



ADVENTURERS LEAGUE ADAPTATION GUIDES

Version 2.4*

CREDITS

Adaptation: Greg Marks

Editing: Chris Tulach

Graphic Design: Meagan Kenreck

D&D Adventurers League Wizards Team: Chris Tulach

D&D Adventurers League Administrators: Ma'at Crook, Claire Hoffman, Greg Marks, Toni Winslow-Brill

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

TABLE OF CONTENTS

WHAT IS THIS?.....	3
CRITICAL ROLE CAMPAIGN ADAPTATION GUIDES	5
EXPLORER'S GUIDE TO WILDEMOUNT.....	6
CALL OF NETHERDEEP	9
DRAGONLANCE CAMPAIGN ADAPTATION GUIDES	15
DRAGONLANCE: SHADOW OF THE DRAGON QUEEN	16
EBERRON CAMPAIGN ADAPTATION GUIDES	17
SONG OF THE SKY (DDAL-EB-07).....	18
MY UNDYING HEART (DDAL-EB-11).....	18
JOURNEYS THROUGH THE RADIANT CITADEL	19
FORGOTTEN REALMS CAMPAIGN ADAPTATION GUIDES	23
BALDUR'S GATE: DESCENT INTO AVERNUS	24
CANDLEKEEP MYSTERIES.....	26
DRAGON OF ICESPIRE PEAK.....	28
DRAGONS OF STORMWRECK ISLE	29
GHOSTS OF SALTMARSH	30
GIANTS OF THE STAR FORGE	33
HEROES' FEAST: SAVING THE CHILDREN'S MENU	34
ICEWIND DALE: RIME OF THE FROST MAIDEN	35
ICE ROAD TRACKERS (DDAL10-00) &.....	37
INTO THE FROZEN NORTH (DDAL10-01)*...	37
KNUCKLEHEADS & OTHER SUCH CURIOSITIES: A TRAVELERS' GUIDE TO ICEWIND DALE (DDAL00-13).....	37

KEYS FROM THE GOLDEN VAULT.....	38
OUT OF THE ABYSS	40
BANE OF THE TRADEWAYS (DDEX3-05) ...	41
PERIL IN PINEBROOK	42
PHANDELVER AND BELOW: THE SHATTERED OBELISK.....	43
PLANESCAPE AND ADVENTURE ATLAS.....	44
ADVENTURE ATLAS: THE MORTUARY	45
PRINCES OF THE APOCALYPSE	46
THE HOWLING VOID (DDEX2-13)*	46
SPELLJAMMER: ADVENTURES IN SPACE.....	47
SPELLJAMMER ACADEMY	48
STORM KING'S THUNDER	49
THE IRON BARON (DDEP05-01)*	49
THE BLACK ROAD (DDAL05-02) & UNINVITED GUESTS (DDAL05-03)*	49
TALES FROM THE YAWNING PORTAL	50
TOMB OF ANNIHILATION.....	53
A CITY ON THE EDGE (DDAL07-01)	55
TYRANNY OF DRAGONS.....	56
WATERDEEP: DRAGON HEIST & DUNGEON OF THE MAD MAGE.....	57
WATERDEEP: DUNGEON OF THE MAD MAGE	59
THE WILD BEYOND THE WITCHLIGHT.....	61
RAVENLOFT CAMPAIGN ADAPTATION GUIDES	62
CURSE OF STRAHD	63
RAVENLOFT: MIST HUNTERS	65
CHANGE LOG:	66

WHAT IS THIS?

The following sections provide information on adapting Dungeons & Dragons™ adventures for play in a time-controlled, public setting, such as a convention or at a scheduled event at your local game store, school, or library. Adventures are listed alphabetically.

Primarily, the focus of this document is on play as a part of the D&D Adventurers League, but this can also be useful for anyone Dungeon Mastering or organizing these adventures for scheduled play.

D&D ADVENTURERS LEAGUE SPECIFICS

What follows is guidance particular to playing adventures designated as Forgotten Realms campaigns in the D&D Adventurers League. If you're not playing these as a part of the official organized play campaign, you can use these as suggestions.

UNAVAILABLE ITEMS

Some items offered within playable adventures are problematic for play in D&D Adventurers League. These items are unavailable for play. If you have a character that possesses one of these items, remove it from your character. DMs should not award these items wherever they appear with no exceptions.

- *+1 mithral splint armor* (found in DDAL05-04 as a misprint, choose *mithral splint* or *+1 splint*)
- *bookmark*
- *deck of many things*
- *giant-sized staff of the magi*
- *hand of Vecna*
- *infernal tack*
- *iron flask*
- *Korolnor Scepter*
- *philter of love*
- *powered armor*
- *ring of winter*
- *shield guardian amulet* (and shield guardian)
- *slaad control gem* (any)
- *spell gem* (any)
- *sphere of annihilation*
- *staff of the Forgotten One*
- *wand of Orcus*
- *well of many worlds*
- *Wyrm'skull Throne*
- any magic item that requires an evil alignment for attunement

CONVERTED TO STORY ITEMS

Some magic items are allowed to be kept and used during play of the adventure they're found in but are too problematic outside of that adventure. These magic items are converted to story items. At the beginning of each session of play for the

adventure in question, a group with one or more characters in possession of a story item must choose one character to carry that item for the duration of the session. A group cannot have two or more of the same story item in play. These items each count as a carried magic item for characters using them during play. These items are not subject to rarity restrictions for characters carrying them.

Note that the list below includes only magic items converted to story items; there are many more story items present within adventures. See the adaptation guidance for specific adventures for more details.

- *Dawnbringer*
- *deck of several things* (Gem and Key cards are missing. The Fates card effects only happen during *Lost Laboratory of Kwalish*)
- *Drown*
- *figurine of Orcus*
- *Hazirawn*
- *holy symbol of Ravenkind*
- *icon of Ravenloft*
- *Iggwilv's Cauldron*
- *Ironfang*
- *lost crown of Belsimer*
- *mask of the Dragon Queen* (complete or individual masks)
- *mystery key* (*Escape from Wheldom*)
- *Nether scroll of Azumar*
- *polymorph blade*
- *sunsword*
- *Tinderstrike*
- *Waythe*
- *Windvane*

BAG OF BEANS

A few adventures have a *bag of beans* as a magic item obtainable through the adventure. Whenever a *bag of beans* is found, it possesses six beans unless otherwise specified. Specific effects that need modification for D&D Adventurers League play are as follows:

- 01: The toadstools lose their effects at the end of the current session of play.
- 71-80: The potions and poison become nonmagical at the end of the current session of play.
- 81-90: A character may only benefit from one ability score improvement from a *bag of beans*.
- 91-99: Items cannot be obtained from the mummy lord.
- 00: Any choice the DM makes should not extend play of the session beyond what is agreed to by the players and/or organizer.

