



QUICKSTART GUIDE FOR PLAYERS

INTRODUCTION

The D&D Adventurers League™ is an ongoing official organized play campaign for Dungeons & Dragons®. It uses the fifth edition of the Dungeons & Dragons rules, and features the Forgotten Realms® setting. You can play D&D Adventurers League games at any place that features adventures bearing the D&D Adventurers League logo. You can create a character and bring that character to games anywhere D&D Adventurers League is supported.

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 of the basic rules of the game, and you can create a character with it. More options for characters are available in other products.
- **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.** This is an official Wizards of the Coast organized play number. It's obtainable at public events; ask the organizer for one the first time you play.

THE FIVE FACTIONS

There are five factions available for play in the D&D Adventurers League.

The **Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.

The **Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.

The **Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.

The **Lords' Alliance** is a loose alliance of established political powers concerned with mutual security and prosperity.

The **Zhentarim** is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn.

CREATING A CHARACTER

Follow these simple steps to create a legal 1st-level character. Additional information is available in the [D&D Adventurers League Player's Guide](#).

- **Choose a story origin.** This determines what rules you can use for your character. For the current storyline, it's *Elemental Evil*™, which gives you access to player options in the *Player's Handbook*® and basic rules, as well as *Princes of the Apocalypse*™ and the *Elemental Evil Player's Companion*.
- **Choose a race.**
- **Choose a class.**
- **Determine ability scores.** Don't roll for ability scores; use either the standard set (15, 14, 13, 12, 10, 8) or customize your scores as listed in the *Player's Handbook*.
- **Describe your character.** Pick your character's name, alignment, ideals, bonds, flaws, background, and faction. You can't play a neutral evil or chaotic evil character. You can only play a lawful evil character if you belong to certain factions (Lords' Alliance and Zhentarim).
- **Choose equipment.** Take starting equipment as determined by your character class and background.

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FINDING A GAME

D&D Adventurers League play happens at stores and other public events globally. You can head to the [Store and Event Locator](#) to find a store near you. Alternatively, you can check out public events near you by searching on social media sites or asking at your local game store. You can take your character to a number of different play programs; the only limit on play is your character's level.

D&D Encounters is the weekly Wednesday play program at local game stores with short play sessions. You play through the main storyline, and it's great for low-level characters.

D&D Expeditions is an episodic adventure program that centers around four-hour games set in and around the Moonsea region of the Forgotten Realms. It's available at stores and other public events, such as conventions. Adventures are available at many levels of play.

CONTACT US

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