Changes to D&D Adventurers League Rewards

Xanathar's Guide to Everything (XGE) presents our campaign with a number of exciting possibilities, including the chance reconceptualize and simplify how we handle rewards. With the start of season 8, the D&D Adventurers League (DDAL) will be undergoing a sweeping overhaul of many of our rulesets and here we focus on how we can make our system of rewards fit more styles of play and give players more choices. Let's take a look at the new changes regarding rewards.

Advancement Checkpoints

Starting with Season 8, the DDAL will be using the Advancement Checkpoint system described in XGE with some slight adjustments (see below). This system rewards every character (and player) for taking part in a play session. For published hardcover adventures, a character receives 1 advancement checkpoint for each hour played that DM deems the characters are making progress towards the adventure's goals. For all other types of Adventurer's League adventures, the adventure's prescribed duration determines the number of advancement checkpoints that a character receives, with those checkpoints being awarded for achieving specific goals listed in the adventure.

The Fruits of Success and Price of Failure

Some adventures may award or subtract an advancement checkpoint based on the level of success. For example, your party might complete an epic quest and save all the land, receiving a bonus checkpoint, or they might choose to let all the innocents burn in favor of sleeping in, losing an advancement checkpoint from their total for playing that adventure.

Playing Out of Tier

References to rewards for playing above or below a character's tier are ignored.

Slow Progression Option

Each time you play an adventure, you may choose to gain advancement checkpoints toward your next level at the normal pace, or slow your progress granting more opportunities to play your character at the current level. If you choose to slow your progression, your character receives half the number of advancement checkpoints that would be awarded and you also receive half the number of treasure checkpoints and downtime days awarded by each adventure. Don't round but track half points when applicable. Using the slow progression option doesn't halve any downtime rewards or the gold received for gaining a new level.

Converting Your Current Experience

To determine the number of Advancement Checkpoints your characters currently has, follow these simple steps.

1. Find the experience your character has in excess of that which is required for their current level by subtracting the experience needed to achieve your current level from your current total.
2. Find the experience you need to achieve your next level by subtracting the experience needed to achieve your current level from the experience needed to achieve your next level.
3. Determine how far into your level you are by dividing the result of step 1 by the result of step 2.
4. To determine the number of advancement checkpoints you now have, multiply the result of step 3 by the number of experience checkpoints needed to achieve your next level.
5. If the result of step for is not an integer, round the result down or up. (Your choice.)
6. If you wish to use the Slow Progression, divide your result by 2.

Example: Your character is currently level 6 with 17,000 xp and you are not using the Slow Progression option.

1. *Your character has 3,000 xp more than the 14,000 xp needed to achieve level 6. (17,000 xp – 14,000 xp)*
2. *Level 7 requires 23,000 xp; 9,000 xp over the amount needed for level 6. (23,000 xp – 14,000 xp)*
3. *Your character is 33% of the way to level 7. (3,000 xp / 9,000 xp = 0.33)*
4. *In the new system, it takes 8 check points to gain 7th-level. You currently have 2.64 check points (0.33 * 8).*
5. *You choose to round up. Your character has 3 checkpoints of the 8 that they need to make it to level 7.*

Treasure Points

DDAL adventures reward and use treasure checkpoints as describe in XGE, though accrual rates and item costs have some changes. Like advancement checkpoints, characters playing published hardcover adventures receive treasure checkpoints for each hour played that DM deems the characters are making progress towards the adventure's goals (1 per hour for tier 1 and 2 characters, 2 per hour for tier 3 and 4 characters). For all other types of Adventurer's League adventures, the adventure's prescribed duration determines the number of advancement checkpoints that a character receives, with those checkpoints being awarded for achieving specific goals listed in the adventure.

These points can be spent on the attached item list. Some DDAL adventures may also include unique or particularly thematic items that are unlocked when you find them. These items and their associated cost are added to this list of items available for your character to purchase. Items unlocked for a season that aren't found through play are only purchasable during that season.