LUCK BLADES

A few adventures have the opportunity for characters to find a *luck blade*. In all instances for D&D Adventures League play,

luck blades possess only one *wish* charge when claimed. Once the *wish* is expended, it does not regenerate. When being claimed by a character, a new blade manifests from the hilt—taking the form of whatever type of sword its owner wishes. Once the weapon’s form has been chosen and carried into an adventure, it can’t be changed.

QUESTIONS AND MORE INFO

The following resources are available to you to keep up with all the latest Adventurers League news and discussion!

- [Official D&D Adventurers League website](#). Your source for general information, as well as all of the campaign documents for play. The FAQ is also found here, which gives more in-depth answers for specific questions.
- [Official D&D Adventurers League Discord](#). Join in the lively discussion with channels devoted to all sorts of topics! All the latest news gets pushed here too.
- [Official D&D Adventurers League Blog](#). The Yawning Portal is the home for our blog! Learn all about new adventure releases, dive into the whys and hows, and see what the staff is talking about.

CRITICAL ROLE CAMPAIGN ADAPTATION GUIDES

This **Critical Role Campaign** section provides information on adapting *Explorer's Guide to Wildemount* and *Critical Role: Call of the Netherdeep* to D&D Adventurers League play.

LEVEL REQUIREMENTS FOR PLAY

It is recommended that a group of 1st-level characters participate in one or more of the adventures in *Explorer's Guide to Wildemount* before playing *Critical Role: Call of the Netherdeep*.

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Player's Guide* with the following exceptions.

DEITY

You may choose any deity to worship from official rulebooks that is unique to Exandria as presented in *Explorer's Guide to Wildemount* or is not unique to another world. Clerics must choose a deity.

HEROIC CHRONICLE

You may roll randomly or choose each item from the tables listed in *Explorer's Guide to Wildemount*. If you begin play with a magic item, it counts as a carried item if you choose to bring it on your adventures.

LEVEL OF PLAY

You can play any adventures present in *Explorer's Guide to Wildemount* or sections of *Critical Role: Call of the Netherdeep* you choose. If you play sections that have a higher or lower-level requirement, you must level your character to the appropriate level before beginning play.

PLAYING ADVENTURES

All characters play adventures using the rules found in the *D&D Adventurers League Player's Guide* with the addition of using the *Explorer's Guide to Wildemount* along with the guide's "What Rulebooks Should I Use" list of resources.

CHARACTER ADVANCEMENT

Characters gain levels when noted in the adaptation guide, rather than at the end of a session. A character can gain no more than one level per session. Players can always decline to have their character gain a level that is offered.

EXPLORER'S GUIDE TO WILDEMOUNT

This adaptation contains guidance on adapting each of the adventures found in *Explorer's Guide to Wildemount*. They should each take about eight hours to play as provided in that product.

CAMPAIGNS AVAILABLE

These adventures are available for play in the **Critical Role campaign**. Characters attached to other campaigns may not play these adventures.

The characters begin play at 1st level and should have advanced to 3rd level upon completion.

FOUR-HOUR PLAY EXPERIENCE

If you're running the adventure in a public setting, such as a convention, however, this document modifies generally unimportant encounters, allowing it to be played in approximately four hours without sacrificing the important story beats.

Each part includes an estimation of how long each part should take to play it in four hours. Keep these estimations in mind as you play; if you notice the players running behind, quickly (but gently) usher them forward in the story. The first part of each adventure includes an opportunity for the players to briefly introduce themselves and their characters to one another.

CONTINUING TO CALL OF NETHERDEEP

The conclusions of each of these adventures presents an "on-ramp" to *Call of Netherdeep*, which begins play at 3rd level. This is optional story information that the characters can use to explain why they find themselves in Jigow, a string of villages on the northern shores of Xhorhal as its residents prepare for the annual Festival of Merit.

It's recommended that a given character play only one of these adventures. Otherwise, the others won't present a sufficient challenge.

HEROIC CHRONICLE

This character creation process is a fun, comprehensive way for players and Dungeon Masters to collaborate on creating a rich backstory for the characters. It does, however, present a challenge in a timed environment.

If playing this adventure in a four-hour time slot, it's recommended that this method of character creation not be used; the players should have completed creating their characters before the event.

ADVENTURE 1: TIDE OF RETRIBUTION

This guidance allows you to play this adventure in about four hours with a group of 1st-level characters.

CHARACTER INTRODUCTIONS

Give each player a few moments or so to introduce themselves and their character to one another. During this time, they should describe their appearance and mannerisms, and establish the reason why they're in Palma Flora. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on.

Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

P1. SOUTH SHORE

The sahuagin each take 4 (1d6 + 1) piercing damage from the shark hunters at the end of each round.

The shark hunters are otherwise not used in this encounter; the sahuagin focus their ire on the characters.

DEVELOPMENT

Areas P5 through P10 are described as being overrun by sahuagin. There's no time to visit!

CHARACTER ADVANCEMENT

The characters advance to 2nd level upon escaping Palma Flora. Characters of 2nd level or higher don't gain a level.

THREE EARRING'S PLAN

If the characters decline the captain's suggestion that they retrieve the *rod of retribution* from Selachai, she drops them off in Jigow—a series of coastal villages in the north reaches of Xhorhal. She spends the entirety of the journey subtly reminding the characters of their cowardice and lack of the oh-so-important entrepreneurial spirit that “real” adventurers possess in droves. The characters finally arrive in Jigow just before the annual Festival of Merit.

ENCOUNTER ON THE OPEN SEA

It's suggested that the Complex Combat guidance be used to run this encounter quickly.

CONCLUDING THE ADVENTURE

The adventure's conclusion is determined by the characters' success (or failure) against Selachai and the resolution of their relationship with Three Earrings:

DEFEAT

The *Wavechaser* is long gone when the characters awaken, but after being freed by Selachai, the characters are instructed to venture to Jigow, a group of villages on the shores of Xhorhal, so they can see firsthand “the depths of the land-walkers' debased ways.” The characters eventually secure passage to Jigow aboard a merchant ship—arriving as the town prepares for the Festival of Merit.

VICTORY

The ending of the adventure depends on whether the characters earned Three Earrings' trust.

- If the characters earned her trust, Three Earrings must venture to Jigow to fence the *rod of retribution*, not Darktow. Three Earrings doesn't allow the characters to keep the *rod of retribution*; it's far too valuable.
- If the characters didn't earn her trust and refuse her demands to surrender the *rod of retribution*, the crew attacks them, but surrenders if more than half of them or if Three Earrings is defeated. The ship ventures to Jigow to either allow the characters to deboard via a rowboat before sailing off into the sunset.

The characters arrive in Jigow as the its residents prepare for the annual Festival of Merit.

CHARACTER ADVANCEMENT

The characters advance to 3rd level after departing Eiselcross. Characters of 3rd level or higher don't gain a level.

ADVENTURE 2: DANGEROUS DESIGNS

This guidance allows you to play this adventure in about four hours with a group of 1st-level characters.

