

D&D. ADVENTURERS LEAGUE

PLAYER'S GUIDE

VERSION 6.0



Credits

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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

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 race and class options presented in the *Player's Handbook* to build and advance your character. For example, if you are playing a human, you can use the Variant Human Traits, as presented on page 31 of the *Player's Handbook*. Backgrounds can be from any officially-released Wizards of the Coast or D&D Adventurers League resource. Unearthed Arcana content isn't considered officially-released for this purpose. 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. This rule is referred to as "PHB+1".

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

NOTE: A character race that grants a fly speed at 1st level isn't allowed for D&D Adventurers League play. 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 can 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 your character is a cleric or not, 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 any of the resources listed in Step 1& 2, above. Note, however, if the deity doesn't include suggested domains in the resource in which it is found, only the Life domain is available.

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 can't roll for your starting wealth.

Trinkets. You 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 Equipment. You can purchase any equipment found in the *Player's Handbook*.

STEP 6 (OPTIONAL): SELECT A FACTION

At any time 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 faction's 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 aren't overtly hostile to one another. Faction members might have a dislike of other factions, but they're civilized enough to keep from being completely antagonistic. If your characters 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 several options available to you. 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, 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 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 4th, 10th, and 16th level, and is meant only to get your character to the next tier of play. At 4th level, you can spend 20 downtime days to level up to the start of 5th level. At 10th level, you can spend 100 downtime days to level up to the start of 11th level. At 16th level you can spend 300 downtime days to level up to the start of 17th level. You still pay lifestyle expenses when you spend downtime catching up.

DOWNTIME: COPYING SPELLS

If you wish to copy spells into your spellbook, you must do so using this downtime activity—even if it occurs during an adventure.

For each downtime day spent copying spells, a character may spend eight hours copying spells into their spellbook. Two or more characters participating in the same adventure together at the same table that choose to perform this downtime activity may allow one another access to their spellbook; effectively “trading” spells between everyone involved to copy as normal. Both parties to the trade must perform this downtime activity to trade spells.

As there may sometimes be a chance of failure when copying spells, you must perform this downtime activity in the presence of the table's DM.

EXCHANGING WEALTH

You can't give another character gold or mundane equipment. However, you can pay for some or all the cost of services that help another character, such as the cost of a *raise dead* spell. 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 can 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 isn't 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 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 the deciding resource. Magic items without any uses remaining can't be traded unless the item retains some magical ability. Similarly, items of unique rarity can't be traded.

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 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.

Advancing Your Character. You can use the options provided in your “PHB+1” 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 ALWAYS feel safe and included. 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!