



PLAYER'S GUIDE
VERSION 8.0

WATERDEEP

DRAGON HEIST & DUNGEON OF THE MAD MAGE



Credits

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PART 1. JOINING THE LEAGUE

This document is a guide to creating an advancing an Adventurers League character. The rules here are supplemented by the Adventurers League FAQ (also found in the Adventurers League Player's Pack).

WHAT YOU NEED TO PLAY

To participate in D&D Adventurers League games, you'll need access to at least the following:

- **D&D Basic Rules.** This .pdf document is free on the Wizards of the Coast website and contains all the basic rules of the game.
- **A Character Sheet and Adventure Logsheet.** You can use any fifth edition character sheet that suits you. You must also maintain a logsheet to record information after each session of play. You can find these here: [D&D Adventurers League Resources](#).
- **A DCI number (OPTIONAL).** This is an official Wizards of the Coast organized play number. You can obtain a new DCI number may from the event organizer or by visiting accounts.wizards.com

CHARACTER CREATION

You'll also need to create a character for the D&D Adventurers League. All characters begin at 1st level in Adventurers League play.

STEPS 1 & 2: CHOOSE A RACE AND CLASS

Your 1st-level character is created using any race and class options in the *Player's Handbook* plus **one** other resource from those listed below (the "PHB+1" rule).

- *Elemental Evil Player's Companion* (EEPC)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Volo's Guide to Monsters* (VGM)
- *Xanathar's Guide to Everything* (XGE)¹
- *Mordenkainen's Tome of Foes* (ToF)²

The following variant or optional rules are available when creating your character:

- Variant Human Traits (PHB)
- Half-Elf and Tiefling Variants (SCAG/ToF)
- Option: Human Languages (SCAG)³
- Blessing of Corellon (ToF)³

NOTE: Races with flight at 1st level, and options from any resource other than those listed above (such as the *Dungeon Master's Guide*, Guild Adept products, or *Unearthed Arcana* articles) aren't available without specific campaign documentation (i.e., certs, etc.).

¹XGE also includes the "Turtle Package"

²Chapters 1 through 5, only

³This option isn't subject to PHB+1

STEP 3: DETERMINE ABILITY SCORES

Your character's ability scores are generated using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (PHB).

STEP 4: DESCRIBE YOUR CHARACTER

Describe your character and choose a background.

Background. Choose or create a background using the *Player's Handbook* or any of the resources above.

Alignment. Evil characters aren't allowed in D&D Adventurers League play unless your character is a member of either the Lords' Alliance or Zhentarim faction. These characters may be lawful evil.

Deities. You character may worship any deity listed in **Deities of the Forgotten Realms** and **Nonhuman Deities** table in the *Player's Handbook* or any of the deities mentioned in the resources in Step 1 & 2, above. Clerics must worship a specific deity but aren't limited to the Domains recommended for their deity.

STEP 5: CHOOSE EQUIPMENT

Your character's class and background determine equipment and gold; don't roll for starting wealth.

Trinkets. You start with one trinket of your choice from the table in Chapter 5 of the *Player's Handbook*, or you can roll randomly to determine your trinket.

Equipment. Your character can sell or buy spell components and equipment found in the resources listed in Step 1 & 2, above.

STEP 6: SELECT A FACTION (OPTIONAL)

If your character possesses the Faction Agent background feature, they can be a member of any of the five factions. Factions persist from storyline to storyline and are loosely woven into the D&D Adventurers League's narratives. If you change your character's factions or no longer have the Faction Agent background feature, you lose all their renown.

All members of a faction receive an identifying insignia of their faction: a wearable or held item such as a pin, a brassard, or special coin. In addition, they may also identify themselves in other ways, such as clothing, tattoos, ritual scarring, or secret handshakes.

