

Dungeons & Dragons Adventurers League Quick Start

WHAT IS THE D&D ADVENTURERS LEAGUE?

The **D&D Adventurers League** (<https://dndadventurersleague.org/>) is an ongoing, official campaign for *Dungeons & Dragons*. Adventurers League games follow D&D's fifth-edition rules and league rules. Any D&D game that follows these rules with an Adventurers League adventure qualifies as league play. Players can bring a league character to join games at home, game stores, conventions, and online.

League rules

This reference gives the information you need to start. Download the full rules from the Dungeon Masters Guild (<https://www.dmsguild.com/product/208178/DD-Adventurers-League-Players-Pack>).

CHARACTER CREATION

To create a character for Adventures League, use the *Player's Handbook* or the free D&D Basic Rules (dnd.wizards.com/articles/features/basicrules).

Follow these additional league rules:

- To set ability scores, distribute the standard array of scores (15, 14, 13, 12, 10, and 8) among your character's abilities. Alternately, use the method for customizing ability scores in the *Player's Handbook* (p.13).
- Human characters may choose the variant human traits described in the *Player's Handbook* (p.31).
- Characters may worship a Forgotten Realm or a non-human deity from the *Player's Handbook* (pp.294-296).
- Characters cannot be evil unless they follow restrictions set in the *Adventurers League Player's Guide*.
- Characters start with the equipment and gold set by their class and background. Don't roll for wealth.
- All Adventurers League characters begin at level 1.

When your character gains levels, add the fixed hit point value in your class description.

In addition to the *Player's Handbook*, characters may use options chosen from exactly one other resource listed in the *Adventurers League Player's Guide*.

Between sessions, characters may sell or buy equipment using the rules found in the *Player's Handbook*.

TIERS OF PLAY

The league divides games into the tiers of play described in the *Player's Handbook* (p.15). Tier 1 spans levels 1-4, tier 2 spans 5-10, tier 3 spans 11-16, and tier 4 spans 17-20.

League adventures allow a certain range of character levels, usually expressed by tier. Characters outside the range can't participate in the adventure.

CHARACTER REWARDS

Gaining levels

Characters increase in level by gaining **advancement checkpoints**. When characters gain enough checkpoints at their current level, they rise to the next level.

- At **tier 1**, each time a character gains 4 checkpoints, they level up.
- At **tiers 2-4**, each time a character gains 8 checkpoints, they level up.

Earning advancement checkpoints

Typically, for each hour you play, your character gains 1 advancement checkpoint, rounded down.

Shorter adventures limit advancement checkpoints to the expected hours of play. Some adventures award advancement checkpoints for accomplishing goals. Your dungeon master will know the details for a specific adventure.

Why advancement checkpoints? By emphasizing time spent accomplishing an adventure's goals over slaying monsters, checkpoints encourage more styles of play.

Gaining treasure

Adventurers League characters don't keep the gold or permanent magic items that they find during an adventure. They only keep the consumable magic items—the potions, scrolls, and magical ammunition.

Gaining gold pieces

Characters only gain gold when they level up. Then, they earn a fixed gold piece reward.

Level Gained	GP Reward	Associated Lifestyle
2-4	75 gp	Modest
5-10	150 gp	Comfortable
11-16	550 gp	Wealthy
17-20	5,500 gp	Aristocratic

Gaining magic items

Characters exchange **treasure checkpoints** for magic items.

At **tiers 1-2**, characters get 1 treasure checkpoint for each advancement checkpoint they earn.

At **tiers 3-4**, the rate doubles to 2 treasure checkpoints per advancement checkpoint.

Why treasure checkpoints? Treasure checkpoints enable every character to gain useful magic items, while keeping the power gained from magic items fairly consistent.

Spending treasure checkpoints

You can exchange treasure checkpoints for treasure or save them for higher-costing items. Saved checkpoints earned in a tier can only be exchanged for items available in that tier.

ITEMS AVAILABLE WITH POINTS EARNED AT ANY TIER

Points	Item
1	50 gp
8	Bag of holding
8	Chime of opening*
8	Eyes of minute seeing*
8	Spell scroll, up to 5th level
8	Potion of superior healing
16	Cloak of elvenkind*

ITEMS AVAILABLE WITH POINTS EARNED AT ANY TIER

Points	Item
16	Rod of the pact keeper +1
16	Shield +1
16	Slippers of spider climbing*
16	Wand of the war mage +1
16	Weapon +1

ITEMS AVAILABLE WITH POINTS EARNED AT TIER 2-4

Points	Item
16	Portable hole*
16	Potion of supreme healing
16	Spell scroll, 6th through 8th level
20	Armor +1: chain mail, chain shirt, leather, or scale mail
20	Cape of the mountebank*
20	Rod of the pact keeper +2
20	Shield +2
20	Wand of the war mage +2
20	Weapon +2

ITEMS AVAILABLE WITH POINTS EARNED AT TIER 3-4

Points	Item
16	Spell scroll, 9th level
20	Armor +1: breastplate, splint, studded leather, half plate, or plate
20	Rod of security*
20	Rod of the pact keeper +3
20	Shield +3
20	Spellguard shield*
20	Wand of the war mage +3
20	Weapon +3
24	Cloak of invisibility*
24	Staff of the magi*

Items marked with an asterisk (*) are only available through the league's season 8, which lasts until August 31, 2019.

Unlocking magic items

In addition to the magic items listed here, characters can **unlock** items for purchase by finding them in an adventure. A character can keep an unlocked item by exchanging treasure checkpoints for it. More than one character in a party can purchase an item the group unlocked, but each character can only buy one.

The point cost of unlocked items depends on which magic item table in the *Dungeon Master's Guide* (pp.144-149) includes the item.

MAGIC ITEMS BY TIER

Item Table	Available at Tier	Point Cost	Item Table	Available at Tier	Point Cost
A	1-4	8	C	1-4	8
B	1-4	8	D	2-4	16

MAGIC ITEMS BY TIER

Item Table	Available at Tier	Point Cost	Item Table	Available at Tier	Point Cost
E	3-4	16	H	3-4	20
F	1-4	16	I	3-4	24
G	2-4	20			

ADDITIONAL REWARDS

In addition to advancement and treasure checkpoints, characters earn **downtime days** and **renown**.

Downtime days

Characters gain 5 downtime days for every 2 advancement checkpoints. Spend downtime on the activities listed in the *Player's Handbook* (p.187) or on activities listed in *Adventurers League Player's Guide* like copying spells and trading items.

Renown

Characters earn 1 renown point for every 4 advancement checkpoints.

When your character starts a new adventure or hardcover chapter, you may select one renown benefit granted by the character's rank or below. You can't sell or trade benefits. When the adventure ends, remove unused benefits.

RENOWN RANKS AND BENEFITS

Renown	Required Level	Rank	Benefit
0	1st	1	Potion of healing
2	3rd	2	One piece of equipment worth 100 gp or less
10	8th	3	Inspiration
20	13th	4	Potion of superior healing or elixir of health
30	18th	5	A vehicle with noncombatant crew

THE ADVENTURE LOGSHEET

For each character, you must keep a record called a log-sheet. You can decide the format of your logsheet.

Whenever you complete a *Adventurers League* game session, add an entry to your character's log. The entry requires this key information:

- the adventure's title and, for multi-part adventures, a session or chapter number
- advancement and treasure checkpoints earned
- gold spent
- consumable magic items gained or used
- magic items unlocked
- renown and downtime earned
- important details such as story awards

Also, when your character levels up, exchanges treasure points for items, or uses downtime, track the event in your log.