Items Unlocked Every Season

50 gp (Tier 1-4, 1 treasure checkpoints)
Bag of holding
Spell scrolls (any)
Potions of healing (any)
Rod of the pact keeper, +1, +2, or +3

Shield, +1, +2, or +3
Wand of the war mage, +1, +2, or +3
Weapon, +1, +2, or +3
Armor (or barding), +1

Items Unlocked for Season 8: *Dragon Heist* and *Dungeon of the Mad Mage*

Eyes of minute seeing
Cloak of elvenkind
Slippers of spiderclimbing
Chime of opening
Portable hole

Cape of the mountebank
Rod of security
Spellguard shield
Cloak of invisibility
Staff of the magi

Spending Treasure Checkpoints

Unlike the rules provided in XGE, DDAL doesn't require that you spend your treasure checkpoints immediately. You may bank them on your logsheet and spend them as desired. However, treasure checkpoints can only be spent on those items available to the tier equal to that of the adventure in which they're earned, or, in the case of hardcover adventures, the tier associated with the group's APL (but no higher than the character's tier). Thus, treasure checkpoints earned at tier 1 may only be spent on items earned on tier 1 items, while tier 2 treasure points could be spent on tier 1 or 2 items.

Converting Your Current Treasure

Your character keeps all of the gold and items they currently have except as listed below under Problematic Items (below). Rules for trading items are not changed.

Faction Items
Items previously available for purchase from your faction, if you had one, are no longer available (though you retain any items you have purchased by this method).

Problematic Items
Some items currently in the campaign have proven disproportionately disruptive and are immediately removed from play. If your character has one of these items, they receive the listed compensation. If there is a choice of items or treasure checkpoints, you must choose one of the options. Treasure points gained in this way are an exception to the general rule in that they **must** be spent immediately.

Problematic Items	Compensation
Dawnbringer	*sunblade* or 24 treasure checkpoints
Deck of many things	24 treasure checkpoints
Drown	Convert to Story Item or 24 treasure checkpoints
Giant-Sized staff of the magi (SKT)	24 treasure checkpoints
Hazirawn	24 treasure checkpoints
Holy Symbol of Ravenkind	Convert to Story Item or 24 treasure checkpoints
Icon of Ravenloft	Convert to Story Item or 24 treasure checkpoints
Iron flask	24 treasure checkpoints
Ironfang	Convert to Story Item or 24 treasure checkpoints
Lost Crown of Besilmer	24 treasure points
Mask of the Dragon Queen (complete or individual dragon masks)	Convert to Story Item or 24 treasure checkpoints
+ 1 mithral splint	*mithral splint* or *+1 splint*
Shield guardian amulet)	24 treasure checkpoints
Slaad control gem (any)	24 treasure checkpoints
Spell gems (all levels)	2 treasure checkpoints per maximum level of spell that the gem can hold (1 for a cantrip)
Staff of the Forgotten One	24 treasure checkpoints
Sunsword	Convert to Story Item; or *sunblade* or 24 treasure checkpoints
Tinderstrike	Convert to Story Item or 24 treasure checkpoints
Waythe	Convert to Story Item or 24 treasure checkpoints
Windvane	Convert to Story Item or 24 treasure checkpoints

The following items were never legal for DDAL play (see the FAQ). If you have them, remove them from your character's list of magic items:

Wand of Orcus   *Whelm*
Wyrmskull Throne   *Ring of Winter*
Blackrazor   *Bookmark*
Wave

Problematic Items that Advance a Story Item

Some items on this list, such as the *Icon of Ravenloft* or *Tinderstrike*, are found in hardcover adventures where the item is needed to complete the goal of the adventure. These magic items become a special kind of Story Award that is bound to the party. Once the characters find one of these items, the party is considered to have it whenever they are playing that adventure—so long as one of the characters that found it is present. If a character leaves the party to participate in a different adventure, the item stays behind for other members of the party to use and does not go with the traveling character but is available to be used them should they return. When the adventure is completed, the story award, and thus the item, is lost.