FACTION RANK BY RENOWN

| Renown | Rank | Level Requirement |
|--------|------|-------------------|
| 0 | 1 | 1st level |
| 3 | 2 | 1st level |
| 10 | 3 | 5th level |
| 25 | 4 | 11th level |
| 50 | 5 | 17th level |

PART 2. ADVENTURERS LEAGUE PLAY

To play an adventure, your character **must** fall within the adventure's level range. If you're playing in a **hardcover** adventure you may continue to play it, but if you play a different hardcover adventure, you **can't return** to the first one if you're outside its level range.

REWARDS AND EQUIPMENT

By **completing objectives** or spending time **pursuing the adventure's goal**, your character earns rewards like advancement and treasure checkpoints, downtime days, or even unique special rewards. Record your rewards on your adventure logsheet.

You can even choose to **slow your character's progression**—earning any checkpoints and downtime you earn at **half** the normal rate.

Advancement Checkpoints. To advance to their next level, your character **must** obtain a number of advancement checkpoints based on their current tier. Adventurers League characters **don't** accumulate experience points (XP). Checkpoints are applied immediately. If you accumulate enough checkpoints to level, you do so upon completing the next long rest, session, or adventure—whichever happens **first**.

- **Tier 1.** 4 checkpoints
- **Tiers 2 through 4.** 8 checkpoints

Treasure Checkpoints. You can spend treasure checkpoints on “evergreen” items, seasonal unlocks, as well as magic items unlocked by adventures and DM Quests. Treasure checkpoints can be **spent or saved** for later; they don't need to be declared as they're awarded, but they may **only** be spent on those items available to the tier equal to that of the adventure in which they're earned (or the tier associated with the group's APL in the case of hardcover adventures). For example, checkpoints earned in a tier 4 adventures can be spent only on items available to tier 4 characters.

The item's cost is based on the magic item table in which it's found. The cost and availability of items unique to individual adventures are provided in the ALCC. Once an item unlocked by adventuring is purchased, that item is **no longer** unlocked; you must unlock it again if you wish to purchase it again later.

MAGIC ITEMS BY TIER

| Magic Item Table | Available at Tier | Point Cost |
|------------------|-------------------|------------|
| A | 1-4 | 4 |
| B | 1-4 | 4 |
| C | 1-4 | 4 |
| D | 2-4 | 8 |
| E | 3-4 | 8 |
| F | 1-4 | 8 |
| G | 2-4 | 10 |
| H | 3-4 | 10 |

I 3-4 12

EQUIPMENT

Your character may sell or buy equipment using the rules found in the *Player's Handbook*. **Between sessions**, your character may purchase equipment found in any resource listed in Step 1 & 2, above. Individual adventures may provide limitations on what equipment is available for purchase **during play**.

Rewards and equipment can't be given to another character, except as follows:

- You may lend equipment and consumable items to other characters at your table but must return it at the end of the session (unless it's been consumed).
- Permanent magic items may be traded (see below).
- Characters may choose to divide the cost of NPC spellcasting services obtained during an adventure.

BUYING POTIONS AND SCROLLS

Similarly, your character can purchase potions and scrolls per the tables below. The cost of scrolls below is in addition to any component cost—regardless of whether it's consumed or not.

POTIONS FOR SALE

| 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 |

SPELL SCROLLS FOR SALE

| 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 ADVENTURE LOGSHEET

You must use an adventure logsheet to track your character's rewards from adventure to adventure.

Session Number. Record the session's number. This will help you keep your adventure logsheets organized as you accumulate more.

Advancement and Treasure Checkpoints. Annotate the number and tier of any checkpoints your character earned at the end of the session.

Downtime. Annotate how many downtime days you earned and spent at the end of each session (including what days, if any, were spent towards a long-term downtime activity—such as training). For example, if you spent 10 days learning Gnomish write “*Training: Gnomish (10)*” in the adventure logsheet's note section.

Item Unlocks. Annotate what magic items or special treasure (if any) you unlocked during the session.

Gold. If your character gains a level (or for 20th-level characters, for each 8 advancement checkpoints you earn), add the gp reward they earn as determined by the table below. This gold can be spent or saved—recording expenditures normally. If your character used downtime, deduct the lifestyle costs associated with your character’s lifestyle (also determined by the table below) from your gp total. You must pay your lifestyle cost **for each day** of downtime you spend.

