

# D&D. ADVENTURERS LEAGUE

PLAYER'S GUIDE

VERSION 5.1



## Credits

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## Effective

August 26, 2016

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# WHAT IS THE D&D ADVENTURERS LEAGUE?

The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons®. It uses the fifth edition Dungeons & Dragons rules, and features the Forgotten Realms® setting. You can play D&D Adventurers League games anywhere. You can create a character and bring that character to any D&D Adventurers League game. D&D Adventurers League games can be public, in-person play events, but they can also be played at home or in another private setting of your choosing. Typical venues for these events are game and hobby stores, conventions, public-accessible game day events, libraries, your home, or anywhere you gather to play a D&D Adventurers League game.

## HOW TO USE THIS GUIDE

The D&D Adventurers League Player's Guide is a comprehensive guide to all the rules used by players for official games. When there are differences between the rules and guidelines here and in other sources, the rules here take precedence for D&D Adventurers League play.

## WHAT YOU NEED TO PLAY

In order to participate in D&D Adventurers League games, you'll need the following:

- The D&D Basic Rules. This PDF document is available for free on the Wizards of the Coast website. It contains all the basic rules of the game, and you can create a character with it. Additional options for characters are available in the fifth edition *Player's Handbook*, the *Sword Coast Adventurer's Guide*, the *Elemental Evil Player's Companion*, and *Volo's Guide to Monsters*.
- A character sheet. You can use an official D&D Adventurers League character sheet, or any other D&D character sheet that suits you.
- A D&D Adventurers League adventure logsheet. You'll use this to record each session of play, keeping track of your experience, treasure, and other notes.
- A DCI number (OPTIONAL). This is an official Wizards of the Coast organized play number, and only used for tracking play in core hobby stores. It's obtainable at public events; ask the organizer for one the first time you play. DCI numbers can also be acquired online by following the instructions provided here.

## HOW TO SIGN UP FOR A NEW DCI NUMBER ONLINE\*

1. Go to [Accounts.Wizards.com](https://accounts.wizards.com).
2. Click on the Create Account button.
3. Enter your country/region, date of birth, and a valid email address.
4. Create a Unique Login ID:

- Cannot contain special symbols, underscore, or spaces.
5. Create a Password that is:
    - At least 7 characters;
    - At least 1 uppercase and 1 lowercase letter;
    - At least 1 numeral and 1 symbol (!, \$, \*, etc.); and
    - Different from your other identifiers (cannot use DCI number, email address, etc.).
  6. Within a few minutes, you will receive an account verification email containing an activation link.
  7. Click on the activation link.
  8. Login with your Login ID and Password.
  9. Provide your new DCI number to the tournament organizer to register for the event.

\*If you were given a temporary DCI number at an earlier event: Go to [Accounts.Wizards.com](https://accounts.wizards.com), click "Activate DCI Number," and follow Steps 3 to 9.

## CHARACTER CREATION

To create a character for the D&D Adventurers League, follow the steps below. All characters begin play at 1st level.

## STEPS 1 & 2: CHOOSING A RACE AND CLASS

You may use all options presented in the *Player's Handbook* with regard to race and class, in order to build and advance your character. For example, if you are playing a human, you are allowed to use the Variant Human Traits, as presented on page 31 of the *Player's Handbook*.

In addition to the *Player's Handbook* however, you may also choose to use **one** other resource from those listed below to build your character. If you do so, please indicate your chosen additional resource on the first 'Notes' entry of your character's logsheet.

As new player resources become available, they will be added to this list.

- *Elemental Evil Player's Companion*
- *Sword Coast Adventurer's Guide*
- *Volo's Guide to Monsters*

**NOTE:** Race options that grant a fly speed at 1<sup>st</sup> level are not allowed for D&D Adventurers League play at this time. Additionally, options presented in other resources, such as the Death Domain found in the *Dungeon Master's Guide*, or content from the various Unearthed Arcana articles, are not allowed for play unless you possess specific campaign documentation that indicates otherwise.

### STEP 3: DETERMINE ABILITY SCORES

You can generate your character's ability scores using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores option on page 13 of the *Player's Handbook*.