CHARACTER INTRODUCTIONS

Give each player a few moments or so to introduce themselves and their character to one another. During this time, they should describe their appearance and mannerisms, and establish the reason why they're in Hupperdook. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on.

Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

PRISON BREAK!

The characters encounter only two kobold underlings and Sken Zabris here. The kobolds fight to the death, but Sken flees if both are defeated. If able to cast fog cloud, she escapes into nearby alleys.

OTHER HUPPERDOOK LOCATIONS

Exercise caution in using these areas; they can easily cause delays in progression (players love to shop).

ASCENDING THE MOUNTAIN

The characters don't participate in a random encounter here.

CHARACTER ADVANCEMENT

The characters advance to 2nd level upon defeating Sken. Characters of 2nd level or higher don't gain a level.

L1. TURRET CAVERN

The crossbow breaks if 1, 2, 3, 4, or 5 is rolled for the crossbow's attack roll.

L2. ARMORY

The characters encounter no kobold here.

L4. RECREATION ROOM

The kobolds here are so engrossed in their game that the characters have disadvantage on any Dexterity (Stealth) check the characters make to avoid their notice.

L5. STAHLMAST'S WORKROOM

The secret door is noticed by characters with a passive Wisdom (Perception) score of 15 or higher.

L8. SHARK CHAMBER

The characters encounter no reef sharks here, though should any of them fall into the pool, the noise alerts the occupants of areas L4 and L9.

L9. TRAINING ROOM

The characters encounter only two kobolds here.

L11. KOBOLD BARRACKS

The characters encounter no kobolds here.

L20. PASSAGE TO THE UNDERDARK

If the characters are determined on venturing into the Underdark, they spend the next week wandering the Upper realms of the lightless domain before finding a cave that exist near the town of Jigow, a string of villages on the northern shore of Xhorhal. Luckily, they've arrived just in time for the annual Festival of Merit.

CONCLUDING THE ADVENTURE

Watchmaster Gulchswattle is thankful for the characters efforts (and hopefully successes) in uncovering Stahlmast's misdeeds. After rewarding them for their deed, he offers them further employment—escorting a caravan bound for Jigow. Unfortunately, while the caravan is sacked by bandits just outside of the area (leaving the characters unable to collect their pay for the job), they've arrived as its residents prepare for the Festival of Merit.

CHARACTER ADVANCEMENT

The characters advance to 3rd level after departing Eiselcross. Characters of 3rd level or higher don't gain a level.

ADVENTURE 3: FROZEN SICK

This guidance allows you to play this adventure in about four hours with a group of 1st-level characters.

MYSTERY IN PALEBANK VILLAGE

CHARACTER INTRODUCTIONS

Give each player a few moments or so to introduce themselves and their character to one another. During this time, they should describe their appearance and mannerisms, and establish the reason why they're in the village of Palebank. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on. Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

PELC'S CURIOSITIES

FRONT SHOP AREA

Only one bandit is ransacking the shop. They surrender upon noticing the characters and reveal the specified information if questioned.

CROAKER CAVE

C1. ENTRANCE POOL

The characters don't encounter frogs here.

C2. TRAINING POOL

Only one bandit is here, training one giant ice frog.

C3. BAT CAVERN

The characters don't encounter a swarm of bats here.

C4. BANDIT CAMP

The pit trap isn't present.

C5. OLD CROAKER'S POOL

Old Croaker hides at the bottom of the pool instead of attacking the characters should he notice them.

JOLLY DWARF

The characters advance to 2nd level before departing to Eiselcross. Characters of 2nd level or higher don't gain a level.

S3. ANIMATED ARMOR

LABORATORY

The characters encounter only one suit of animated armor here.

S4. FRIGID WOE LABORATORY

The door isn't trapped, and the chests are unlocked.

S5. DISEASE STORAGE

The chests are unlocked.

S6. NORTH HALL

The characters don't encounter zombies here.

S8. RUINED DORM

Time has taken its toll on the rug of smothering; it has only 15 hit points.

S9. ZOMBIE DORM

The characters encounter only three zombies here. They're partially frozen and are vulnerable to bludgeoning damage.

S10. FEROL SAL'S CHAMBER

The characters don't encounter a swarm of undead snakes here.

S11. KITCHEN

While the characters encounter the animated kitchen knives, they don't attack the characters; their magic is beginning to fail. Instead, they whiz around the kitchen chopping non-existent food and clattering against the frozen water at the bottom of a wash basin—no doubt an attempt to wash themselves. Their magic is dispelled completely if removed from the room.

S12. DINING HALL

The characters don't encounter any zombies here.

S14. SOUTH HALL

The zombies found here are destroyed—frozen solid from the cold.

S15. ANIMATED WEAPON

STORAGE

The characters encounter only two flying swords here.

S18. DROWNED CURATIVE

LABORATORY

The chest is unlocked.

CONCLUDING THE ADVENTURE

The Buyer suggests that as an alternative to exploring Eiselcross (and as an escape from the cold), the characters pay a visit Jigow, a group of villages in the northern reaches of Xhorhas. The town's annual Festival of Merit is approaching, and what better place to find respite from the dangers of adventuring.

ADVENTURE 4: UNWELCOME SPIRITS

This guidance allows you to play this adventure in about four hours with a group of 1st-level characters.

CHARACTER INTRODUCTIONS

Give each player a few moments or so to introduce themselves and their character to one another. During this time, they should describe their appearance and mannerisms, and establish the reason why they're in Urzin. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on.

Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

RANDOM ENCOUNTERS

The characters don't participate in a random encounter.

B2. WITHERED GROVE

The characters encounter only one swarm of poisonous snakes.

B3. SUNKEN BONEYARD

Skr'a S'orsk only has three lizardfolk accompanying him and has prepared counterspell instead of animate dead.

B4. CRUMBLING TOWER

The characters encounter three giant spiders here.

B5. BULLYWUG CAVE

The characters encounter only four bullywugs and a giant toad here. The hunting parties don't arrive until after the characters have left the area.

CHARACTER ADVANCEMENT

The characters advance to 2nd level upon arriving at Fort Venture. Characters of 2nd level or higher don't gain a level.

INFILTRATING FORT VENTURE

This part of the adventure relies heavily upon the characters using stealth to navigate the fort. If the alarm is raised, consider removing some combatants to ensure the timeliness of the session.

V1. PALISADE

Once the characters trigger a bear trap, they more easily notice the remaining traps and can progress without triggering any more.

V2. TENT YARD

The guards are all asleep when the characters arrive; their passive Wisdom (Perception) scores are reduced by 5.

V7. ARMORY TENT

The characters encounter no veteran here; he's too busy drinking and gambling to tend his forge.

CONCLUDING THE ADVENTURE

Buhfall II is thankful for the characters' success in rescuing or defeating Bol'bara and saving Urzin. Without the threat of his settlement's destruction looming on his shoulders, he's able to focus on his next interest—sending an envoy to Jigow, a series of villages on the northern shores of Xhorhal. Their annual Festival of Merit is scheduled to begin soon, and he'd like to learn more about it. He cordially invites the characters to accompany his underlings and enjoy the festivities.

