



PLAYER'S GUIDE
VERSION 9.0

INGLORIOUS REDEMPTION

A Campaign Supporting

BALDUR'S GATE: DESCENT INTO AVERNUS



Credits

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PART 1. CREATING A CHARACTER

This document is a guide to creating an advancing a D&D character for play in the Forgotten Realms campaign featuring **BALDUR'S GATE: DESCENT INTO AVERNUS** and managed by the D&D Adventurers League. The rules here are supplemented by the Adventurers League FAQ (also found in the Adventurers League Player's Pack).

WHAT YOU NEED TO PLAY

To participate in D&D Adventurers League games, you'll need access to at least the following:

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. For a more complete experience, we recommend you use a fifth edition D&D Player's Handbook.

A Character Sheet and an Adventure Logsheet. You can use any character sheet meant for fifth edition D&D, and an adventure logsheet that suits you. You can find some at [D&D Adventurers League Resources](#).

CHARACTER CREATION

You'll also need a character made for the D&D Adventurers League. All characters begin at 1st level.

STEP 1: CHOOSE A RACE AND CLASS

Forgotten Realms characters can choose race and class options from the *Player's Handbook* and one other resource—a rule called "PHB+1." Additional resources include the following products:

- *Elemental Evil Player's Companion* (EEPC)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Volo's Guide to Monsters* (VGM)
- *Xanathar's Guide to Everything* (XGE)¹
- *Mordenkainen's Tome of Foes* (ToF)²

Additionally, when selecting an additional source, the following variant or optional rules are available when you create your character:

- Variant Human Traits (PHB)
- Half-Elf and Tiefling Variants (SCAG/ToF)
- Option: Human Languages (SCAG)³
- Blessing of Corellon (ToF)³

NOTE: Races with flight at 1st level, and options from any resource other than those listed above aren't available without specific campaign documentation (i.e., certs, etc.). Some Season 9 characters can develop wings at 5th level (see **Appendix 2: Season 9 Characters**).

¹XGE also includes the "Turtle Package"

²Chapters 1 – 5, only

³Taking this option can be done, even if its source product isn't your selection for PHB+1

In addition, your character must belong to a **season**. This choice grants your character additional rules that they wouldn't otherwise have access to such as racial or class traits, or other rules unique to the season.

STEP 2: 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 3: DESCRIBE YOUR CHARACTER

Describe your character and choose a background.

Background. Choose or create a background using the *Player's Handbook* or other campaign resources. Additional resources are permitted in the *Adventurers League Content Catalogue* (ALCC).

Alignment. Generally, Forgotten Realms characters can be any alignment but evil. However, members of either the **Lords' Alliance** or **Zhentarim** faction (see **Step 5**, below) can be lawful evil.

Deities. Your character can choose any deity listed in **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the *Player's Handbook* or any of those mentioned in the resources listed in **Step 2**, above. Clerics **must** worship a single, specific deity but aren't limited to the Domains recommended for their deity. Other characters are not required to have a deity.

STEP 4: CHOOSE EQUIPMENT

Your character's class and background determine equipment and gold; you don't roll for starting wealth.

Trinkets. You start with a trinket from the table in Chapter 5 of the *Player's Handbook*—choosing one or determining it randomly (your choice).

Equipment. Your character can sell or buy spell components and equipment found in the *Player's Handbook* or any player resources.

STEP 5: SELECT A FACTION (OPTIONAL)

Your character can be a member of a faction only if they have the **Safe Haven** background feature (Faction Agent background, *Sword Coast Adventurers Guide*).

Members of a faction receive an identifying insignia of their faction: a pin, a brassard, or special coin. In addition, they can also identify themselves in other ways, such as clothing, tattoos, or secret handshakes. Additional information regarding factions can be found in **Appendix 1: Renown**.

PART 2. ADVENTURERS LEAGUE PLAY

To play an adventure, your character **must** fall within the adventure's level range. Once you begin a **hardcover** adventure you can continue to play it if you advance out of its level range, but if you stop to play a different hardcover adventure, you can't return to the first one.

DURING YOUR ADVENTURES

Your character can sell or buy equipment using the rules found in the *Player's Handbook*. **Between sessions**, your character can purchase equipment found in any resource from **Step 2**, above. Some adventures, however, impose limitations on what can be purchased **during a session**. Currency and equipment can't be given to another character, but:

- Equipment and consumable items can be **lent** to other characters at your table but must return it at the end of the session (unless it's been consumed).
- Permanent magic items can be **traded** (see below).
- Characters can choose to **divide** the cost of NPC spellcasting services obtained during an adventure.