### STEP 4: DESCRIBE YOUR CHARACTER

Describe your character and choose a background from the *Player's Handbook*, pages 121 – 141, or if you've selected an additional resource as described above, you can select a background presented there.

### ALIGNMENT

D&D Adventurers League play focuses on creating a welcoming, fun environment. Though we recognize that most players are able to portray characters who run a wide range of motivations, we've decided to restrict alignment choices to keep groups from becoming too self-destructive. You may not play characters with either the neutral evil or chaotic evil alignments in the D&D Adventurers League. However, you may play a character with the lawful evil alignment, but only if you are a member of either the Lords' Alliance or Zhentarim factions.

### DEITIES.

Whether or not your character is a cleric, if they worship a deity, you may choose only from those deities listed in the **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the *Player's Handbook* or any of the deities listed in the *Sword Coast Adventurer's Guide*.

### STARTING LIFESTYLES

Unless your starting lifestyle is explicitly determined by your chosen background, you can choose to begin with whatever lifestyle you like. Please note this selection on the first 'Notes' entry of your character's logsheet. You can change your lifestyle (up or down) when you spend downtime days for activities.

### STEP 5: CHOOSE EQUIPMENT

When you create your D&D Adventurers League character for the current season, take starting equipment as determined by your class and background. You cannot roll for your starting wealth.

**Trinkets.** You can begin play with one trinket of your choice from the table in chapter 5 of the *Player's Handbook* or the Basic Rules, or you can roll randomly to determine your trinket.

**Purchasing Items.** You can purchase any equipment found in the *Player's Handbook*.

### OPTIONAL: SELECT A FACTION

At any time you'd like during your character's adventuring career, you can choose to become a member of a faction. Joining a faction is completely optional. Each faction is distinct, and offers adventurers a chance to earn prestige within its ranks through the acquisition of renown by completing adventures and tasks that further that factions' interests. Factions persist from storyline to storyline, and are woven into the fabric of current and future narratives in the D&D Adventurers League. Factions each have their own goals, but are not overtly hostile to one another. Faction members might have a dislike of other factions, but they are civilized enough to keep from being completely antagonistic. If you have your character join a faction, the following rules apply.

**One Faction Only.** You can be a member of only one faction at a time. If you ever switch factions or decide to become unaffiliated, you lose all benefits and renown associated with your former faction. The factions don't appreciate traitors or deserters.

**No Undermining Other Characters.** Adventurers are brought together by common cause, and during an adventure, they're expected to work together to overcome challenges. Though certain factions might find others distasteful, individuals will put that aside

and become a team when put in dangerous situations. In short, play nice with each other when things get deadly.

### THE ADVENTURE LOGSHEET

In addition to your character sheet, you need an adventure logsheet to keep track of your character's rewards from adventure to adventure.

**Gold.** You begin play with whatever gold pieces (gp) you received from your background.

**Downtime.** At the end of each adventure, your character will earn downtime, which you can spend on downtime activities.

**Renown.** You begin play with 0 renown points in your faction. If you do not have a faction, you do not track renown (just fill all the lines with "0").

**Magic Items.** Record the number of permanent magic items your character possesses here; record the name of the item in the adventure notes area. You begin with 0 permanent magic items. If you received a magic item generated randomly by the Dungeon Master, you must record the name of the adventure you received it in, the location where it was found, and the result of the roll that determined the item.

**Adventure Notes/Downtime Activity.** Use this space to record notes from the adventure. At a minimum, you should write down any magic items gained (permanent or consumable). If you're spending downtime, note what activity you're engaged in.

**Session #.** You only need to track session #s if you are playing one of the adventures published by Wizards of the Coast, such as *Curse of Strahd* or *Storm King's Thunder*. Yes, you can most certainly have a D&D Adventurers League legal character through this type of play experience. Each session you play is numbered, and any rewards you received for that session are tracked just like playing a single session adventure.

### DOWNTIME AND LIFESTYLE

Downtime activities and lifestyle maintenance occur outside the scope of adventures you play, and can have an impact on how others perceive your

character. If you want your character to engage in a downtime activity between episodes or adventures, you have a number of options available to you. All of these options are found on page 187 of the *Player's Handbook*.

