



D&D® ADVENTURERS LEAGUE

TRADING POST: PLAYER'S GUIDE

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WHAT IS THE TRADING POST?

The Trading Post consists of three activities: trading items, purchasing items, and interactions from older adventures (redeeming soul coins or downtime activity).

- A player may participate in each activity once per day and may use different characters for each activity.
- Players should create an adventure log entry for Trading Post for any character that participates in an activity.
- The Trading Post is only for characters participating in the Forgotten Realms campaign.

ACTIVITIES

Trading. Item trading follows these rules.

- Permanent magic items can be traded on a one-for-one basis. The item the character is receiving must be an item of equal rarity but may “trade down” in the Trading Post’s favor. In the event of conflict, the *Dungeon Master’s Guide 2024* determines an item’s rarity and properties.
- Only tier 4 characters can trade legendary items.
- Trades made with the dealer do not cost 5 downtime days.
- Unique magic items or magic items without remaining magical properties can’t be traded.
- The Dealer does not trade for charged items that do not have all their charges. This does not apply to *soul coins* (see below).
- The character’s certificates (if present) must accompany the trade or be destroyed and negate any downtime day cost as listed in the above guides (“What You Need”). If the item being traded does not have a certificate, the player should note on the log where the item was acquired and that it has been traded. Trades made as part of an online event are never considered to have a certificate. Any certificate that does exist must be destroyed by the previous owner.
- Consumable magic items can’t be traded.
- If you are trading for a magical weapon, armor, or shield, you must have a nonmagical version of that item or pay an additional cost to purchase a nonmagical version of the item. Only eligible items from player resources may be selected.
- The Trading Post only stocks a certain number of items. This stock isn’t replenished; once exhausted, it’s gone.

CURRENT ITEMS

PERMANENT MAGIC ITEMS

| Item | Rarity |
|---------------------------|-----------|
| +1 Weapon | Uncommon* |
| +1 Shield | Uncommon* |
| Brooch of Shielding | Uncommon |
| Pipes of the Sewers | Uncommon |
| Periapt of Health | Uncommon |
| Gauntlets of Ogre Power | Uncommon |
| +1 Armor | Rare* |
| +2 Weapon | Rare |
| Cloak of the Bat | Rare |
| Ring of Evasion | Rare |
| +2 Armor* | Very Rare |
| Wraps of Unarmed Power +3 | Very Rare |
| +3 Weapon | Very Rare |
| +3 Shield | |

* The character must pay the cost of the weapon, shield, or armor found in a player resource. If the character already possesses the item, the character needn’t purchase it again.

Purchasing. the Trading Post’s inventory varies each season, and for some special events.

POTION PRICES

| Spell Level | Cost |
|--------------------|---------|
| Greater Healing | 200 gp |
| Potion of Climbing | 50 gp |
| Superior Healing | 2000 gp |

SPELL SCROLL PRICES

| Spell Level | Cost* | Rarity |
|-----------------|---------|----------|
| Cantrip | 30 gp | Common |
| 1 st | 50 gp | Common |
| 2 nd | 200 gp | Uncommon |
| 3 rd | 300 gp | Uncommon |
| 4 th | 2000 gp | Rare |
| 5 th | 3,000gp | Rare |

*The cost of scrolls above is in addition to any component cost.

Interactions from Older Adventures. Two downtime activities from older adventures require a visit to the Trading Post to be completed. If you have a character with *soul coins*, you may exchange them at the Trading Post. You may only complete one of these actions per day of the event.

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