**Part 1. Creating a Character**

This document is a guide to creating an advancing a D&D character for play in the Forgotten Realms campaign managed by the D&D Adventurers League. 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. For a more complete experience, we recommend you use a fifth edition D&D Player’s Handbook.

**A Character Sheet and an Adventure Logsheet.** You can use any character sheet meant for fifth edition D&D, and an adventure logsheet that suits you. You can find some at D&D Adventurers League Resources.

**Character Creation**

You’ll also need a character made for the D&D Adventurers League. All characters begin at 1st level.

**Step 1: Choose a Race and Class**

Forgotten Realms characters can choose race and class options from the Player’s Handbook and one other resource—a rule called “PHB+1.” Additional resources include the following products:

- Elemental Evil Player’s Companion (EPC)
- Sword Coast Adventurer’s Guide (SCAG)
- Volo’s Guide to Monsters (VGM)
- Xanathar’s Guide to Everything (XGE)
- Mordenkainen’s Tome of Foes (ToF)
- Locathah Rising (LR)

Additionally, when selecting an additional source, the following variant or optional rules are available when you create your character:

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

**Step 2: 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 3: Describe Your Character**

Describe your character and choose a background. Choose or create a background using the Player’s Handbook or other campaign resources. Additional resources are permitted in the Adventurers League Content Catalogue (ALCC).

**Alignment.** Generally, Forgotten Realms characters can be any alignment but evil. However, members of either the Lords’ Alliance or Zhentarim faction (see Step 5, below) can be lawful evil.

**Deities.** Your character can choose any deity listed in Deities of the Forgotten Realms and Nonhuman Deities tables in the Player’s Handbook or any of those mentioned in the resources listed in Step 1, above. Clerics must worship a single, specific deity but aren’t limited to the Domains recommended for their deity. Other characters are not required to have a deity.

**Step 4: Choose Equipment**

Your character’s class and background determine equipment and gold; you don’t roll for starting wealth. **Trinkets.** You start with a trinket from the table in Chapter 5 of the Player’s Handbook—choosing one or determining it randomly (your choice).

**Equipment.** Your character can sell or buy spell components and equipment found in the Player’s Handbook or any player resources.

**Step 5: Select a Faction (Optional)**

Your character can be a member of a faction only if they have the Safe Haven background feature (Faction Agent background, Sword Coast Adventurers Guide). Members of a faction receive an identifying insignia of their faction: a pin, a brassard, or special coin. In addition, they can also identify themselves in other ways, such as clothing, tattoos, or secret handshakes. Additional information regarding factions can be found in Appendix 1: Renown.
PART 2. ADVENTURERS LEAGUE PLAY

To play an adventure, your character must fall within the adventure’s level range. Once you begin a hardcover adventure you can continue to play it if you advance out of its level range, but if you stop to play a different hardcover adventure, you can’t return to the first one.

DURING YOUR ADVENTURES

Your character can sell or buy equipment using the rules found in the Player’s Handbook. Between sessions, your character can purchase equipment found in any resource from Step 2, above. Some adventures, however, impose limitations on what can be purchased during a session. Currency and equipment can’t be given to another character, but:

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

BUYING POTIONS AND SCROLLS

Your character can buy potions and scrolls, as follows:

<table>
<thead>
<tr>
<th>Potion of...</th>
<th>Cost*</th>
<th>Potion of...</th>
<th>Cost*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Healing</td>
<td>50 gp</td>
<td>Water breathing</td>
<td>100 gp</td>
</tr>
<tr>
<td>Climbing</td>
<td>75 gp</td>
<td>Superior healing</td>
<td>500 gp</td>
</tr>
<tr>
<td>Animal friendship</td>
<td>100 gp</td>
<td>Supreme healing</td>
<td>5,000 gp</td>
</tr>
<tr>
<td>Greater healing</td>
<td>100 gp</td>
<td>Invisibility</td>
<td>5,000 gp</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Scroll Level</th>
<th>Cost*</th>
<th>Spell Scroll Level</th>
<th>Cost*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cantrip</td>
<td>25 gp</td>
<td>3rd</td>
<td>300 gp</td>
</tr>
<tr>
<td>1st</td>
<td>75 gp</td>
<td>4th</td>
<td>500 gp</td>
</tr>
<tr>
<td>2nd</td>
<td>150 gp</td>
<td>5th</td>
<td>1,000 gp</td>
</tr>
</tbody>
</table>

*The cost of scrolls above is in addition to any component cost.

DOWNTIME AND LIFESTYLE

Your character can participate in downtime activities before, during, or after a session. You can use the downtime activities found in the Player’s Handbook or the following activities. Others can be used if allowed by other campaign documents (lifestyle costs aren’t incurred when spending downtime days):

- **Downtime: Spellcasting Services.** You can spend a downtime day to have an NPC cast a spell for you. Alternatively, you can use this downtime activity to cast a spell yourself or benefit from a spell cast by another character that is at the same table as you without the need for resources such as spell slots, etc. The DM alone has ultimate discretion on whether use of downtime is feasible during the session (i.e., there are multiple days of inactivity that make it an option).

