



The logo for the D&D Adventurers League. It features the "D&D" logo in red with a dragon icon in the center, positioned above the words "ADVENTURERS" and "LEAGUE". The words are in a large, bold, black font with a white outline. The "ADVENTURERS" word has a red underline, and the "LEAGUE" word has a red underline. The entire logo is set against a light beige background with a subtle parchment texture.

ADVENTURERS LEAGUE

A BEGINNER'S PRIMER TO D&D ORGANIZED PLAY

Created and Presented by the Jons

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OUTLINE

- D&D Adventurers League
- Character Creation Guidelines & Tips
- Factions of Faerûn
- Downtime
- Logsheet Tutorial
- Being an AL Dungeon Master
- Resource List



D&D
**ADVENTURERS
LEAGUE**

CHARACTER CREATION

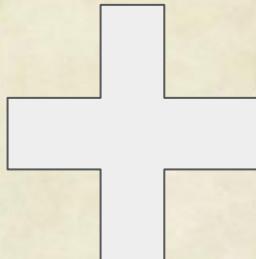
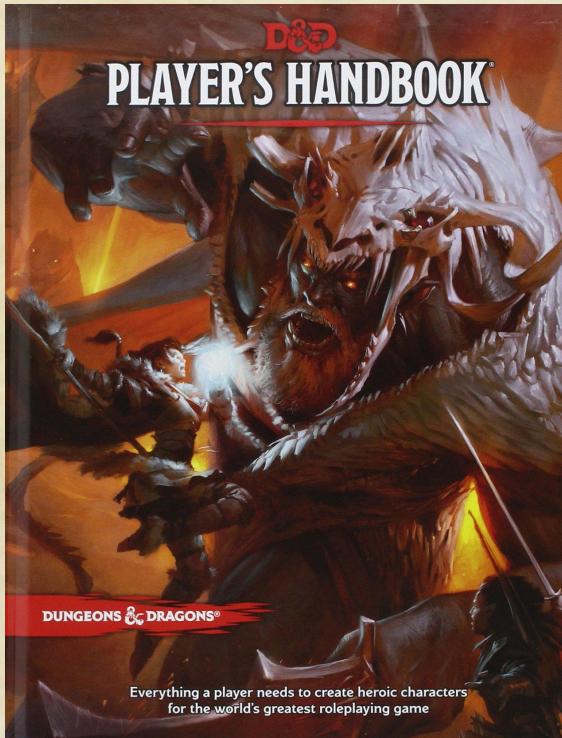


D&D ADVENTURERS LEAGUE

- “Organized Play”
- Characters are portable between locations
- Only published adventures allowed
- Special restrictions



SOURCEBOOKS: PHB + 1



SPECIAL RESTRICTIONS

- No Flying at Level 1
- No Dungeon Master's Guide Options
- No Unearthed Arcana
- No Evil Aligned (Except Lawful Evil)
 - Must be Zhentarim or Lords' Alliance
- Monster Races in Volo's Guide have Fixed Factions
 - <http://www.dmsguild.com/product/197432/Volos-Guide-to-Monsters-A-DD-Adventurers-League-Reference-5e>