CHARACTER ADVANCEMENT

The characters advance to 3rd level after departing Urzin. Characters of 3rd level or higher don't gain a level.

CALL OF NETHERDEEP

This adaptation contains guidance on adapting *Call of Netherdeep* in a public setting, such as a convention, allowing it to be played in multiple, two-hour sessions without sacrificing the important story beats.

Each chapter is broken down into two or more sessions. Keep these in mind as you play; if you notice the players running behind, quickly (but gently) usher them forward.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Critical Role campaign**. Characters attached to other campaigns may not play these adventures.

CHARACTER CREATION

The character creation process can be a fun way for players and Dungeon Masters to collaborate on creating a rich backstory for the characters. It does, however, present a challenge in a timed environment.

If playing this adventure in a two-hour time session, it's recommended that the players should have completed creating 3rd-level characters before the event.

CONTINUING FROM EXPLORER'S GUIDE TO WILDEMOUNT

Alternatively, players can play one of the four adventures featured in *Explorer's Guide to Wildemount*. Each of these adventures presents an "on-ramp" to *Call of Netherdeep* in its conclusion; they provide a suggested story beat that lead the characters to Jigow, where this adventure begins. Characters completing one of these adventures advances upon completion.

CHAPTER 1: A FATEFUL COMPETITION

Chapter 1 is designed for 3rd-level characters and consists of two parts: Jigow and the Emerald Grotto. The characters advance to 4th level upon completing this chapter.

CHARACTER INTRODUCTIONS

These sessions don't account for an opportunity for the players to briefly introduce themselves and their characters to one another. If you plan on incorporating this into your session, it should last about ten minutes, so plan accordingly. If you'd like the players to introduce themselves and their characters, consider the following:

- Each player should have a few moments to introduce themselves and their character. During this time, they should describe their appearance and mannerisms, and establish the reason why they're in Jigow. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on.
- These introductions can be crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.
- Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

SESSION OVERVIEW

This chapter consists of five, two-hour sessions:

SESSION 1: THE FESTIVAL OF MERIT

The Festival of Merit is underway, and the characters are invited to partake in contests in pursuit of wondrous prizes! At the end, the characters are invited to take part in a special race against another adventuring group. This session should take about two hours to play.

SESSION 2: THE EMERALD GROTTO

The characters race against the rival group into the depths of the Emerald Grotto, a twisting network of underwater caves, where the festival's grand finale takes place. This session should take about two hours to play.

SESSION 1: THE FESTIVAL OF MERIT

FESTIVAL OF MERIT

This portion of the adventure is largely open to whatever the characters are interested in pursuing. Ask each character what games they'd like to play and in what order. Then, allow each to take a turn playing.

One challenge you'll face while focusing on one character is ensuring that the others are left twiddling their thumbs. Allow the others to roleplay with each other or others that are attending the festivities.

Alternatively, you can break each portion of the contest down into three parts: the setup, the contest, and the results; switching between the contests in which the characters are participating in. This will mitigate the amount of time that each player spends waiting for their time in the spotlight.

Whatever method you use, the characters should ideally have a chance to participate in whatever contests they'd like (though time constraints are likely to preclude each character from participating in each contest).

MEDAL OF MERIT CARDS

Only those characters who earn a magical medal from a contest gets to keep it.

SESSION 2: THE EMERALD GROTTO

EMERALD GROTTO LOCATIONS

E3. CAVERN FORK

If the characters fight Maggie here, she doesn't attack in return. Instead, she uses the Dodge action on each of her turns. Characters with a passive Wisdom (Insight) score of 13 or more get the distinct impression that she has no intention of willingly allowing the characters to pass, and that she's pleased that they're risking their position in the race by attacking her. Add the number of rounds spent in combat to the time it takes them to traverse the room.

CHARACTER ADVANCEMENT

Each character advances to 4th level upon completing both sessions of this chapter. Characters that are 4th-level or higher don't advance.

CHAPTER 2: THE LEAVE-TAKING

Chapter 2 is designed for 4th-level characters, and consists of four parts: After the Festival, Road to Bazzoxan, Reunion with the Rivals, and Emerald Loop Caravan Stop. The characters advance to 5th level upon completing this chapter.

SESSION OVERVIEW

This chapter consists of five, two-hour sessions:

SESSION 3: LEAVING JIGOW

The festival is over for another year, and while the residents of Jigow are sad, things are just getting started for the characters (and their newfound rivals). They strike out for Bazzoxan, a military outpost guarding the surrounding area from the denizens of an evil fortress. If their rivals left Jigow before them, the characters might be fast enough to catch up with them.

SESSION 4: ARRIVING AT BAZZOXAN

The characters set out to Bazzoxan (either by Ushur's suggestion or a vision from Alyxian), a military outpost guarding an evil fortress. This consists of one session that should take about two hours to play.

SESSION 1. LEAVING JIGOW

AFTER THE FESTIVAL

This session plays out as determined using an adventure hook provided in Running This Chapter. If they each had a different resolution for chapter 1, use whichever best fits most of the characters. For example, if all but one of the characters witnessed the vision and have a friendly relationship with the rival group, use the Heroic Quest adventure hook, but if more than half of the characters developed a hostile relationship with the rivals who, in turn, witnessed the vision themselves, use the Ours by Right adventure hook.

RANDOM ENCOUNTERS

The second part of the session pans out as determined by whether the characters are ahead of their rivals:

Characters are Ahead of the Rivals. The characters participate in two random encounters (or three if they're progressing particularly quickly). The Rival's Reunion encounter isn't used. Make sure the characters take note of what they did during this encounter; it may be relevant when they arrive at the caravan stop.

Rivals are Ahead of the Characters. The characters participate in one random encounter (though this encounter can be skipped if you think you might not have enough time). Make sure the characters take note of what they did during this encounter; it may be relevant when they arrive at the caravan stop. Once done, run Rival's Reunion. Note that the second encounter is very free-form and relies heavily on what the characters want to do and how they want to do it. Any of the characters reduced to 0 hit points by the rivals are knocked unconscious.

SESSION 4: ARRIVING AT BAZZOXAN

RANDOM ENCOUNTERS

The characters participate in two random encounters (or three if they're progressing particularly quickly) before arriving at the Emerald Loop Caravan Stop.

Make sure the characters take note of what they did during this encounter; it may be relevant when they arrive at the caravan stop.

CHARACTER ADVANCEMENT

Each character advances to 5th level upon completing both sessions of this chapter. Characters that are 5th-level or higher don't advance.

CHAPTER 3: BAZZOXAN

Chapter 3 is designed for 5th-level characters and consists of four parts: No Time for Pleasantries, Bazzoxian Overview, and Betrayer's Rise. The characters advance to 7th level upon completing this chapter.

SESSION OVERVIEW

This chapter consists of five, two-hour sessions:

SESSION 5: FIGHT OR FLIGHT!

