



Adventurers League Player's Guide

This document provides the rules for creating and advancing characters within the Dungeons of Drakkenheim Drago's Adventurers League games.

Creating a Character

We are using the 2024 ruleset, and the character creation rules from the Player's Handbook 2024. You may also use Sebastian Crows Guide to Drakkenheim. You start play at Level 3.

- Step 1: Choose a Class and Subclass
- Step 2: Choose a Species and Lineage
- Step 3: Choose a Background
- Step 4: Choose Ability Scores using Standard Array
- Step 5: Choose a Feat
- Step 6: Choose Skill Proficiencies
- Step 7: Choose Starting Equipment
- Step 8: Choose Personal Quest (see below)
- Step 9: Fill out the rest

Note: You may rebuild any aspect of your character between sessions. However, you retain your level, equipment, and magic items earned from play, and lose features and class items from aspects your character no longer possesses.

Leveling Up

You gain a level as per the below schedule. You gain hit points listed as the fixed value for your class plus any modifiers.

Number of Session per Character Level

- Level 3 – 4: You level after two sessions.
- Level 5 – 9: You level after three sessions.
- Level 10-19: You level after four sessions.
- Level 20: You gain an Epic Boon after five sessions.

Safety Tools

Prior to your first session you will be given a link to choose your own safety cards as per the Deck of Player Safety <https://www.deckofplayersafety.com/>. Before each session you will be sent a list of topics that will be excluded from our game. We ask that you respect the wishes of the DM and players and abide by this code of conduct. Be respectful, share the spotlight, pay attention, be ready for your turn, and ensure involvement for everyone. Create a character that does not impinge on the fun of the DM and fellow players. The golden rule is to be kind to others.

Rewards and Magic Items

Gold shall be awarded evenly to all players at the end of each session. Delirium will also be distributed and can be either used in the crafting of items, traded with other players, or sold at half the listed price in the DoD book. We will be using Crafting and Harvesting as per the Monsters of Drakkenheim Appendix D. This will allow the PCs to trade materials harvested from creatures and during downtime create magic items for their PC to use. Players will be limited to the number of magic items they may possess as per the Dungeon Master and their character level. Story items such as Seals of Drakkenheim and Relics of St. Vitruvius shall be given to each PC; however, they may only be one of each item during each play session. The players must decide before playing who is bringing each item.

Contamination and Exhaustion

Players who end a session with levels of contamination and/or mutations can be purged for a cost of 250 gp during their downtime. If they purge their contamination, we will consider their levels of exhaustion to be erased as well. The rules do not apply to two or three shots as there is no downtime between play sessions.

Character Death

If your character dies during play, at the session's conclusion you may return your character to life paying the cost of casting the resurrection spell (1,000 gp) plus a 1,000-gp diamond or delirium equivalent. Otherwise, you may retire the character and build a new one at the same level and they may inherit the gold, items, and equipment of the retired player character.

Downtime

You earn 10 downtime days between each session of play except for between two-shots or three-shot adventures. This downtime may be used for Crafting Items using the Crafting and Harvesting rules or they may be used to recover from contamination. You may also spend the 10 days of downtime to make up for a session loss and therefore it will count for leveling up. Example, if you played in only one session at Level 3 and want to play a Level 4 session you may spend your downtime to cover the second session and level up as per Leveling Up rules.

