

D&D. ADVENTURERS LEAGUE

PLAYER'S GUIDE
VERSION 7.0

TOMB OF ANNIHILATION



Credits

D&D Organized Play: Christopher Lindsay

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Claire Hoffman,
Greg Marks, Alan Patrick, Sam Simpson, Travis Woodall

Effective

25 August 2017

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

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 is set in the Forgotten Realms® setting. You can play D&D Adventurers League games anywhere—creating a character and playing that character in any D&D Adventurers League game. D&D Adventurers League games can be public, in-person play events, or in a 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* (PHB), and other resources listed under Character Creation, below.
- **A Character Sheet.** You can use an official D&D Adventurers League character sheet, or any other D&D character sheet that suits you.
- **An Adventure Logsheet.** You'll must use this to record or something that contains at least the same minimum information 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. You can obtain a new DCI number online by visiting accounts.wizards.com. If you were given a temporary DCI number at an event, go to accounts.wizards.com, and click "Activate DCI Number."

CHARACTER CREATION

To create a character for the D&D Adventurers League, follow the steps below. Characters start at 1st level.

STEPS 1 & 2: CHOOSING A RACE AND CLASS

All of the races and classes presented in the *Player's Handbook* plus **one** other resource from those listed below are available to build your character (PHB+1).

Indicate your "+1" on your character's adventure logsheet **when you choose it**. As new resources become available, they'll be added to this list.

- *Elemental Evil Player's Companion* (EEPC)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Volo's Guide to Monsters* (VGM)
- *Xanathar's Guide to Everything* (XGE)*

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

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

NOTE: Races that grant flight at 1st level, and options presented in other resources—such as the Death Domain found in the *Dungeon Master's Guide* (DMG), or content from the various Unearthed Arcana articles—aren't allowed for play unless you possess specific campaign documentation that indicates otherwise. Option: Human Languages is available to all characters; regardless of their "+1."

*The "Turtle Package" released by Wizards of the Coast is considered part of XGE.

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 from the PHB, pages 121–141, or if you've selected an additional resource as described above, you can select a background presented there.

Background. Choose a background using the rules in the PHB or **any other** officially-released Wizards of the Coast or D&D Adventurers League resource. Your background isn't limited to your character's "PHB+1."

Alignment. As D&D Adventurers League play focuses on creating a welcoming, fun environment, neutral evil and chaotic evil characters aren't allowed in the D&D Adventurers League. You can, however, play a lawful evil character, but it **must** be a member of either the Lords' Alliance or Zhentarim faction.

Deities. If your character worships a deity, those deities listed in the **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the PHB or any deity listed in the resources listed in Step 1 & 2, above are available. While paladins don't have to worship a deity, clerics do. If your deity doesn't include suggested domains in the resource in which it is found, only the Life domain is available.

Starting Lifestyle. Unless your starting lifestyle is explicitly determined by your chosen background, you can choose to begin with whatever lifestyle you like. Note this selection on the first entry of your logsheet. You can change your lifestyle when you spend downtime days for activities (see below).

STEP 5: CHOOSE EQUIPMENT

When you create your D&D Adventurers League character for the current season, you obtain starting equipment and gold as determined by your class and background—you can't roll for your starting wealth.

Trinkets. You begin play with a trinket of your choice from the table in Chapter 5 of the PHB, or you can roll randomly to determine your trinket.

Selling Equipment. You can sell any mundane equipment that your character possesses using the normal rules in the PHB.

Purchasing Equipment. You can purchase any equipment found in the PHB with your starting gold.

STEP 6 (OPTIONAL): SELECT A FACTION

At any time, you can join a faction—a completely optional choice. Each faction's goals are distinct and offer adventurers a chance to earn prestige within its ranks through the acquisition of renown by furthering the factions's interests. Factions persist from storyline to storyline, and are woven into the fabric of the D&D Adventurers League's narratives. Factions have their own individual goals, but aren't overtly hostile to one another—their members might dislike members of other factions, but they're expected to refrain from being antagonistic to one another. If your character joins 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 become unaffiliated, you permanently lose all benefits and renown associated with your former faction—they don't like traitors or those who abandon their tenets.

No Undermining Other Characters. Adventurers are brought together by common cause, and they're expected to work together to overcome challenges. Though certain factions might find others distasteful, the characters must put that aside and work as a team.

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.

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*. Each session you play is numbered, and any rewards you received for that session are tracked just like playing a single session adventure.

Experience Points (XP). Note any XP your character earned at the end of the adventure or session.

Gold. Note any gold your character obtained during the adventure or session. It can be spent now or later.

Downtime. Note any downtime your character earned at the end of the adventure or session. It can be spent on downtime activities.

Renown. Note any renown points your character earned at the end of the adventure or session. It is used to determine your character's faction rank.