Having been ushered into the outpost, the characters are immediately asked for their aid in quelling demons surging forth from the Betrayer's Rise. The characters pay visits to the crematorium and the infirmary.

SESSION 6: STEEL YOURSELVES

With their tasks accomplished, the characters explore the rest of Bazzoxan before reporting to the command center located at Gatehold Barracks. There, they are asked to delve into the Betrayer's Rise and stop the incursion.

SESSION 7: ENTERING BETRAYER'S RISE

The characters meet members of the Aurora Watch, explore the first few chambers of the Betrayer's Rise, and discover a chapel dedicated to unholy gods.

SESSION 8: THE DESCENT

The characters dance with demons and descend into darkness. Through cunning and by exploring ancient knowledge, they progress deeper into darkness.

SESSION 9: THE JEWEL

The characters reach the inner chambers of the Betrayer's Rise and find the fortress true to its name.

SESSION 5: FIGHT OF FLIGHT!

During the aftermath of the demonic incursion, Verin asks the characters to take a load of wagon carrying dead member of the Watch to area B2. Crematorium, and once done, to report to the area B3. Infirmary to see if there's any assistance that they're able to render there.

SESSION 6: STEEL YOURSELVES

Having visited the crematorium and infirmary, they're free to explore the rest of the outpost (areas B5, B6, and B7) before rendezvous with Verin at B4. Gatehold Barracks.

Verin reluctantly asks the characters to venture into Betrayer's Rise in the hopes that they'll be able to quell the demonic incursions once and for all.

CHARACTER ADVANCEMENT

Each character advances to 6th level upon completing session 6 of this chapter. Characters that are 6th-level or higher don't advance.

SESSION 7: ENTERING BETRAYER'S RISE

EXPANDING THE BETRAYER'S RISE

These rules aren't used when playing this adventure in two-hour sessions.

LOCATIONS IN THE BETRAYER'S RISE

R1. ENTRANCE

A character that spends their turn climbing down the smooth stone of the chasm must make a DC 17 Strength (Athletics) check, though this check is made with advantage if they're using climbing gear. If the check fails by 5 or more, they fall to R15, below.

R3. VESTIBULE

Characters that succeed on the Wisdom check aren't pulled into the wall but do gain the associated benefit and drawback.

The skull used to open the secret entrance to the north is located on the opposite side of the opening—allowing an escape route from R9. Basilica of Revelry into this area.

R4. PATH OF EMPTINESS THROUGH R7. STAIRS DOWN

These areas aren't used.

R8. SPIDERS' CHANCEL

This session ends when the characters open the door to R9. Basilica of Revelry.

SESSIONS 8. THE DESCENT

R10. SUPPLICANT'S PIT

The wall at the end of this hallway has a similar effect to that of the northwest alcove in R3. Characters that succeed on the Wisdom check are drawn into R7. Characters that succeeded on this check in R3 succeed automatically. The double door leading to R5 isn't here.

Roll a die at the end of each hour spent waiting in this area. If the result is odd, roll on the Betrayer's Rise Reinforcements table. The resulting creatures crawl from the circular hole and attack the characters in this area.

The session ends when the characters enter R13, R14, or R15.

SESSION 9: THE JEWEL

R14. BLOOD FONT OF THE RUINER

At the end of each round where an orc war chief has less than half of their maximum hit points, tendrils of blood lash out at them. The orc war chief must succeed on a DC 15 Strength saving throw or be pulled below the surface of the boiling blood—killing them. When the blood recedes into the pool, the orcs' bodies are nowhere to be seen.

R15. MISTY CHASM

The characters encounter no vrock here.

CHARACTER ADVANCEMENT

Each character advances to 7th level upon completing each session of this chapter. Characters that are 7th-level or higher don't advance.

CHAPTER 4: THE JEWEL OF HOPE

Chapter 4 is designed for 7th-level characters and consists of four parts: Arrival in Ank'Harel, Ank'Harel Gazetteer, and a story track determined by the faction that the characters choose to join. The characters advance to 9th level upon completing this chapter.

SESSION OVERVIEW

This chapter consists of three, two-hour sessions:

SESSION 10: WELCOME TO ANK'HAREL

The characters arrive in Ank'Harel, a vibrant city whose name means "Jewel of Hope" in the local Marquesian dialect. Here, the characters explore the city, meet with representatives of each of the three major factions, and choose who they'd like to ally with.

SESSION 11: FACTION ASPIRANTS

The characters embark on two missions suitable for aspiring members. In completing them, they earn a formal invitation to join.

SESSION 12: FACTION ADEPTS

Having formally joined their chosen faction, the characters continue their investigations before receiving their first mission to venture to an ancient city of unparalleled magnificence—and horror.

SESSION 10: WELCOME TO ANK'HAREL

While they can visit the minor factions, the characters find them unreceptive to offers of assistance.

This session ends when the characters have explored Ank'Harel, and each has chosen a faction. While they needn't choose the same one, those players wishing to continue playing together should be encouraged to do so.

SESSION 11: FACTION ASPIRANTS

This session consists of the first two faction missions for their chosen faction. It's recommended that events running these sessions do so in a way that ensures that players are able to accomplish missions for their chosen faction by identifying track-specific sessions (i.e., Session 11: Faction Initiates (Allegiance Track, etc.). Otherwise, proceed with the first three missions for the faction that most of the characters joined. Forewarning, this may lead to players feeling a loss of agency or importance.

CHOICES, CHOICES, CHOICES

Players can play this session of the adventure repeatedly with the same character if they chose, though they must play a different faction's story track each time. At the end of each session, they are invited to join the faction. A character can join only one faction.

Once a character accepted an invitation to join a faction, they can't play this session of the adventure, but they can play session 12 as full-fledged members.

CHARACTER ADVANCEMENT

Each character advances to 8th level upon completing the first two faction missions. Characters that are 8th-level or higher don't advance.

SESSION 12: FACTION INITIATES

Only characters that have been formally invited to join a faction can participate in this session, and only for their faction's story track.

Having been formally invited to their faction, the characters pursue the third missions for their chosen faction. As before, it's recommended that events running these sessions do so in a way that ensures that players are able to accomplish missions for their chosen faction by

identifying track-specific sessions (i.e., Session 12: Faction Initiates (Allegiance Track, etc.).

FACTION MISSION 4

This mission entails the first of three trips to Cael Morrow. Upon receiving their assignment, allow the characters to explore the city once more, completing any final preparations for their trek to the Drowned City. Though they don't know it, the characters are expected to complete this mission in session 14.

CHARACTER ADVANCEMENT

Each character advances to 9th level upon departing to Cael Morrow for the first time. Characters that are 9th-level or higher don't advance.

CHAPTER 5: THE DROWNED CITY

Chapter 5 is designed for 9th-level characters and consists of one part: Cael Morrow Overview. The characters advance to 10th level upon completing this chapter.