- **Downtime: Catching Up.** By spending downtime at 4th, 10th, or 16th level you gain a level. You gain no gold or other treasure.

### Downtime Cost

<table>
<thead>
<tr>
<th>Current Tier</th>
<th>Downtime Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>20 days</td>
</tr>
<tr>
<td>2</td>
<td>80 days</td>
</tr>
<tr>
<td>3</td>
<td>200 days</td>
</tr>
</tbody>
</table>

- **Downtime: Copying Spells.** Characters copying spells into a spellbook must use this downtime activity. You spend up to 8 hours copying spells into your spellbook and/or making their spellbook available for other characters to copy from for each downtime day you spend. 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 can be traded on a one-for-one basis for items of the same rarity. Only tier 4 characters can trade legendary items. Unique magic items or magic items without remaining magical properties can’t be traded. Each party to the trade must spend 15 downtime days unless they’re playing at the same table. Certificates (if present) must accompany the trade or be destroyed. In the event of conflict, the Dungeon Master’s Guide determines an item’s rarity and properties.

- **Brewing Potions of Healing (XGE).** Brewing potions of healing requires the use of an herbalism kit.

- **Scribing Scrolls (XGE).** You must know or be able to prepare a spell before you can scribe it to a spell scroll. This cost is in addition to the spell’s component cost.

CHARACTER ADVANCEMENT

Your character gains a level upon completing an adventure. In hardcover adventure sessions, your DM will tell you when you’ve gained a level. Otherwise if, after four hours of play (or eight hours at tiers 2 – 4) in a hardcover adventure, your DM doesn’t tell you that you’ve gained a level, you gain a level. In this instance your character advances to the next level at the end of the session.

If you’d like to continue playing at your current level, you can decline to gain a level, although it has an impact on other rewards that you receive.

- **Advancing Your Character.** Your character advances using the options found in your PHB+1. Use the fixed hit point value provided in the class’s entry in the PHB; characters never roll their hit points.

- **Magic Items.** In order to maintain portability in this shared-world campaign, whenever the group you’re
playing with finds a magic item, your character can keep it if you wish, though the number of magic items your character can own at a given time is determined by their tier (common, consumable, and story items don’t count against this limit). Instead of gaining a new item, your character can instead replace an item in their possession with a new one—useful in getting rid of obsolete items or those that have been destroyed or have no magic remaining. Legendary items can only be kept by tier 4 characters, but others finding one instead unlock it and can choose to take possession of it when they reach tier 4 (levels 17 through 20). Until then the item doesn’t count against the character’s Magic Item Limit. Only one character a table can possess a *story item* at the table at a given time.

### Monetary Rewards

*Your Dungeon Master awards your character gold during play.* In order to maintain character equality in this shared-world campaign, the maximum amount of gold your character can earn is based on how many hours they’ve played in their current tier. While your DM is *strongly encouraged* to award this amount of gold each hour, you earn an amount of gold equal to **half** of the hourly award for each hour you play during the session if they don’t.

Once your character has earned an amount of gold equal to their GP Limit, **inform your DM**; they can’t earn any more until they reach a new level. Once your character reaches 20th level, their GP limit resets each time they complete an adventure.

<table>
<thead>
<tr>
<th>Tier</th>
<th>Magic Item Limit (Minimum)</th>
<th>Tier</th>
<th>Magic Item Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>4</td>
<td>10</td>
</tr>
</tbody>
</table>

### Downtime Days

Your character earns 10 downtime days after gaining a level (20 for tier 2 – 4 characters).

### The Adventure Logsheet

Though there is no required format, you **must** use some form of Adventure Logsheet to track your character’s rewards from adventure to adventure. At the end of each session, you’ll record the following information in your Adventure Logsheet:

**Adventure Name.** Write the name of the adventure you played (if a hardcover, write the session’s number).

**Advancement.** Indicate whether your character gained a level at the end of the session.

**Gold.** Indicate how much gold your character earned and/or spent during the session.

### Magic Item

*Note magic items that your character gained and lost during the session.*

### Downtime

Annotate downtime days that were earned and spent during the session and what downtime activities they were spent towards.

### Adventurers Notes

Record other important things that happened during the adventure or information you’ll need later, here: deaths, special rewards (story items/effects, etc.), etc. For hardcover adventure sessions, record the number of hours you’ve played since gaining your last level.

## Planning for the Future

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

### Stopping Progression

If you decline advancement at the end of an adventure (or when your DM awards you a level), your character still keeps any magic items and gold they found during the session (though they’re still subject to the tier-based limitations on both).

### Character Rebuilding

You can rebuild your character prior to playing their first adventure as a 5th-level character—changing any of your character’s statistics but their *name and season*. Non-mechanical aspects of your character such as alignment, gender, choice of deity, or personality traits can be changed **between sessions** regardless of level.