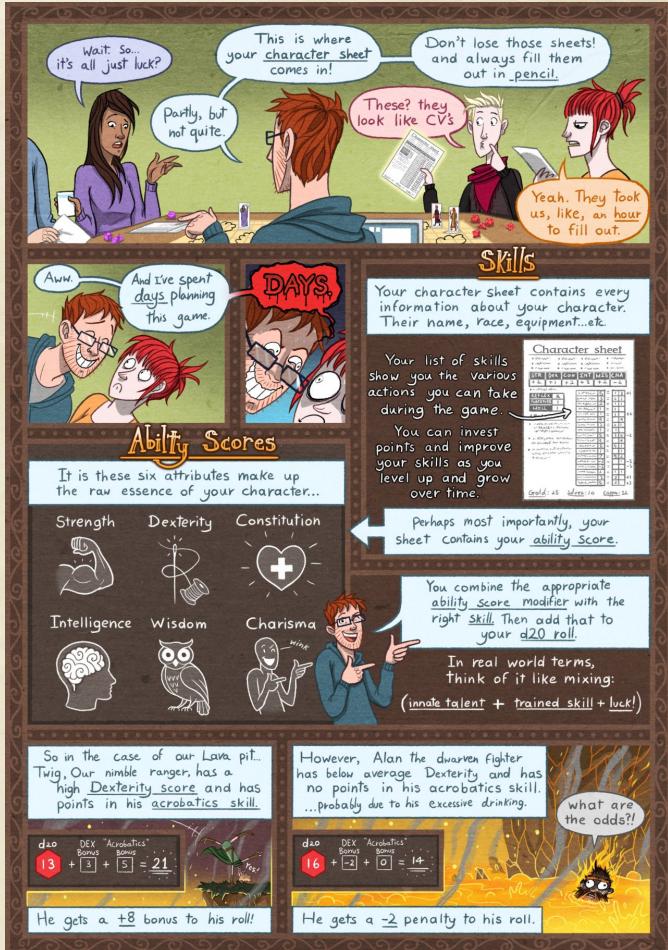


ABILITY SCORES

- Standard Array
 - 15, 14, 13, 12, 10, 8
- 27 Point-Buy

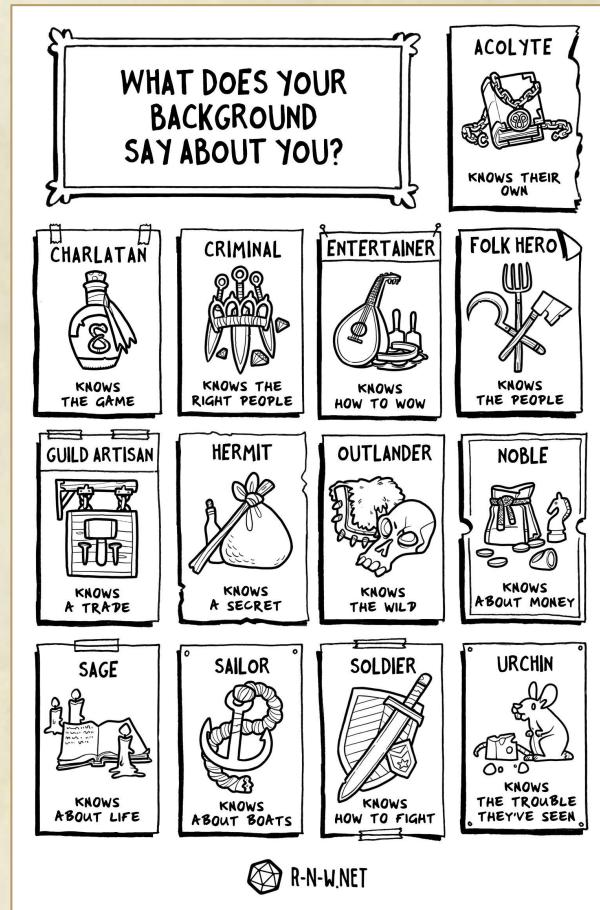
| Score | Cost |
|-------|------|
| 8 | 0 |
| 9 | 1 |
| 10 | 2 |
| 11 | 3 |
| 12 | 4 |
| 13 | 5 |
| 14 | 7 |
| 15 | 9 |