BUYING POTIONS AND SCROLLS

Your character can buy potions and scrolls, as follows:

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 Scroll Level	Cost*	Spell Scroll Level	Cost*
Cantrip	25 gp	3rd	300 gp
1st	75 gp	4th	500 gp
2nd	150 gp	5th	1,000 gp

*The cost of scrolls below is in addition to any component cost.

DOWNTIME AND LIFESTYLE

Your character can participate in downtime activities **before, during, or after** a session. You can use the downtime activities found in the *Player's Handbook* or the following activities. Others can be used if allowed by other campaign documents (lifestyle costs aren't incurred when spending downtime days):

Downtime: Spellcasting Services. You can spend a downtime day to have an NPC cast a spell for you. Alternatively, you can use this downtime activity to cast a spell yourself or benefit from a spell cast by another character that is at the same table as you without the need for resources such as spell slots, etc. The DM alone has **ultimate** discretion on whether use of downtime is feasible during the session (i.e., there are multiple days of inactivity that make it an option).

Downtime: Catching Up. By spending downtime at 4th, 10th, or 16th level you gain a level. You gain no gold or other treasure.

Current Tier	Downtime Cost
1	20 days
2	80 days
3	200 days

Downtime: Copying Spells. Characters copying spells into a spellbook must use this downtime activity. You spend up to 8 hours copying spells into your spellbook **and/or** making their spellbook available for other characters to copy from for each downtime day you spend. 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**. Only tier 4 characters can trade legendary items. Unique magic items or magic items without remaining magical properties can't be traded. Each party to the trade must spend 15 downtime days unless they're playing at the same table. Certificates (if present) **must** accompany the trade or be destroyed. In the event of conflict, the *Dungeon Master's Guide* determines an item's rarity and properties.

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*. This cost is in addition to the spell's component cost.

CHARACTER ADVANCEMENT

Your character gains a level upon completing an adventure. In hardcover adventure sessions, your DM will tell you when you've gained a level. Otherwise if, after **four** hours of play (or **eight** hours at tiers 2 – 4) in a hardcover adventure, your DM doesn't tell you that you've gained a level, you gain a level.

If you'd like to continue playing at your current level, you can decline to gain a level, although it has an impact on other rewards that you receive.

Advancing Your Character. Your character advances using the options found in your PHB+1. Use the **fixed hit point** value provided in the class's entry in the PHB; characters **never** roll their hit points.

Magic Items. In order to maintain portability in this shared-world campaign, whenever the group you're playing with finds a magic item, your character can keep it if you wish, though the number of magic items your character can own at a given time is determined by their tier (common, consumable, and story items don't count against this limit). Instead of gaining a new item, your character can instead replace an item in their possession with a new one—useful in getting rid of obsolete items or those that have been destroyed or have no magic remaining. Legendary items can **only** be kept by tier 4 characters, but others finding one instead unlock it and can choose to take possession of it when they reach tier 4 (levels 17 through 20). Until then the item doesn't count against the character's Magic Item Limit. Only one character a table can possess a **story items** at the table at a given time.

Tier	Magic Item Limit	Tier	Magic Item Limit
1	1	3	6
2	3	4	10

Monetary Rewards. Your Dungeon Master awards your character gold during play. In order to maintain character equality in this shared-world campaign, the maximum amount of gold your character can earn is based on how many hours they've played in their current tier. While your DM is **strongly encouraged** to award this amount of gold each hour, you earn an amount of gold equal to **half** of the hourly award for each hour you play during the session if they don't.

Once your character has earned an amount of gold equal to their GP Limit, **inform your DM**; they can't earn any more until they reach a new level. Once your character reaches 20th level, their GP limit resets each time they complete an adventure.

Tier	Hourly GP Award (Minimum)	GP Limit per Level
1	20 gp (10 gp)	80 gp
2	30 gp (15 gp)	240 gp
3	200 gp (100 gp)	1,600 gp
4	750 gp (375 gp)	6,000 gp

Downtime Days. Your character earns 10 downtime days after gaining a level (20 for tier 2 – 4 characters).