### RECORDING DOWNTIME

To record your downtime activity, simply deduct the days from your total on your adventure logsheet. Make a note of your downtime activity and the total number of days used toward it in the adventure notes section. For example, if you wanted to train to learn the Gnomish language and you spent 10 days doing so, you'd write Training: Gnomish (10) after the first time you spent downtime toward this activity, and deduct 10 days from your downtime total. If you spend 5 days later on, you'd write Training: Gnomish (15) in your notes section, and deduct 5 more days from your downtime total.

### RECORDING LIFESTYLE EXPENSES

Whenever you engage in a downtime activity, you must pay your lifestyle expenses, as described on pages 157 – 158 in the *Player's Handbook*. Simply deduct the cost from your gold on your adventure logsheet. You pay lifestyle expenses only when downtime is spent. It takes a while to increase your lifestyle, but it's easy to reduce it. If you spend one or more downtime days maintaining a lower lifestyle than your current lifestyle, your lifestyle changes to that new lifestyle. If you spend 30 downtime days maintaining a higher lifestyle than your current lifestyle, your lifestyle changes to that new lifestyle.

### DOWNTIME: SPELLCASTING SERVICES

If you finish an episode or adventure, need a spell cast, you can spend one downtime day and pay lifestyle expenses plus the cost of the spell to have an appropriate spell cast. Alternatively, another party member can provide the service. Both you and the spellcaster in your party spend one downtime day to have the spells cast. Anyone in the party can pay the cost for consumed material components for spells such as *raise dead*. If your character is raised from the dead during the course of an adventure, he or she can continue to play and gain rewards from that play, but the penalties imposed by the *raise dead* spell apply.

### **DOWNTIME: CATCHING UP**

Sometimes the rest of your party levels up a bit before you do. Instead of watching them go on higher-level adventures while leaving you at home, you can catch up. When you're catching up, your character is assumed to be going on a small side adventure, such as guarding a caravan or patrolling the wilderness. Catching up is a special downtime activity only available at 4<sup>th</sup>, 10<sup>th</sup>, and 16<sup>th</sup> level, and is meant only to get your character to the next tier of play. At 4<sup>th</sup> level, you can spend 20 downtime days to level up to the start of 5<sup>th</sup> level. At 10<sup>th</sup> level, you can spend 100 downtime days to level up to the start of 11<sup>th</sup> level. At 16<sup>th</sup> level you can spend 500 downtime days to level up to the start of 17<sup>th</sup> level. You still pay lifestyle expenses when you spend downtime catching up.

### **EXCHANGING WEALTH**

You can't give another character gold or mundane equipment. However, you can pay for some or all of the cost of services that help another character, such as the cost of a *raise dead* spell. In order to donate funds toward services for another character, you must be in the same party (at the same play table) unless otherwise specified by the adventure.

### **TRADING PERMANENT MAGIC ITEMS**

Characters are allowed to trade permanent magic items received in official D&D Adventurers League play with one another, or even with themselves (i.e. between two characters of a single player). A certificate is not required to facilitate this trade, but if the item bears a certificate, it must either be traded or destroyed.

If trading with another character playing in the same game session as you, the trade may be completed without expending downtime days. Otherwise, each participant in a given trade must spend 15 downtime days to complete the trade.

Upon completing the trade, an entry must be created on each character's log sheet indicating who they traded with (and their DCI number if they have one), the item traded away, and the item received in exchange. Magic items can't be given away to another character; a permanent magic item must be received in return.

Furthermore, permanent magic items may only be traded for permanent magic items of like rarity (i.e. uncommon for uncommon, rare for rare, etc.). If the item's rarity is in question, the *Dungeon Master's Guide* or other official, published D&D product, is considered to be the deciding resource.

### **CHARACTER REBUILDING**

We recognize that many players start out with a pregenerated character, or might try out a character class, race, or other option, and then decide later on that it wasn't the play experience they were looking for. As such, characters in the first tier (levels 1–4) can be rebuilt after any episode or adventure. A player cannot change a character's name, but can rebuild the character using the rules as presented in this document. The character keeps all experience, treasure, equipment, magic items, downtime, and faction renown earned to that point. The character replaces the old starting equipment (along with any gold earned from selling it) with the new starting equipment. If a character's faction is changed, that character loses all renown earned with the former faction, and starts at 0 with the new faction. Characters that are level 5 or higher cannot be rebuilt.

