows:
  1. Level is unchanged.
  2. Convert one banked Legendary Item (if any) into a possessed Magic item.
  3. Finished!

## Design Notes

- Conversion is very simple.
- With the extra slot at tiers 1-3, a PC can quickly add an item they can use if they only have items that are too high on rarity.

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**THANK YOU!**

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Thank you for reading these proposed changes. I look forward to many great years of AL ahead of us. If you like any of these recommendations or have any recommendations of your own, please let the leaders of AL know.

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