

ADVENTURERS LEAGUE REFERENCE SHEET (SEASON 8)

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ADVANCEMENT CHECKPOINTS (ACP)

TREASURE CHECKPOINTS (TCP)

ALDMG 4; ALPG 3

Adventure Type	ACP	TCP	Tier
<i>Hardcover</i> per hour (rounded down)	1	1*	APL†
<i>Season 8 and later</i> for each story or bonus objective	1 or 2	1–4	Adventure
<i>Season 7 and earlier</i> per hour (up to adventure's duration)	1	1*	Adventure

* Doubled for tier 3 and 4 characters.

† Average Party Level (but no higher than the character's tier).

CHARACTER ADVANCEMENT

ALPG 3–4

Advancement Checkpoints	Gold	Lifestyle	Level	Tier
—	—	Modest	1	1
○○○○ (4)	+75 gp	Modest	2	
○○○○ (8)	+75 gp	Modest	3	
○○○○ (12)	+75 gp	Modest	4	
○○○○ (16)	+150 gp	Comfortable	5	2
○○○○○○○○ (24)	+150 gp	Comfortable	6	
○○○○○○○○ (32)	+150 gp	Comfortable	7	
○○○○○○○○ (40)	+150 gp	Comfortable	8	
○○○○○○○○ (48)	+150 gp	Comfortable	9	3
○○○○○○○○ (56)	+150 gp	Comfortable	10	
○○○○○○○○ (64)	+550 gp	Wealthy	11	
○○○○○○○○ (72)	+550 gp	Wealthy	12	
○○○○○○○○ (80)	+550 gp	Wealthy	13	4
○○○○○○○○ (88)	+550 gp	Wealthy	14	
○○○○○○○○ (96)	+550 gp	Wealthy	15	
○○○○○○○○ (104)	+550 gp	Wealthy	16	
○○○○○○○○ (112)	+5500 gp	Aristocratic	17	4
○○○○○○○○ (120)	+5500 gp	Aristocratic	18	
○○○○○○○○ (128)	+5500 gp	Aristocratic	19	
○○○○○○○○ (136)	+5500 gp*	Aristocratic	20	

* +5500gp for every 8 advancement checkpoints earned at level 20.

DOWNTIME DAYS & RENOWN

ALPG 3–4

Advancement Checkpoints	Earnings
○○	5 downtime days
○○○○	1 renown

RENOWN RANKS

ALPG 2; RRR 1

Renown	Req. Level	Rank	Title	Benefit*
0	1st	1	Novice	Potion of healing
2	3rd	2	Notorious	One piece of equipment from the PHB worth 100 gp or less
10	8th	3	Seasoned	Inspiration
20	13th	4	Heroic	Potion of superior healing or elixir of health
30	18th	5	Paragon	Vehicle & noncombatant crew

* At adventure/chapter start, one from earned ranks, remove by end.

SPELL SCROLLS FOR SALE

ALPG 3

Spell Level	Cost	Spell Level	Cost
Cantrip	25 gp	3rd	300 gp
1st	75 gp	4th	500 gp
2nd	150 gp	5th	1,000 gp

The cost is in addition to any component cost — consumed or not.

OPTIONAL: SLOWED PROGRESSION

ALPG 4

Your character earns checkpoints, downtime, and renown at half the normal rate. You may opt in or out between sessions.

MAGIC ITEMS UNLOCKED

ALPG 3; ALCC 4, 47; DMG 150–214

Table	Tier	Cost	Unlock Item	Rarity
—	1–4	1	50gp	—
A	1–4	8	Bag of holding	Uncommon
			Potion of greater healing	Uncommon
			Spell scroll (cantrip, 1st level)	Common
B	1–4	8	Spell scroll (2nd level)	Uncommon
			Spell scroll (3rd level)	Uncommon
			Potion of superior healing	Rare
C	1–4	8	Spell scroll (4th, 5th level)	Rare
			Chime of opening†	Rare
			Eyes of minute seeing†	Uncommon
D	2–4	16	Potion of supreme healing	Very rare
			Spell scroll (6th–8th level)	Very rare
			Portable hole†	Rare
E	3–4	16	Spell scroll (9th level)	Legendary
			Rod of the pact keeper, +1	Uncommon
			Shield, +1	Uncommon
F	1–4	16	Wand of the war mage, +1	Uncommon
			Weapon, +1	Uncommon
			Cloak of elvenkind†	Uncommon
G	2–4	20	Slippers of spider climbing†	Uncommon
			<i>Armor, +1*</i>	Rare
			Chain mail, Chain shirt, Leather, Padded leather, Scale mail, Spiked	
H	3–4	20	Rod of the pact keeper, +2	Rare
			Shield, +2	Rare
			Wand of the war mage, +2	Rare
I	3–4	24	Weapon, +2	Rare
			Cape of the mountebank†	Rare
			<i>Armor, +1*</i>	Rare
Breastplate, Hide, Ring mail, Splint, Studded leather				
H	3–4	20	Rod of the pact keeper, +3	Very rare
			Shield, +3	Very rare
			Wand of the war mage, +3	Very rare
I	3–4	24	Weapon, +3	Very rare
			Rod of security†	Very rare
			Spellguard shield†	Very rare
I	3–4	24	<i>Armor, +1*</i>	Rare
			Half plate, Plate	
			Cloak of invisibility†	Legendary
I	3–4	24	Staff of the magi†	Legendary

Only the first magic item table that an item appears on is listed.

* Includes barding.

† Season 8 unlocks.

POTIONS FOR SALE

ALPG 3

Potion of ...	Cost	Potion of ...	Cost
Healing	50 gp	Water breathing	100 gp
Climbing	75 gp	Superior healing	500 gp
Animal friendship	100 gp	Supreme healing	5,000 gp
Greater healing	100 gp	Invisibility	5,000 gp