INDIVIDUAL TREASURE

| Level Gained | GP Reward | Associated Lifestyle |
|--------------|-----------|----------------------|
| 1-4 | 75 gp | Modest (1 gp) |
| 5-10 | 150 gp | Comfortable (2 gp) |
| 11-16 | 550 gp | Wealthy (4 gp) |
| 17-20 | 5,500 gp | Aristocratic (10 gp) |

Adventure Notes. Record other important things that happened during the adventure or information you’ll need later, here: deaths, special rewards (story awards, renown, etc.), special events, leveling up, etc.

DOWNTIME AND LIFESTYLE

Your character can participate in the downtime activities **before, during, or after** a session. You can use the downtime activities found in the Player’s Handbook as well as those that follow; other activities are allowed if outlined in other campaign documents:

Downtime: Spellcasting Services. You can spend 1 downtime day to cast a spell, or to have a spell cast by either another character or an NPC. Spells cast during a session use the normal rules for spellcasting (spell slots, material components, etc.) instead of downtime, while spells cast by NPCs usually require spending downtime as well as gold or treasure checkpoints.

Downtime: Catching Up. “Catching Up” is available at 4th, 10th, and 16th level. By spending downtime as follows, your character advances to the next level:

| Current Level | Downtime Cost |
|---------------|---------------|
| 4th | 20 days |
| 10th | 100 days |
| 16th | 300 days |

Downtime: Copying Spells. You must use this downtime activity to copy spells. For each downtime day spent, your character can spend 8 hours copying spells into their spellbook or making their spellbook available for other characters to copy from. Characters playing the same adventure together can “trade” spells with each other using this activity. Each wizard has their own “language” used for scribing spells and can’t benefit from the Help action when scribing—even if assisted by other wizards. You must pursue this downtime activity in the presence of your table’s DM.

Downtime: Trading Magic Items. Permanent magic items of **like rarity** can be traded on a **one-for-**

one basis. Items without a rarity or those that possess unusual properties are **unique** and can’t be traded. Similarly, items without remaining magical properties can’t be traded. Each party to the trade must spend 15 downtime days. If the other party is playing in the same adventure as you, the downtime cost is waived. Certificates aren’t required to trade but must accompany the trade or be destroyed if one exists.

In the event of conflict, the *Dungeon Master’s Guide* determines an item’s rarity. Items found in individual adventures have a rarity provided by the adventure. If the adventure assigns no rarity, the item is unique.

Upon completing the trade, note on your log sheet who you traded with and the items traded.

Brewing Potions of Healing (XGE). Brewing a *potion of healing* requires a new, unused herbalism kit—which is consumed in the process.

Scribing Scrolls (XGE). You must know (or be able to prepare) a spell before you can scribe a scroll containing it. Its cost is in addition to any component cost—regardless of whether it’s consumed or not.

CHARACTER ADVANCEMENT

As you level, your character evolves and grows. In advancing your character the following rules apply:

Slowed Progression. You may slow your character’s advancement. If you do so, your character earns any **checkpoints and downtime** at half the normal rate. You may opt in or out of this between sessions.

Character Rebuilding. You may choose to rebuild your character prior to playing their first adventure as a 5th-level character (levels 1–4). You can change any of your character’s statistics but their name. Other, non-mechanical aspects of your character such as their sex, gender, or personality traits can be changed between sessions regardless of their level.

Your character keeps any rewards and equipment earned to that point. If you change your characters class or background, they lose any equipment (along with the proceeds from selling it or benefits derived from it, such as copied spells) associated with the class or background. Similarly, if you change their faction, you also lose any renown from their former faction.

Advancing Your Character. Your character advances using the race and class options (including the multiclass rules, feats, spells) provided in your PHB+1. When you gain a level, use the fixed hit point value in your class entry; don’t roll your hit points.

Faction Advancement. If you earn enough renown to advance a rank in your character’s faction, they do so at the end of the session. Note their new rank on their character sheet and in your adventure logsheet.