ADVENTURERS LEAGUE

Eberron Campaign Player's Guide
Version 1.1

PART 1. CAMPAIGN PARTICIPATION

This document is a guide to creating and advancing an Adventurers League character for the EBERRON campaign.

WHAT YOU NEED TO PLAY

To participate you'll need access to at least:

- 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.

CHARACTER CREATION

You'll also need to create a character. 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, Xanathar's Guide to Everything,* and the *Wayfinder's Guide to Eberron*. Bugbears, goblins, and hobgoblins from *Volo's Guide to Monsters* are also available for use. No other resources are available—even if other campaign documentation (i.e., certs) otherwise allow it.

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 resources listed above.
   Alignment. Evil characters aren't allowed in the D&D Adventurers League Eberron campaign.
   Deities. You character may worship any deity or faith listed in *Wayfinder's Guide to Eberron*.

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 above.

Part 2. Campaign Play

To play an adventure, your character **must** fall within the adventure's level range. Characters built using these rules and played in the Eberron campaign can't be played in any other campaign.

Rewards and Equipment

By **completing objectives** or spending time **pursuing the adventure's goals**, characters earn rewards Record your rewards on your adventure logsheet.

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 needn't be declared as they're received. However, they may **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). For example, 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.

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 will be 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	8
B	1-4	8
C	1-4	8
D	2-4	16
E	3-4	16
F	1-4	16
G	2-4	20
H	3-4	20
I	3-4	24

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 or between sessions.

Downtime. Your character earns **five downtime days** for every two advancement checkpoints they're awarded. Annotate downtime days earned at the end of each session, and any spent (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. You **don't** pay lifestyle when spending downtime.

Item Unlocks. Note any magic items or special treasure unlocked or received during the session.

Gold. If you 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.

Individual Treasure

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

Renown. Characters earn a **renown point** for every four advancement checkpoints they earn.

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. You can **only** receive spellcasting services from characters at the same table as you are.

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	25 days
10th	75 days
16th	150 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 can be traded on **a one-for-one basis** for items of the **same rarity** from the **same magic item table** in the *Dungeon Master's Guide.* To receive an item in trade, you must be of an **appropriate tier** to buy the

item using treasure checkpoints. 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 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 *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.* 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, downtime and renown** 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 alignment, 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 the *Player's Handbook, Xanathar's Guide to Everything,* or *Wayfinder's Guide to Eberron.* When you gain a level, use the **fixed hit point** value in your class entry; don't roll your hit points.