

Dungeons & Dragons Adventurers League Season 9 Quick Start

WHAT IS THE D&D ADVENTURERS LEAGUE?

The **D&D Adventurers League** (<https://dndadventurers-league.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 Adventurers League, use the *Player's Handbook*, the free D&D Basic Rules (<https://dnd.wizards.com/articles/features/basicrules>), or D&D Beyond (<https://www.dndbeyond.com/>).

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).
- Feats and multiclassing are allowed.
- 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.

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

After completing an adventure, you can choose to raise your character by one level or you can choose to stay at the same level. While playing hardcover adventures, your DM will tell you when you level.

When your character gains levels, add the fixed hit point value in your class description. Select from character options in the *Player's Handbook* and your second chosen resource.

Earning gold

During an adventure, a party keeps and shares the gold they get. However, to maintain parity in this global campaign, characters earn a minimum amount of gold per hour of play, and have their earnings limited by a maximum per level.

MAXIMUM GOLD AWARDS

Level	GP Per Hour of Play	Maximum GP Per Level
1-4	10 gp min/20 gp max	80 gp
5-10	15 gp min/30 gp max	240 gp
11-16	100 gp min/200 gp max	1,600 gp
17-20	375 gp min/750 gp max	6,000 gp

Once a character's earnings reach the per-level limit, they cannot receive more gold until they gain another level. You might imagine spending the excess gold on activities that reveal your character, such as helping orphans, magical research, or carousing.

Why limit gold? The minimum ensures characters can buy essential equipment, copy spells, and so on. The maximum limits potions, scrolls, and potent, costly spells from dominating the campaign.

Gaining consumable magic items

After a session, the party keeps items without mechanical properties such as trinkets, as well as unused consumable items such as potions, scrolls, soul coins, and magical ammunition. Divide these among the characters equitably. For instance, players could select items for their characters in the order of the highest die roll.

Gaining permanent magic items

When your party finds a permanent magic item, each character can choose to keep it, even if this creates duplicate items. Characters can own a maximum number of magic items based on their tier.

MAXIMUM MAGIC ITEMS

Tier	Item Limit	Tier	Item Limit
1 (level 1-4)	1	3 (level 11-16)	6
2 (level 5-10)	3	4 (level 17-20)	10

Once you reach your limit, if you find a new item you like, then you can replace an item in your inventory. You no longer own the replaced item.

Only tier 4 characters may own **legendary items**. Lower-tier characters who find a legendary item may take possession once they reach tier 4.

Some adventures include **story items** central to the tale. Unlike most permanent magic items, only one character may possess a story item during the adventure. Story items don't count against the item limit.

Trading permanent magic items

Characters can trade permanent magic items one-for-one for items of the same rarity. Unless the traders play at the same table, each must spend 15 downtime days. This prevents your characters from trading items among themselves without spending downtime.

ADDITIONAL REWARDS

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

Downtime days

Characters gain 10 downtime days for every level they gain. 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

Your character becomes more well-known as you level up.

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

RENOWN RANKS AND BENEFITS

Tier	Rank	Benefit
1 (level 1-4)	Novice	Inspiration and a <i>potion of healing</i>
2 (level 5-10)	Seasoned	One piece of equipment worth 100 gp or less from any table in chapter 5 of the <i>Player's Handbook</i> (p.143)
3 (level 11-16)	Veteran	A vehicle with a noncombatant crew
4 (level 17-20)	Heroic	<i>Potion of superior healing</i> or <i>elixir of health</i>

Renown item

Characters at tier 2 and above may gain a magic item from these choices: a +1 *weapon*, a +1 *shield*, a +1 *rod of the pact keeper*, or a +1 *wand of the war mage*.

Your character's magic item limit applies to this item, which can't be sold or traded.

THE ADVENTURE LOGSHEET

For each character, you must keep a record called a **logsheet**. You can decide the format of your logsheet. The site <https://www.adventurersleague.com> provides an easy way to maintain your logs online.

Whenever you complete a game session, add an entry to your character's log with this essential information:

- the adventure's title and, for multi-part adventures, a session or chapter number
- your dungeon master's name
- whether your character gained a level
- gold earned and spent
- downtime earned and spent
- magic items gained and lost
- important details such as story awards

BUYING POTIONS AND SCROLLS

Your character can buy potions and scrolls.

POTION AND SCROLL PRICES

Potion	Cost	Potion	Cost
<i>healing</i>	50 gp	<i>water breathing</i>	100 gp
<i>climbing</i>	75 gp	<i>superior healing</i>	500 gp
<i>animal friendship</i>	100 gp	<i>supreme healing</i>	5,000 gp
<i>greater healing</i>	100 gp	<i>invisibility</i>	5,000 gp

Spell Scroll Level	Cost	Spell Scroll Level	Cost
cantrip	25 gp	3rd	300 gp
1st	75 gp	4th	500 gp
2nd	150 gp	5th	500 gp

FACTIONS (OPTIONAL)

Faction membership

Optionally, your character can join a faction, such as one of the league's 5 main factions.

- **Harpers** work in secret to fight corruption, gather knowledge, and help the downtrodden.
- The **Order of the Gauntlet** uses faith and courage to punish evil and bring justice.
- The **Emerald Enclave** protects nature from those who upset the natural balance.
- The **Lords' Alliance** fights to defend the light of civilization and its leaders.
- The **Zhentarim** is a family of members who find both legal and illicit ways to gain wealth and power.

You can only be a member of one faction at a time. Some factions limit members. For example, only drow may join Bregan D'aerthe. Characters may not join the Red Wizards.

When you join a faction, replace the feature from your character background with the **Safe Haven** background feature described in the *Sword Coast Adventurer's Guide* (p.147).

If you leave your faction, you can choose a new faction or replace the Safe Haven feature with your background's feature. If you make this change, your character loses the renown benefit for their next adventure.

Faction item

Characters at tier 2 and above may accept a magic ring from their faction. Your magic item limit applies to this ring, which can't be sold or traded. If you leave the faction, you lose the ring.

Faction	Item
Harpers	<i>ring of free action</i>
Order of the Gauntlet	<i>ring of fire resistance</i>
Emerald Enclave	<i>ring of animal influence</i>
Lords' Alliance	<i>ring of the ram</i>
Zhentarim	<i>ring of evasion</i>
Other factions	<i>ring of protection</i>