# D&D Adventurers League Adventure Rewards

## Definitions and Explanations

This document uses the following terms:

Session. One period of play where a play group gets together, plays, and leaves. Groups may vary from session to session. Most sessions are either 2 hours (default tier 1 or 2 adventure duration) or 4 hours long (default tier 3 or 4 adventure duration). Rewards are awarded after each session of play. Players update their character logsheets after each session of play.

Adventure. A variable-length collection of sessions and episodes that form a story experience. D&D Adventurers League adventures are usually one session = one adventure.

Level Range. Each adventure has a level range, which is grouped by tier (see below). Characters within an adventure’s level range may participate in the adventure; while those outside of it can’t.

Number of Players. Adventurers League adventures are designed for a target of five players.

Average Party Level. Total up the levels of the characters and divide by the number of characters to get the average party level (APL). Round up fractions of .5 or higher.

Target Level. Each adventure has a target level. This is the “optimized” level of the adventure, and it was designed for that play experience. Any adventures (including CCC adventures) must be optimized for the following APLs, by tier:

Adventure Optimization APL

Tier Level Range APL

1 1 – 4 3

2 5 – 10 8

3 11 – 16 13

4 17 – 20 18

## Objectives

D&D Adventurers League adventures are designed around objectives. Each adventure must have two main objectives, and two bonus objectives.

Story Objective. The adventure’s story objectives are the primary tasks that the characters set out to accomplish—whether it’s exploring an ancient tomb, rooting out and destroying a vampire, or defeating an orc warlord on the field of battle. The characters must be able to complete the first story objective at the end of Episode 2, and the second at the adventure’s conclusion in Episode 3.

Bonus Objectives. DDAL adventures must also contain two 1-hour bonus objectives that run alongside the story objectives. Each one is a self-contained episode that culminates in completing an objective. The characters earn additional rewards for completing one or both of the bonus objectives. These aren’t required for CCC adventures but are strongly recommended.

### Experience Points

Even though adventures don’t award XP, they’re designed around the concept that one adventuring day = one normal-length adventure. In designing encounters, designers still use XP to determine whether an adventure is a suitable challenge to the players. Each adventure can contain up to the XP provided for its target level. Designers must still use the guidance found in the Building Encounters .pdf.

Adventure XP Budget by APL

Target Level Maximum XP (Total)

3 7,500

8 35,000

13 85,000

18 170,000

## Rewards

Characters earn rewards for completing objectives.

### Advancement Checkpoints

D&D Adventurers League adventures award an advancement checkpoint for completing objectives that the characters complete, as determined by the adventure’s prescribed duration:

Advancement Checkpoints

Duration Checkpoints per Objective

2-hour 1

4-hour 2

Bonus Objective 1

### Treasure Checkpoints

D&D Adventurers League adventures award treasure checkpoints for characters completing objectives, as determined by the adventure’s prescribed duration and tier of play:

Treasure Checkpoints Per Story Objective

Tier 2-Hour 4-Hour

1 – 2 1 2

3 – 4 2 4

Treasure Checkpoints Per Bonus Objective

Tier Checkpoints

1 – 2 1

3 – 4 2

### Treasure and Equipment

D&D Adventurers League adventures don’t award gp. Instead, characters receive an allotment of gp whenever they gain level using advancement checkpoints. While the adventure can occasionally describe the characters finding treasure such as a cache of gems, a box full of jewelry, a crate full of stolen art objects, or the like, don’t assign a gp value to it. Do this sparingly; players may assume that it constitutes additional gp, when it doesn’t.

### Magic Items

D&D Adventurers League adventures award access to consumable and permanent magic items.

Permanent Magic Items. Each adventure awards one permanent magic item unlock which can be purchased later using treasure checkpoints. The adventure must include a separate player handout describing the permanent magic item unlocked in the adventure. Permanent magic items are designated in the adventure’s concept and can’t be modified without explicit permission from the D&D Adventurers League Content Manager.

In addition, they’re restricted to the tables, below:

Permanent Magic Items

Tier Max Rarity Table Limitations (CCC Only)

1 Uncommon A, B, C

2 Rare A, B, C, F

3 Very rare A, B, C, D, F, G

4 Legendary All

CCC Designer Notes: Magic items aren’t a means by which to make your adventure more marketable—focus on fun and interesting items rather than combat-oriented items. When choosing a magic item, Items unlocked in a CCC adventures can’t feature:

* A magic item that modifies an ability score
* Magical versions of half-plate or plate armor (this restriction applies to tier 1 or 2 adventures, only)
* Any special property found on pages 142 and 143 of the DMG that provide a mechanical benefit.

Common Magic Items. As an extra bonus CCC adventures may include one common magic item. Magical armor must be leather, scale, or chainmail.

Consumable Magic Items. Each adventure may award a number of consumable items; with the following limitations on quantity and rarity:

Consumable Magic Items

Tier Number Max Rarity

1 0-2 Uncommon

2 1-2 Rare (max 1 rare)

3 1-3 Very rare (max 1 very rare)

4 2-3 Very rare

### Special Rewards

In addition to checkpoints and access to magic items, the adventure may award other rewards, as follows:

Story Awards. Adventures may award story awards to characters that accomplish heroic goals or perform tragic misdeeds. Story awards are subject to the following guidance:

* No more than two story awards can be awarded
* Mechanical effects are discouraged and must receive prior approval from the Content Manager. CCC adventures can’t award mechanical effects that persist beyond its series.
* Temporary story awards must include methods of its removal.
* Separate player handouts must be included for each story award.

Downtime Activities. Adventures may contain an alternative downtime activity; subject to the following guidance:

* Adventures can’t award more than one.
* They must receive prior approval from the Content Manager. CCC adventures can’t award downtime activities.
* They aren’t repeatable by default—if it the activity can be repeatable, it should be appropriate in scope and scale, and be specifically noted.