SESSION OVERVIEW

This chapter consists of four, two-hour sessions:

SESSION 13: LO, CAEL MORROW

The characters arrive in Cael Morrow and set out to exploring the outer chambers. There, they meet other faction agents in search of the city's secrets.

SESSION 14: DEEPER INTO THE DROWNED CITY

Further exploration of the city leads the characters into a tower, a tavern, and hopefully, completion of their first mission in Cael Morrow.

SESSION 15: MYSTERIES REVEALED

New orders in hand, the characters continue their exploration of Cael Morrow and what brought about its fall.

SESSION 16: HORROR IN THE DEEP

The characters confront an ancient horror in the depths of Cael Morrow.

SESSION 17: THE NETHERDEEP CALLS

The characters complete their second mission in Cael Morrow and steel themselves for their descent into the Netherdeep.

SESSION 13: LO, CAEL MORROW

UNCHARTED WATERS

Don't roll on the Cael Morrow Encounters table.

M5. ACCESS CORRIDOR

This session ends as the characters enter M5A.

SESSION 14: DEEPER INTO THE DROWNED CITY

M7C. ROYAL RITUAL CHAMBER

This session ends as the characters enter M8 or M9. They return to Ank'Harel to report in with their findings and receive their fifth faction mission (see chapter 4, Ank'Harel). The characters may be pursuing different—though not conflicting—goals here. The characters are expected to complete their fifth mission in session 17, though they don't know this.

SESSION 15: MYSTERIES REVEALED

If they haven't already, the characters report to their factions with their findings, and receive their fifth faction mission. The characters may be pursuing different—though not conflicting—goals here. The characters are expected to complete their fifth mission in session 17, though they don't know this.

M10. CRUMBLING BUILDING

This session ends as the characters enter any of areas M11 through M17.

SESSION 16: HORROR IN THE DEEP

M13. VILLA

Beltreath is reluctant to attack the characters; he does so only if he or the others are attacked. Upon revealing himself, he up front asks if the characters are here to purge Cael Morrow of its corruption.

This session ends if the characters enter M14 through M17.

SESSION 17: THE NETHERDEEP CALLS

The characters likely complete their fifth faction mission during this session and should be highly encouraged to do so before entering the rift. Once they report in with their findings, they receive their sixth and final mission. Having done so, the characters are free to enter the rift in M17.

CHARACTER ADVANCEMENT

Each character advances to 10th level upon entering the rift to the Netherdeep. Characters that are 10th-level or higher don't advance.

CHAPTER 6: THE NETHERDEEP

Chapter 6 is designed for 10th-level characters and consists of three parts: Grottoes of Regret, and Vents of Fury, Chasm of Yearning. The characters advance to 12th level upon completing this chapter.

SESSION OVERVIEW

This chapter consists of four, two-hour sessions:

SESSION 18 THROUGH 20: GROTTOS OF REGRET

The characters pass through the rift in Cael Morrow and arrive in this region, which is shaped by the Apotheon's sorrows of a life unfulfilled. Their memories and regrets manifest here in various ways.

SESSION 21 THROUGH 23: VENTS OF FURY

This region is dimly lit by fiery veins that belch the Apotheon's wrath. It is filled with violent creatures and shards of the Apotheon's persona.

SESSION 24 THROUGH 26: CHASM OF YEARNING

These twisting corridors of illusion represent the Apotheon's desire for freedom. The region's creatures and architecture try to disorient intruders.

CHAPTER 6 IN MULTIPLE SESSIONS

This chapter of the adventure is a bit more open and facilitates open exploration a bit more than those before it, and, as a result, it's a little more difficult to divide it into defined sessions. Make sure to tell your players to make a note when they discover a secret door or a path that leads someplace that isn't necessarily covered during the session. That way, they'll be able to keep their other Dungeon Masters informed of what they've found along the way as well as have a good idea of what session(s) to play when they finish the one they're in.

NETHERDEEP FEATURES

FRAGMENTS OF SUFFERING

During their exploration of the Netherdeep, the characters are likely to encounter fragments of the Apotheon's suffering. When the characters find such a fragment, one of them can choose to absorb it into their body or transfer it into that of another willing character. While a character can absorb up to three Fragments of Suffering, only one character in the group can possess a given fragment; if two characters at the table possess the same fragment, roll a die to determine who possesses it for the session. The other character loses the benefit and drawback of the Fragment but can use it in a future session.

SESSION 18: GROTTOS OF REGRET, PART I

This session consists of areas N1 through N3. The session ends when the characters proceed further.

SESSION 19: GROTTOS OF REGRET, PART II

This session consists of areas N4 through N6. The session ends when the characters proceed further.

SESSION 20: GROTTOS OF REGRET, PART III

This session consists of areas N7 through N9. The session ends when the characters proceed further.

CHARACTER ADVANCEMENT

Each character advances to 11th level upon completing all three sessions of the Grottoes of Regret. Characters that are 11th-level or higher don't advance.

SESSION 21: VENTS OF FURY, PART I

This session consists of areas N10 through N11a. The session ends when the characters proceed further.

SESSION 22: VENTS OF FURY, PART II

This session consists of areas N12 through N14a. The session ends when the characters proceed further.

SESSION 23: VENTS OF FURY, PART III

This session consists of areas N15 through N18. The session ends when the characters proceed further.

SESSION 24: CHASM OF YEARNING, PART I

This session consists of areas N19 through N22a. The session ends when the characters proceed further.

SESSION 25: CHASM OF YEARNING, PART II

This session consists of areas N23 through N24a. The session ends when the characters proceed further. If any of the characters try to convince Perigee of their good intentions and succeed on the check, ensure that they note on their character sheets how many successful checks were made.

SESSION 26: CHASM OF YEARNING, PART III

This session begins in area N25 and ends after the characters have entered the Heart of Despair in chapter 7, spoken to the Apotheon. The session ends when the characters decide whether to free him.

If the characters decide to free Alyxian, proceed to Worst Ending: Unleashing Devastation. The characters finish the adventure and may not participate in session 27; their journey ends in the devastation wrought in the devastation borne of their choice.

CHARACTER ADVANCEMENT

Each character advances to 12th level upon entering the Heart of Despair. Characters that are 12th-level or higher don't advance.

CHAPTER 7: THE HEART OF DESPAIR

Chapter 7 is designed for 12th-level characters and consists of one part: Battle for the Soul of the Apotheon.

SESSION OVERVIEW

This chapter consists of one, two-hour session:

SESSION 27: BATTLE FOR THE SOUL OF THE APOTHEON

Having decided not to free the Apotheon, the characters must defeat—or better yet, redeem—him.

SESSION 27: BATTLE FOR THE SOUL OF THE APOTHEON BEST ENDING: A WORLD THAT REMEMBERED

Each character receives a blessing (see *Supernatural Gifts*, *Dungeon Master's Guide*) of their choice.