- <http://1-dot-encounter-planner.appspot.com/point-buy-calculator.html>



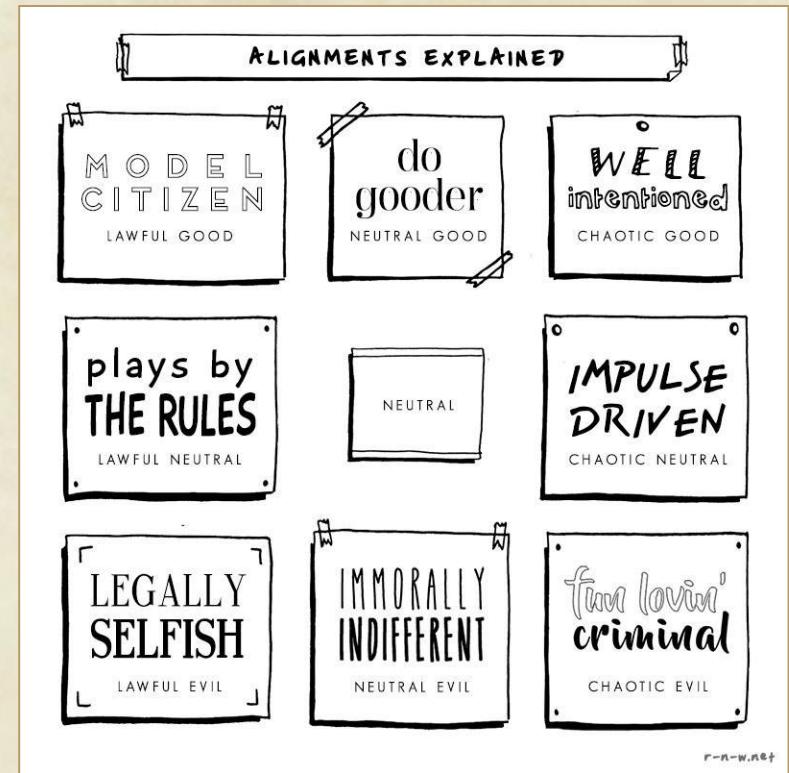
CHARACTER BACKGROUNDS

- Any source is allowed for Character backgrounds, does not affect the +1 book that you choose
 - PHB
 - Published Supplements
 - Published Adventures
 - AL Seasonal Supplements
- Customize Backgrounds
 - Swap skills/tools/languages (See Rules)



A WORD ABOUT PERSONALITY & ALIGNMENT

- Personality
 - Personality Traits (2+)
 - Ideals (1+)
 - Bonds (1+)
 - Flaws (1+)
- Alignments
 - Lawful vs. Neutral vs. Chaotic
 - Good vs. Neutral vs. Evil
 - Chaotic Stupid/Lawful Stupid are not valid alignments



OTHER DETAILS AND FLUFF

- Customizing Starting Gear
 - You can customize your starting equipment by selling and buying stuff with your starting gold
 - No starting wealth roll
- Lifestyles
- Deities
 - Deities of the Forgotten Realms
 - Nonhuman Deities
 - Deities in +1 Resources



CHARACTER CONCEPT

- A Character's Concept is a loose collection of ideas that define what you want your character to be.
 - e.g. a dashing swordsman with a dark wit, a magic user with a fear of fire magic, a dark elf attempting to rise above his base nature (and is secretly a munchkin).
 - Be as creative as you like with a character's concept. If you can think of it, there's usually (usually) some combination of backgrounds, classes, feats and skills that you can use to help you bring your character to life.
 - Having a memorable concept can lead to more interesting roleplaying and combat challenges at the table.

REMEMBER: YOUR CHARACTER ISN'T THEIR CLASS!

CHARACTER EXAMPLES



Anonymous 09/25/11(Sun)23:15 No.16426614
File [1317006946.jpg](#)-(96 KB, 634x456, sir bearington.jpg)



>Make a bear character in D&D 3.5
>DM laughs
>Make bear a rogue, put every point I can into disguise
>Prestige class as a spy to get more disguise
>DM says I can't speak english

>Max out bluff
>By growling and gesturing, I can fake speaking a language I don't speak (english)

>use money to hire a butler NPC
>Give him magical item to let him speak bear

"GROWWWWWL"
"An excellent suggestion, Mister Bearington. We really should ask the group to investigate the Black Marsh

>Over the course of the game, be knighted as Sir Bearington
>Queen holds a dinner in my honor.
>A guest becomes the first man to ever make a perception check that can beat my disguise
>Shouts out loud

"HEY, THAT GUY'S NOT A GUY, HE'S JUST A BEAR!"
>Man is escorted out of the castle while the guards apologise profusely for the indignity
"We're so sorry, Sir Bearington, very sorry for this man's behavior"
"ROAR" *shrug*