THE ADVENTURE LOGSHEET

Though there is no required format, you **must** use some form of Adventure Logsheet to track your character's rewards from adventure to adventure. At the end of each session, you'll record the following information in your Adventure Logsheet:

Adventure Name. Write the name of the adventure you played (if a hardcover, write the session's number).

Advancement. Indicate whether your character gained a level at the end of the session

Gold. Indicate how much gold your character earned and/or spent during the session.

Magic Item. Note magic items that your character gained and lost during the session.

Downtime. Annotate downtime days that were earned and spent during the session and what downtime activities they were spent towards.

Adventure Notes. Record other important things that happened during the adventure or information you'll need later, here: deaths, special rewards (story items/effects, etc.), etc. For hardcover adventure sessions, record the number of hours you've played since gaining your last level.

PLANNING FOR THE FUTURE

As you gain levels, your character evolves and grows. In advancing your character, the following rules apply:

Stopping Progression. If you decline advancement at the end of an adventure (or when your DM awards you a level), your character still keeps any magic items and gold they found during the session (though they're still subject to the tier-based limitations on both).

Character Rebuilding. You can rebuild your character prior to playing their first adventure as a 5th-level character—changing any of your character's statistics but their **name and season**. Non-mechanical aspects of your character such as alignment, gender, choice of deity, or personality traits can be changed **between sessions** regardless of level.

Your character keeps any rewards and equipment earned to that point. If your character's class or background changes, they lose any equipment that it granted, along with the proceeds from selling it, or benefits derived from it, such as copied spells or gold earned by selling it. Similarly, if you change their faction, access to renown benefits are suspended (see **Appendix 1: Renown**). Story awards can't be rebuilt, not can you rebuild your character if they're dead or otherwise subject to something that removes them from play (see Death, Disease, and Curses, below).

Death, Disease, and Curses. Dead characters or those subject to a condition or story award that removes them from play (vampirism, lycanthropy, petrification, etc.) can't begin a new session until they purchase spellcasting services with **gold** or **trade** a permanent magic item (excluding common magic items) to return them to life or to remove any conditions or story awards that removed them from play—including those requiring a *wish*. This **temporarily** reduces their Magic Item Limit by 1. This reduction persists until the character reaches the next tier of play (or, for 20th-level characters, until they've completed **two** adventures). This option is available even if their Magic Item Limit has been reduced to 0 or they have no magic items.

APPENDIX 1: RENOWN

By adventuring, your character establishes themselves among the denizens of Faerûn. As their reputation grows, they can call in favors from those they have crossed paths with along their journeys.

RENOWN RANK BENEFITS

While members of specific factions enjoy additional benefits, all characters (not just faction members) accrue renown based on their level:

Tier	Title
1	Novice
2	Seasoned
3	Veteran
4	Heroic

RENOWN BENEFITS

When your character starts a new adventure or chapter, they can choose a **single** renown benefit associated with their current rank. Items can't be sold or traded and is lost if unused at the end of the adventure or chapter (whichever happens first).

Rank	Level
Novice	Inspiration and a <i>potion of healing</i>
Seasoned	An item worth 100 gp or less from a table in Chapter 5 of the <i>Player's Handbook</i>
Veteran	A vehicle with noncombatant crew
Hero	<i>Potion of superior healing</i> or <i>elixir of health</i>

RENOWN ITEM

Seasoned characters gain a *+1 weapon*, *+1 shield*, *+1 rod of the pact keeper*, or a *+1 wand of the war mage* tied to their background (a Folk Hero might get an old *+1 greatsword* that belonged to a retired adventurer, a Sage may find a *+1 wand of the war mage* hidden in a library, etc.). Your character's Magic Item Limit applies to this item, and the item can't be sold or traded.

RENOWN SUSPENSIONS

Just as your character earns access to renown rewards through heroic acts, so too can they lose it through unheroic ones. If suspended, your character loses access to renown benefits at the beginning of a number of adventures as determined by the duration of their suspension:

Long-Term Suspension. Your character's access to renown benefits is suspended for **a number of adventures or chapters equal to half their level** (minimum 1). These suspensions are imposed for egregious in-game and out-of-game actions, such as:

- Attacking another character without the consent of their player and the Dungeon Master.
- **DM's Discretion (use sparingly).** This includes truly disruptive things; such as hostile behavior against faction members, overtly evil acts, etc.

If this type of behavior persists after this penalty has occurred, the DM's has ultimate discretion to excuse you from the game—in which case you forfeit all rewards for the session. If excused in this way, you can't replay the adventure with the same character.