DRAGONLANCE CAMPAIGN ADAPTATION GUIDES

DRAGONLANCE: SHADOW OF THE DRAGON QUEEN

The following sections provide on adapting *Shadow of the Dragon Queen* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Dragonlance campaign**. Characters attached to other campaigns may not play this adventure.

LEVEL REQUIREMENTS FOR PLAY

Shadow of the Dragon Queen is intended for play at specific character levels. However, you can bring a character that may be a different level to play, within the adventure's limitations of tiers of play. Each of the adventure's chapters are designed for play of characters of a particular level, as follows:

CHAPTER NAME	LEVELS	TIER RANGE
"Prelude to War"	1	1
"When Home Burns"	2-3	1
"Shadow of War"	4-5	1-2
"The Northern Wastes"	6-7	2
"City of Lost Names"	8-9	2
"Siege of Kalaman"	10+	2-3

For "Shadow of War," it is recommended that if you're playing it at tier 1, your character is higher level (3rd or 4th), as it will be very difficult for 1st- and 2nd-level characters.

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Player's Guide*.

CHARACTER ADVANCEMENT

Characters gain levels when noted in the adventure's chapters, rather than at the end of a session.

CHAPTER 3: WHEN HOME BURNS

RESISTANCE

The characters may not keep the gnomeflinger.

ESCAPE FROM VOGLER

The characters may not keep the boilerdrak.

CHAPTER 4: SHADOW OF WAR

REPORTING FOR DUTY

In this time of war there is a limit to the number of weapons and armor that characters may take from the armory. Each character is limited to two weapons and one suit of armor. If these weapons or armor are lost or destroyed during a mission, the quartermaster permits them to be replaced, but characters caught selling these items are not given more and are expected to pay back the armory from the requisitioned items.

CHAPTER 6: CITY OF LOST NAMES

T10: BRIDGE

The flying citadel helm cannot be removed without destroying it. See Chapter 7 for the effect of doing so.

CHAPTER 7: SIEGE OF KALAMAN

S4: CHEMOSH'S SHRINE

Chemosh's Altar cannot be removed without destroying it.

HEROES' CELEBRATION

Characters that join the Knights of Kalaman are not prevented from playing future adventures in the Dragonlance campaign.

EBERRON CAMPAIGN ADAPTATION GUIDES

The following **Eberron Campaign** section provides information on adapting adventures in the *Oracle of War* storyline (with the code DDAL-EB), *Embers of the Last War* storyline (with the code DDAL-ELW), the Eberron EPIC adventures (with the code DDAL-EBEP), and *Journeys through the Radiant Citadel* to D&D Adventurers League play. If any other adventures become legal for the campaign, the adventure will say so specifically, or it will be announced and noted in the campaign documentation. Characters attached to other campaigns may not play this adventure, unless noted otherwise.

CHARACTER CREATION

Currently, the following sources are legal for the campaign:

- *Player's Handbook*
- *Xanathar's Guide to Everything*
- *Tasha's Cauldron of Everything*
- *Eberron: Rising from the Last War*
- *Mordenkainen Presents: Monsters of the Multiverse*

Other resources may be opened by campaign documentation such as Adventure Records or special event certs.

Wayfinder's Guide to Eberron is not a legal source, except in the case where the content of that source matches *Eberron: Rising from the Last War* exactly.

Always use the most recent iteration of a rule. For example, the artificer in *Tasha's Cauldron of Everything* is the one that should be used. The errata of *Eberron: Rising from the Last War* also contains the updated artificer.

ORC, BUGBEAR, GOBLIN, OR HOBGOBLIN

Eberron: Rising from the Last War talks about the heritage of these races in Eberron. Use the statistics and traits from this book instead of other sources.

CHARACTER ADVANCEMENT

Use advancement guidance as listed in the *D&D Adventurers League Player's Guide*, unless otherwise noted in adventure specific adaption guidance.

Once per adventure that a character gains a level, they can scribe one spell into their character's spellbook.

ARTIFICER INFUSIONS

The magic items created through an artificer's Infuse Item ability do not count against the magic item ownership limits set forth by the campaign. However, due to the episodic nature of the *Oracle of War* campaign, any items infused by an artificer lose their infusion at the end of an adventure. The artificer character can, at the start of the next adventure, infuse items again. If the exact same characters and same DM play several adventures in a row, then the DM can choose to waive this restriction and allow the items to remain infused between adventures.

MAGIC ITEM ADEPT ABILITY

Magic items can only be crafted in the *Oracle of War* campaign if the ability to create them is granted by legal *Oracle of War* sources or specific campaign documentation. For the artificer's *Magic Item Adept* ability, the rules for crafting magic items from *Xanathar's Guide to Everything* should be used. Rather than using workweeks, the creating character can create an item at every even-numbered artificer level (10, 12, 14, etc.).

ABERRANT DRAGONMARK

Players with an aberrant dragonmark do not roll to see if they gain an epic boon. Potential greater aberrant powers will be managed through Adventure Records or other campaign documentation.

SALVAGE MISSIONS

Oracle of War: Salvage Bases and Missions is no longer available for use. Salvage missions cannot be published using that document, instead designers use the Eberron guidance in the Dungeoncraft program documentation. Salvage Missions published previously on the DMs Guild are still playable.

If you have an existing base built in a previous adventure it is not destroyed but *Eberron: Oracle of War: Salvage Bases and Missions* can no longer be used to build or upgrade bases. For new bases, see the "Home Base" section in *Eberron: Rising from the Last War*.

Arcane Manufactory is no longer available. Magic items previously created using *Eberron: Oracle of War: Salvage Bases and Missions* are not removed but they cannot be traded.

SONG OF THE SKY (DDAL-EB-07)

Usually a vehicle cannot dash but because the soarsled is based on a flying broom, it can dash.

MY UNDYING HEART (DDAL-EB-11)

The +1 armor/barding can be made of druid-friendly materials.

JOURNEYS THROUGH THE RADIANT CITADEL

The following sections provide guidance on adapting each of the adventures found in *Journeys Through the Radiant Citadel* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

While the adventures in *Journeys through the Radiant Citadel* take place in a fantastic new location in the Ethereal Plane, characters that are a part of **any D&D Adventurers League campaign** may participate at the same table but can't trade items. It's up to the player to determine how their character arrived there and play of a specific adventure assumes they've traveled to that land via the appropriate Concord Jewel.

Alternatively, if you're playing with a dedicated group that wants their play to be a part of D&D Adventurers League, they may decide to create characters that begin play in the Radiant Citadel for whatever reason (residents, recent travelers, etc.). Once they've finished play of as many or few adventures as they'd like from *Journeys through the Radiant Citadel*, they may play other D&D Adventurers League adventures.

Characters may move back and forth between adventures in *Journeys through the Radiant Citadel* and other D&D Adventurers League adventures freely if they continue to meet the level requirements for play.

LEVEL REQUIREMENTS FOR PLAY

Each adventure from *Journeys through the Radiant Citadel* is intended for play at a specific character level. However, you may bring a character that may be a different level to play these adventures, within limitations. See below for the allowed range of play by level.