FACTIONS OF FAERÛN



MAJOR FACTION BENEFITS

- Rank 1
 - Faction Assignments (Bonus Renown)
- Rank 2
 - Secret Missions
 - Apprenticeship to a Rank 4
- Rank 3
 - Magic Item Procurement!
- Rank 4
 - Become a Mentor
- Rank 5
 - Faction Exemplar (Inspiration for one character of lower rank)

FACTION RANKS

| Rank | Renown | Other Requirements |
|------|--------|------------------------------|
| 1 | 0 | |
| 2 | 3 | |
| 3 | 10 | Level 5, 1 Secret Mission |
| 4 | 25 | Level 11, 3 Secret Missions |
| 5 | 50 | Level 17, 10 Secret Missions |

FACTIONS OF FAERÛN





Downtime

DOWNTIME ACTIVITIES (PHB)

- PHB Activities
 - Crafting
 - Practicing Profession
 - Recuperating
 - Researching
 - Training



DOWNTIME ACTIVITIES (AL)

- AL Activities
 - Catching Up
 - T1 (L4) to T2 (L5) (20 days)
 - T2 (L10) to T3 (L11) (100 days)
 - T3 (L16) to T4 (L17) (300 days)
 - Spellcasting Services
 - Trading Magic Items
 - 15 days if not in the same party
 - Story Awards
 - Quests given from adventures
 - Reward other Story Awards



LOGSHEET TUTORIAL

D&D
ADVENTURERS
LEAGUE

ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).

| | | | |
|-----------------------------------|------------------|-------------------|-------------------|
| CHARACTER NAME | CURSES AND LEVEL | FACTION | |
| PLAYER NAME | DDI # | SHEET # | |
| Adventure Name | Session # | Date | DM Name and DCI # |
| Starting XP | Starting Gold | Starting Downtime | Starting Rewards |
| XP Earned | Gold +/- | Downtime +/- | Rewards Earned |
| XP Total | Gold Total | Downtime Total | Rewards Total |
| Adventure Notes/Downtime Activity | | | |
| Adventure Name | Session # | Date | DM Name and DCI # |
| Starting XP | Starting Gold | Starting Downtime | Starting Rewards |
| XP Earned | Gold +/- | Downtime +/- | Rewards Earned |
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| XP Total | Gold Total | Downtime Total | Rewards Total |
| Adventure Notes/Downtime Activity | | | |

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WHEN TO MAKE AN ENTRY?

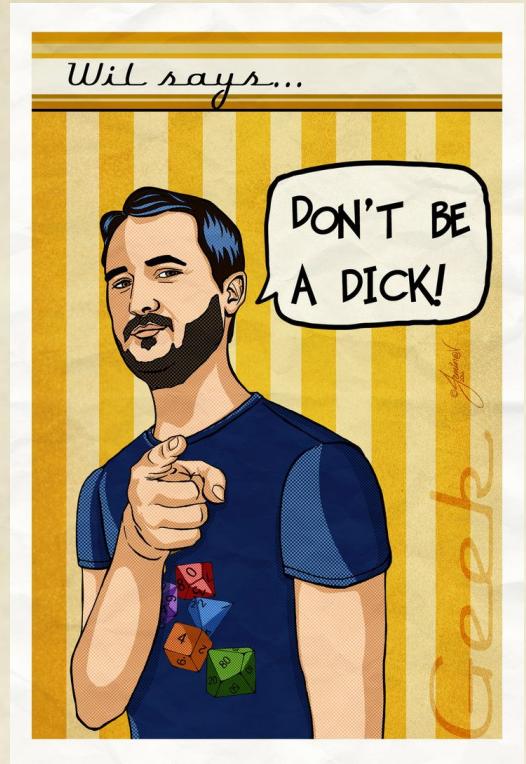
- End of an Adventurer's League Module
- End of a session of a Hardcover
- Doing or contributing to a Downtime Activity
- Trading magic items

More Logsheet Tips: <http://dndadventurersleague.org/advanced-logsheets-tutorial/>

ADVENTURER'S CODE

Be Inclusive, Fun and Safe!