Magic Items. If you received a permanent magic item during the adventure, increase your magic item count by one.

Adventure Notes. Record important things that happened during the adventure here: deaths, story notes, leveling up, downtime activities, etc. If you received a randomly generated item, record the name of the adventure and where it was found. Additionally, ask your DM for the table used to determine the item, and the result of the roll.

DOWNTIME AND LIFESTYLE

Downtime activities occur before, while, or after you play an adventure. If you want your character to engage in a downtime activity, you have a number of options available to you on page 187 of the PHB. Per the PHB, any expenditure of downtime days has an attached lifestyle cost. In addition, the following downtime activities are also available:

Downtime: Spellcasting Services. Before, during, or after an episode or adventure, you can spend a downtime day to have a spell cast by an NPC. The cost for any consumed material components can be shared by the characters in the party. Characters raised from the dead during the course of play can continue play and earn rewards as normal, but penalties imposed by *raise dead* and the like still apply. Your character can also receive these services from another character—but only if you are both playing in the same adventure together. In this case, the downtime cost is waived.

Downtime: Copying Spells. In order to copy spells into your spellbook, you must use this downtime activity. For each downtime day spent, your character can spend 8 hours copying spells into their spellbook. Two or more characters playing the same adventure

together using this downtime activity can allow one another access to their spellbook; effectively “trading” spells between everyone involved to copy as normal. All parties to the trade must spend these downtime days in order to trade spells. As there can be a chance of failure when copying spells, you must use this downtime activity in the presence of the table’s DM.

Downtime: Catching Up. Sometimes you might like to advance to the next tier to catch up with friends, play new adventures, etc. “Catching Up” is an available option at 4th, 10th, and 16th level, and advances your character to the next tier of play. In order to do so, you must pay a number of downtime days determined by your current level, as follows:

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

Downtime: Trading Magic Items. Magic items can’t be given away to another character, but characters can trade permanent magic items received in play with one another on a one-for-one basis. Each party to the trade must spend 15 downtime days to trade the item. If you’re trading with another character playing in the same adventure as you, the downtime cost is waived. Consumable magic items (scrolls, potions, and magical ammunition) can’t be traded.

Upon completing the trade, you must create an entry on your 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. Information regarding where the item was located: adventure name, encounter, table number, roll, etc., should be recorded as well.

Permanent magic items are traded for other items of like rarity (i.e. uncommon for uncommon, rare for rare, etc.) on a one-for-one basis. The DMG or other official, published D&D products, are considered to be the definitive resource in determining the item’s rarity. Items **without** a specified rarity are unique, and **can’t** be traded. Items without any uses remaining also can’t be traded unless the item retains some permanent magical ability.

While a certificate isn’t required to facilitate this trade, if the item bears a certificate, it must accompany the trade or be destroyed.

RECORDING DOWNTIME

To record your downtime activity, deduct the days from your total on your adventure logsheet. Note your downtime activity and the number of days used in the adventure notes section. For example, if you wanted to train to learn the Gnomish language and you spent 10 days towards doing so, you’d write “*Training: Gnomish (10)*” in the adventure notes, and deduct 10 days from

your downtime total. If you spend 5 days later on, you’d write “*Training: Gnomish (15)*”, 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 PHB. Deduct the gp spent from your gold on your adventure logsheet. You must pay lifestyle whenever 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.

EXCHANGING WEALTH

You can’t **give** another character treasure or equipment (mundane or magical). You can, however, contribute to the cost of spellcasting services that help another character that you are adventuring with.

CHARACTER ADVANCEMENT

Adventures 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). You can’t begin adventures outside your tier, but can continue to play if you’ve “leveled out of it,” but if you advance beyond the level range of a hardcover adventure and play in another hardcover adventure, you can’t return to the first. This restriction doesn’t apply to Non-HC adventures—you can play these as often as you want (provided you’re within the adventure’s level range).

Character Rebuilding. Players sometimes 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, Tier 1 characters (levels 1–4) can be rebuilt after any episode or adventure. A player can’t change a character’s name, but can change any other aspect—including their choice of +1.

The character keeps all experience, treasure, equipment, magic items, downtime, and faction renown earned to that point—except any starting equipment, along with any gold earned from selling it or items then purchased with those funds. If you change your character’s faction, you lose all renown earned to that point.

You aren’t considered 5th level until you play your first adventure after leveling; once the game starts, you are bound to your character’s choices.

Advancing Your Character. XP must be applied immediately. If you advance to the next level, you do

so after the next long rest or at the adventure or session—whichever happens first. You use the options provided in your PHB+1 for advancing your character. Feats and spells gained by advancement are subject to PHB+1. When you gain a level, use the fixed hit point value in your class entry. You can't roll your hit points.

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

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 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 this **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!