### **LEVELING AND TIERS OF PLAY**

Adventures for the D&D Adventurers League are broken into four tiers of play—first tier (levels 1–4), second tier (levels 5–10), third tier (levels 11–16), and fourth tier (levels 17–20). Your character's level determines which tier of adventures you can play with that character. You cannot play adventures outside your tier. You can level your character after completing a long rest, or at the end of an episode or adventure.

A character who earns enough XP to advance a level does so at the end of a long rest or at the end of an episode or an adventure. A character who earns enough renown to advance a rank in his or her faction does so at the end of an episode or an adventure. Note your new level or rank on your character sheet and in the notes section of your adventure logsheet.

***Hit Points at Higher Levels.*** Whenever you gain a level, use the fixed hit point value shown in your class entry. You cannot roll your hit points.

**Customization Options.** You can use the options provided in your allowed resources for advancing your character. This includes multiclassing and feats in chapter 6 of the Player's Handbook."

## ADDITIONAL PLAYER RESOURCES

### D&D LINKS

- [Official D&D Web Site](#)
- [Official D&D Community Web Page](#)
- [Wizards Play Network \(WPN\) Web Site](#)
- [Store and Event Locator](#)
- [D&D Adventurers League FAQ](#)

### D&D ADVENTURERS LEAGUE LINKS

- [Official Wizards D&D Adventurers League Announcements](#)
- [D&D Adventurers League Organizers Page](#)
- [D&D Adventurers League Twitter](#)
- [D&D Adventurers League Facebook Group](#)
- [D&D Adventurers League G+ Community](#)
- [D&D Adventurers League Online Tools](#)
- [D&D Adventurers League Wiki](#)
- [D&D Adventurers League Convention Locator](#)

### OFFICIAL DOCUMENTS

- [D&D Basic Rules](#)  
The rules document that contains everything you need to get started.
- [D&D Adventurers League Resources](#)  
Links to downloadable content for D&D Adventurers League play, including adventure logsheets and character sheets.

# D&D ADVENTURERS LEAGUE – CODE OF CONDUCT

## **BE INCLUSIVE, FUN, AND SAFE!**

All D&D Adventurers League participants are here to have fun and should feel safe and included at all times. All participants (players, Dungeon Masters, and organizers) are expected to adhere to the following **Code of Conduct**.

Participants must conduct themselves in a manner that is conducive to the enjoyment and safety of others at the event.

Avoid excessively vulgar, sexual, or overly mature language and themes.

Follow the DMs lead, avoid arguing with the DM or other players over rules.

Let other players speak, avoid talking over others.

Avoid excessive cross-talk that is not relevant to the adventure being played

Allow other players to get attention from the DM.

Discourage others from using social media to bully, shame, or intimidate other participants.

Avoid phone conversations at the table. If you must take a call, please excuse yourself from the table until your call is completed.

No tolerance is given for theft or aggressive behavior.

Theft and aggressive behavior are grounds for immediate removal from the play area and the premises.

Aggressive behavior includes threats of or actual physical aggression, using racial, gender, or cultural slurs against another participant, and otherwise harassing other participants.

## **WHAT TO DO?**

Participants who feel as though they are in an unsafe environment should notify the organizer of the event immediately.






Participants noticing disruptive behavior should make those responsible for the behavior aware of their actions.

If a participant feels uncomfortable bringing it to the attention of the disruptive individual, the participant should notify the Dungeon Master or organizer of the event immediately.

The Dungeon Master has the right to ask a disruptive player to leave the table and speak with the organizer.

The organizer has the right to remove a disruptive or aggressive player or Dungeon Master from the play area or premises.