- Wheaton's Law: Don't be a dick.
- Avoid excessively vulgar, sexual, or overly mature language and themes. We are here to have fun, not to indulge your fantasies
- Follow the DMs lead, avoid arguing with the DM or other players over rules.
- Share the spotlight.
- No tolerance is given for theft or aggressive behavior towards your own party.
- Aggressive behavior includes threats of or actual physical aggression, using slurs against another participant, and otherwise harassing other participants.
- Playing D&D is like dating; don't check your phone excessively.



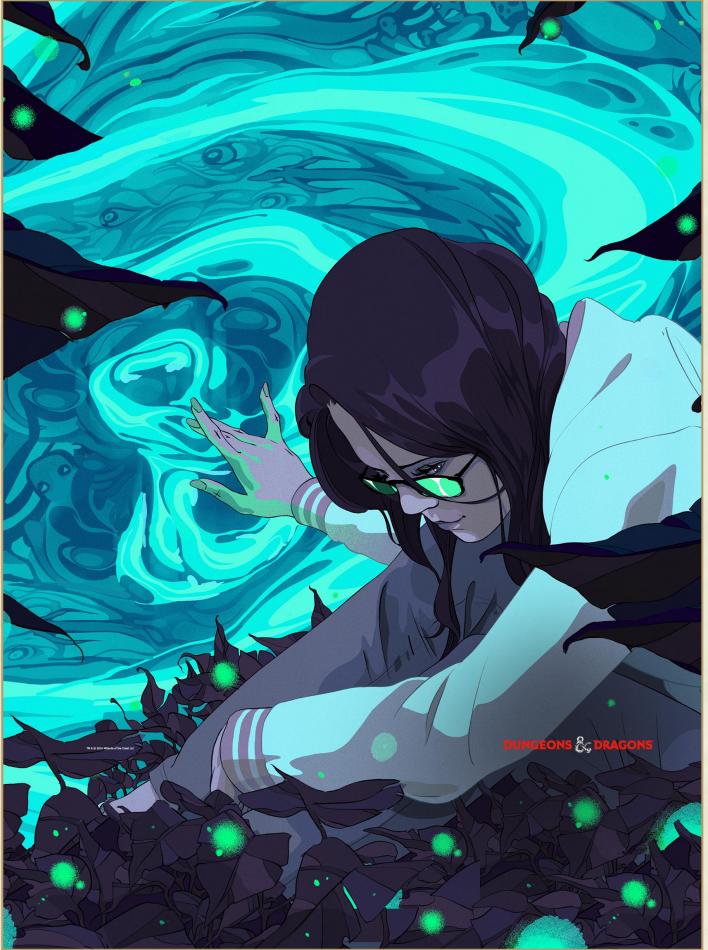
ADVENTURER'S CODE (CONT'D)

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.

INCLUSIVITY: BEING WELCOMING AND ACCEPTING TO YOUR FELLOW ADVENTURERS.

BEING AN AL DUNGEON MASTER



WHAT IS THE DUNGEON MASTER?

- The storyteller and facilitator for the rules
- Helps facilitate role-playing and fun for the table
- Guides along the story for the players
- Helps manage expectations of the table



AL DM REWARDS & QUESTS

- AL DM Rewards
 - Experience Points/Gold/Downtime per Hour
 - Listed on Adventurers League modules
 - Hardcover play
- AL DM Quests
 - Slightly different quests per season
 - Examples
 - Claim magic items from adventures you have run per 24 hours of DMing
 - Bonus XP for DMing new players
 - Etc.



RESOURCE LIST

- Adventurer's League Players Pack:
<http://www.dmsguild.com/product/208178/DD-Adventurers-League-Players-Pack>
- D&D Basic Rules:
<http://dnd.wizards.com/articles/features/basicrules>
- Guide to Factions in Faerun:
<http://www.dmsguild.com/product/199498/A-Guide-to-the-Factions-of-Faerun>
- Adventurer's League FAQ:
<http://www.dmsguild.com/product/199562/DD-Adventurers-League-FAQ>
- Adventurer's League DM's Guide:
<http://www.dmsguild.com/product/208179/DD-Adventurers-League-DM-Pack>
- D&D Streams: Critical Role, Yogscast Highrollers, Acquisitions Incorporated
- D&D Beginner Webcomic: <https://tapas.io/series/dungeondiaries>

Q&A