Short-Term Suspensions. Your character's access to renown benefits is suspended for **one adventure or chapter**. These suspensions can be imposed for:

- Your character is witnessed committing a crime.
- Your character is found guilty of committing a crime.
- **DM's discretion (use sparingly).** This can include things such as acting a manner that is not beneficial to the faction's goals; significant disrespect of persons with legitimate authority, abusing commoners, intentionally hindering the group, etc.

It's important to note that sometimes these actions can be allowed or even requested by the other party members (such as everyone involved agreeing that casting *fireball* amidst the party is the only way to eliminate their foes en masse or if your character is subject to spells such as *dominate person*, etc.). In these cases, no suspension of benefits is applied.

FACTION MEMBERSHIP

Your character can join **any** faction they meet the requirements for (for example, members of Bregan D'aerthe must be drow). You can only be a member of one faction at any time and maintaining membership in a faction requires a character to possess the Safe Haven background feature (Faction Agent background, *Sword Coast Adventurer's Guide*). Your character can leave their faction at any time. To do so, they replace the Safe Haven background feature with a new one or choose a **new** faction. In either case, they receive a **short-term** suspension from renown benefits.

FACTION ITEM

Seasoned faction members gain a magical ring bearing their faction's insignia. Your character's Magic Item Limit applies to this item and it can't be sold or traded. The item gained is determined by their faction but is lost if you leave the faction.

Faction	Item
All	<i>ring of protection</i>
Harpers	<i>ring of free action</i>
Order of the Gauntlet	<i>ring of fire resistance</i>
Emerald Enclave	<i>ring of animal influence</i>
Lords' Alliance	<i>ring of the ram</i>
Zhentarim	<i>ring of evasion</i>

APPENDIX 2: SEASON 9 CHARACTERS

D&D Adventurers League play is divided into story seasons. Since the beginning of the program there have been eight story seasons, each one focusing on, and supporting adventure product(s) released by the D&D team at Wizards of the Coast. As we prepare to begin Season 9, in support of Baldur's Gate: Descent Into Avernus, we'd like to make some new options available to characters created specifically to start the campaign with.

CHARACTER CREATION UNLOCKS

Characters made specifically to start Season 9 gain access to the following character creation options. Characters created prior to Season 9 may NOT take advantage of these benefits.

LINGERING LEGACY OF EVIL

When you roll to determine the number of temporary hit points gained by a *soul coin's* Drain Life property, you can roll twice and choose either result. Alternatively, they receive a response to **two** questions when using a *soul coin's* Query property. This trait is lost at the end of the season.

PLANE-TOUCHED WINGS

Aasimar and tiefling characters gain this benefit, regardless of their choice of PHB+1.

Aasimar. You can choose aasimar (*Volo's Guide to Monsters*) as your character's race. Additionally, at 5th level, you can permanently replace the Light Bringer trait and racial trait they gain at 3rd level to sprout feathered wings—gaining a fly speed of 30 ft.

Tiefling. At 5th level, you can permanently replace their Infernal Legacy trait with the Winged tiefling variant trait (*Sword Coast Adventurer's Guide*).

INHERITED MALEVOLENCE

If your character isn't an aasimar or tiefling, that's not to say they get left out in the fiery, acidic rain. When you create your character, they can choose to start with any common magic item from *Xanathar's Guide to Everything* **except** magical armor or weapons, a *clockwork amulet*, a *dark shard amulet*, a *hat of wizardry*, or a *ruby of the war mage*.

Additionally, the item has one of the following features incorporated into its design:

d20	Infernal Legacy
1	Human hair or skin
2	Geometric pieces of green steel
3	Teeth from a large, unknown creature
4	The stench of sulfur
5	Wisps of acidic (but harmless) steam
6	A blinking red eye
7	A nimbus of harmless flames
8	The terms of a now-void infernal contract
9	Whispered voices urging the wearer to do evil
10	An expended <i>soul coin</i>
11	A tiny vial of demon ichor
12	Blood-red crystals
13	A mirror that occasionally reflects a devil's eye
14	Profane prayers written on scraps of flesh
15	Chitinous spikes
16	Black wood that oozes red sap
17	Green glass
18	Pitted silver stamped with Infernal runes
19	Barbed, cold iron chains
20	Flecks of blood that never wash off