Your character keeps any rewards and equipment earned to that point. If your character’s class or background changes, they lose any equipment that it granted, along with the proceeds from selling it, or benefits derived from it, such as copied spells or gold earned by selling it. Similarly, if you change their faction, access to renown benefits are suspended (see Appendix 1: Renown). Story awards can’t be rebuilt, not can you rebuild your character if they’re dead or otherwise subject to something that removes them from play (see Death, Disease, and Curses, below).

### Death, Disease, and Curses

Dead characters or adventures (even if their Magic Item Limit has been reduced to 0 or they have no magic items).
Appendix 1: Renown

By adventuring, your character establishes themselves among the denizens of Faerûn. As their reputation grows, they can call in favors from those they have crossed paths with along their journeys.

Renown Rank Benefits

While members of specific factions enjoy additional benefits, all characters (not just faction members) accrue renown based on their level:

<table>
<thead>
<tr>
<th>Tier</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Novice</td>
</tr>
<tr>
<td>2</td>
<td>Adept</td>
</tr>
<tr>
<td>3</td>
<td>Veteran</td>
</tr>
<tr>
<td>4</td>
<td>Heroic</td>
</tr>
</tbody>
</table>

When your character starts a new adventure or chapter, they can choose a single renown benefit associated with their current rank. Items can’t be sold or traded and are lost if unused at the end of the adventure or chapter (whichever happens first).

<table>
<thead>
<tr>
<th>Rank</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>Inspiration and a potion of healing</td>
</tr>
<tr>
<td>Adept</td>
<td>An item worth 100 gp or less from a table in Chapter 5 of the Player’s Handbook</td>
</tr>
<tr>
<td>Veteran</td>
<td>A vehicle with noncombatant crew</td>
</tr>
<tr>
<td>Hero</td>
<td>Potion of superior healing or elixir of health</td>
</tr>
</tbody>
</table>

Renown Item

Adept characters can choose to gain a +1 weapon, +1 shield, +1 rod of the pact keeper, or a +1 wand of the war mage tied to their background (a Folk Hero might get an old +1 greatsword that belonged to a retired adventurer, a Sage may find a +1 wand of the war mage hidden in a library, for example). Your character’s Magic Item Limit applies to this item, and the item can’t be sold or traded, but can be replaced with other items as you wish.

Renown Suspensions

Just as your character earns access to renown rewards through heroic acts, so too can they lose it through unheroic ones. If suspended, your character loses access to renown benefits at the beginning of a number of adventures as determined by the duration of their suspension:

Long-Term Suspension. Your character’s access to renown benefits is suspended for a number of adventures or chapters equal to half their level (minimum 1). These suspensions are imposed for egregious in-game and out-of-game actions, such as:

- Attacking another character without the consent of their player and the Dungeon Master.
- DM’s Discretion (use sparingly). This includes truly disruptive things; such as hostile behavior against faction members, overtly evil acts, etc.

If this type of behavior persists after this penalty has occurred, the DM’s has ultimate discretion to excuse you from the game—in which case you forfeit all rewards for the session. If excused in this way, you can’t replay the adventure with the same character.

Short-Term Suspensions. Your character’s access to renown benefits is suspended for one adventure or chapter. These suspensions can be imposed for:

- Your character is witnessed committing a crime.
- Your character is found guilty of committing a crime.
- DM’s discretion (use sparingly). This can include things such as acting a manner that is not beneficial to the faction’s goals; significant disrespect of persons with legitimate authority, abusing commoners, intentionally hindering the group, etc.

It’s important to note that sometimes these actions can be allowed or even requested by the other party members (such as everyone involved agreeing that casting fireball amidst the party is the only way to eliminate their foes en masse or if your character is subject to spells such as dominate person, etc.). In these cases, no suspension of benefits is applied.

Faction Membership

Your character can join any faction they meet the requirements for (for example, members of Bregan D’aerthe must be drow). You can only be a member of one faction at any time and maintaining membership in a faction requires a character to possess the Safe Haven background feature (Faction Agent background, Sword Coast Adventurer’s Guide). Your character can leave their faction at any time. To do so, they replace the Safe Haven background feature with a new one or choose a new faction. In either case, they receive a short-term suspension from renown benefits.

Faction Item

Adept faction members can choose to gain a magical ring bearing their faction’s insignia. Your character’s Magic Item Limit applies to this item and it can’t be sold or traded but can be replaced with other items as you wish. The item gained is determined by their faction but is lost if you leave the faction.

<table>
<thead>
<tr>
<th>Faction</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>ring of protection</td>
</tr>
<tr>
<td>Harpers</td>
<td>ring of free action</td>
</tr>
<tr>
<td>Order of the Gauntlet</td>
<td>ring of fire resistance</td>
</tr>
<tr>
<td>Emerald Enclave</td>
<td>ring of animal influence</td>
</tr>
<tr>
<td>Lords’ Alliance</td>
<td>ring of the ram</td>
</tr>
<tr>
<td>Zhentarim</td>
<td>ring of evasion</td>
</tr>
</tbody>
</table>