## **WHERE FRIENDSHIPS ARE FORGED AT THE TABLE!**

Faction	Harpers	Order of the Gauntlet	Emerald Enclave	Lords' Alliance	Zhentarim
<b>Advertising Slogan</b>	"Down with tyranny. Fairness and equality for all."	"The gods are with us. When evil strikes, we strike back."	"We preserve the natural order."	"Threats to home must be terminated without prejudice. Superiority is our security."	"Join us and prosper. Oppose us and suffer."
<b>Nutshell Summary</b>	A scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise.	Faithful and vigilant seekers of justice who protect others from the depredations of evildoers.	A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.	A shaky alliance of aggressive political powers concerned with their mutual security and prosperity.	An unscrupulous shadow network that seeks to expand its influence and power base throughout Faerûn.
<b>Enduring Goals</b>	Gather information throughout Faerûn, discern the political dynamics within each region or realm, and promote fairness and equality by covert means. Act openly as a last resort. Thwart tyrants and any leader, government, or group that grows too powerful, and aid the weak, the poor, and the oppressed.	Be armed, vigilant, and ready to smite evil, enforce justice, and enact retribution. This means identifying evil threats such as secretive power groups and inherently evil creatures, watching over them, and being ready to attack the moment they misbehave. (These are always retributive strikes, never preemptive.)	Restore and preserve the natural order, destroy all that is unnatural, keep the elemental forces of the world in check, keep civilization and the wilderness from destroying one another, and help others survive the perils of the wilderness.	Ensure the safety and prosperity of the cities and other settlements of Faerûn by forming a strong coalition against the forces that threaten all, proactively eliminate such threats by any means, and bring honor and glory to one's leaders and one's homeland.	Amass wealth, power, and influence, and thereby dominate Faerûn.
<b>Common Descriptors</b>	Benevolent, knowledgeable, secretive	Honorable, vigilant, zealous	Decentralized, hardy, reclusive	Aggressive, militant, political	Ambitious, opportunistic, meritocratic
<b>Beliefs</b>	<ul style="list-style-type: none"> <li>One can never have too much information or arcane knowledge.</li> <li>Too much power leads to corruption. The abuse of magic, in particular, must be closely monitored.</li> <li>No one should be powerless.</li> </ul>	<ul style="list-style-type: none"> <li>Faith is the greatest weapon against evil—faith in one's god, one's friends, and one's self.</li> <li>Battling evil is an extraordinary task that requires extraordinary strength and bravery.</li> <li>Punishing an evil act is just. Punishing an evil thought is not.</li> </ul>	<ul style="list-style-type: none"> <li>The natural order must be respected and preserved.</li> <li>Forces that upset the natural order must be destroyed.</li> <li>Civilization and the wilderness must learn to coexist peacefully.</li> </ul>	<ul style="list-style-type: none"> <li>If civilization is to survive, all must unite against the dark forces that threaten it.</li> <li>Fight for your realm. Only you can bring honor, glory, and prosperity to your lord and homeland.</li> <li>Don't wait for the enemy to come to you. The best defense is a strong offense.</li> </ul>	<ul style="list-style-type: none"> <li>The Zhentarim is your family. You watch out for it, and it watches out for you.</li> <li>You are the master of your own destiny. Never be less than what you deserve to be.</li> <li>Everything—and everyone—has a price.</li> </ul>
<b>Symbol—Seal</b>					
<b>Faction Agents</b>	Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.	The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice and honor. Friendship and camaraderie are important to members of the Hand of Fury, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, "lone wolves" in this organization.	Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.	In order to seek out and destroy threats to their homelands, agents of the Lords' Alliance must be highly trained at what they do. Few can compare to their skills in the field. They fight for the glory and the security of their people and for the lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members "play nice" with one another, which requires a certain measure of diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.	A member of the Zhentarim thinks of himself or herself as a member of a very large family, and relies on the Black Network for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence. The Black Network is a meritocracy. As a whole, it promises "the best of the best," although in truth the Zhentarim is more interested in spreading its own propaganda and influence than investing in the improvement of its individual members.



# D&D ADVENTURERS LEAGUE



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

PASSIVE WISDOM  
(PERCEPTION)

ARMOR  
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

# D&D ADVENTURERS LEAGUE™



AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_  
EYES \_\_\_\_\_ SKIN \_\_\_\_\_ HAIR \_\_\_\_\_

CHARACTER NAME

CHARACTER APPEARANCE

Faction Rank \_\_\_\_\_

FACTION

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE



# ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).

CHARACTER NAME	CLASSES AND LEVELS	FACTION
PLAYER NAME	DCI #	SHEET #

<b>Adventure Name</b>	<b>Session #</b>	<b>Date</b>	<b>DM Name and DCI #</b>	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				
_____				
_____				

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