ADVENTURE NAME	LEVEL	PLAY RANGE
"Salted Legacy"	1-2	1-4
"Written in Blood"	3	1-4
"The Fiend of Hollow Mine"	4	1-4
"Wages of Vice"	5	5-10
"Sins of the Elders"	6	5-10
"Gold for Fools and Princes"	7	5-10
"Trail of Destruction"	8	5-10
"In the Mists of Manivarsha"	9	5-10
"Between Tangled Roots"	10	5-10
"Shadow of the Sun"	11	11-16
"The Nightsea's Succor"	12	11-16
"Buried Dynasty"	13	11-16

"Orchids of the Invisible Mountain" 14 11-16

CHARACTER ADVANCEMENT

At the conclusion of each adventure, characters may gain a level. See the exception for "Salted Legacy," below.

REWARDS

A few adventures have notes on specific rewards adjustments required for D&D Adventurers League play. The magic item adjustments are made to ensure ease of adjudication in a public play setting.

SALTED LEGACY

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Welcome to the Market	1 hour
Market Investigations	20 minutes
Market Games	40 minutes each

The characters spend the remainder of the time periodically visiting the various shops in the market: touring the area at first before eventually picking up increasingly juicy gossip about recent goings on. Eventually, they deduce that Kasem is behind it all.

CONCLUSION

Kusa and Lamai pool their money and hand over two purses containing a combined total of gold pieces sufficient to award each character with 25 gp (in addition to the promise of free meals from their stalls, of course).

CHARACTER ADVANCEMENT

For this adventure, 1st-level characters may gain a level after participation in three Market Games as noted in the adventure. You may need to allow an additional 20 minutes for players to level characters and continue with the adventure. At the conclusion of "Salted Legacy," all characters (including those that leveled after the Market Games) may gain a level.

WRITTEN IN BLOOD

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	1 hour
To the Rattle	1 hour
Fallen Farmhouse	1 hour 40 minutes
Conclusion	20 minutes

A GODMOTHER'S FEAR

Auntie Dellie promises the characters 20 gp each to undertake the mission and an additional 20 gp each upon the safe return of her goddaughter to Promise.

THE FIEND OF HOLLOW MINE

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	30 minutes
Welcome to Milpazul	30 minutes
The Fiend's Identity	5 minutes
A Town Called Hollow	30 minutes
Hollow Mine	1 hour 20 minutes
Night of the Remembered	1 hour
Conclusion	5 minutes

Hostility towards Paloma could cause Welcome to Milpazul to run longer than anticipated as the dwarven veterans rush to protect her. This may also end in a result where the characters aren't able to learn enough about the sereno outbreak to complete the adventure.

WAGES OF VICE

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	15 minutes
The River of Gold	1 hour
On the Hunt	1 hour 30 minutes
Peril at the Parade	60 minutes
Conclusion	15 minutes

SINS OF OUR ELDERS

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	1 hour
Exploring Yeonido	1 hour 30 minutes
Lingering Memories	20 minutes
Spirit of the Past	1 hour
Conclusion	10 minutes each

The encounter with the gargoyles can possibly run longer than anticipated if the characters have little to no access to magical weapons or spells.

WEAPON OF WARNING

The *weapons of warning* are considered story items, and revert back to their normal state upon the completion of the adventure.

GOLD FOR FOOLS AND PRINCES

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	45 minutes
Death in the Mines	15 minutes
Anisa Academy	30 minutes
The Goldwarden	2 hours
Beyond the Goldwarden	20 minutes
Conclusion	10 minutes

TRAIL OF DESTRUCTION

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	40 minutes
Exploring Etizalan	20 minutes
The Way Up	20 minutes
Twin Gods Observatory	40 minutes
Traveling to the Gate	20 minutes
Gate of Illumination	1 hour 30 minutes
Conclusion	10 minutes each

IN THE MISTS OF MANIVARSHA

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	10 minutes
Storm of Destruction	1 hour
Venturing from Sagorpur	20 minutes
The Swamp Forest	1 hour
Forest of Hands	1 hour 20 minutes
Conclusion	10 minutes each

It's recommended that you run no more than one combat encounter from the River Journey Encounters table.

BETWEEN TANGLED ROOTS

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	50 minutes
Traveling the Skybridge	1 hour
Lambakluha	2 hours
Conclusion	10 minutes

It's recommended that you run no more than one combat encounter from the Skybridge Sights table if you also plan to run the Bonesinger encounter.

SHADOW OF THE SUN

This adventure is likely to take a little longer to play; consider running this as one six-hour session, or in two three-hour sessions.

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	1 hour 30 minutes
Chaos at the Bazaar	1 hour
The Lion's Plea	30 minutes
Ashen Heir Hideout	1 hour 20 minutes
After the Ashes	10 minutes
The Twilight Rose	20 minutes
Pedestal of Judgment	1 hour
Conclusion	10 minutes

If you want to break this adventure into two, threehour sessions, consider ending the first session after characters complete the adventure's approximate halfway point, The Lion's Plea, and begin the second session with their investigation of the Ashen Heir Hideout.

IRON FLASK

The *iron flask* is considered a story item. It cannot be used outside this adventure.

THE NIGHTSEA'S SUCCOR

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
The Restless Dead	10 minutes
Castle Djaynai	20 minutes
The Night Revelers	10 minutes
Ancestor's Danse House	30 minutes
To the Nightsea	40 minutes
Arrival in Janya	40 minutes
Trench of Love Lost	1 hour 20 minutes
Conclusion	10 minutes

NECKLACE OF BLACK COWRIE SHELL

These items are considered story items. They cannot be used outside this adventure.

BURIED DYNASTY

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	30 minutes
The Old City	2 hours
Secret Grotto	40 minutes
Surprise Audience	20 minutes
Conclusion	10 minutes

ORCHIDS OF THE INVISIBLE MOUNTAIN

This adventure is likely to take a little longer to play; consider running this as one six-hour session, or in two three-hour sessions.

The following are suggestions on how much time each part of this adventure should occupy. Keep these in mind as you play; if you notice the players running behind, gently usher them forward.

Part	Estimated Duration
Starting the Adventure	1 hour 30 minutes
Across the Llanos	30 minutes
Ghost Orchid Tepui	1 hour
Crystal Caves	1 hour 20 minutes
The Tepui's Fate	10 minutes
Back Across the Llanos	10 minutes
Silver Tapir Monastery	10 minutes
The Drought Elder	1 hour
Conclusion	10 minutes

If you want to break this adventure into two, three-hour sessions, consider ending the first session after characters complete the adventure's approximate halfway point, Ghost Orchid Tepui, and begin the second as they delve into the Crystal Caves.

HAMMOCK OF WORLDS

This is considered a story item, and cannot be used outside this adventure. In addition, the spirit's reward of a lesser version of the *Hammock of Worlds* is replaced with each character's choice of a magic item (except *sovereign glue*) from Magic Item Table E in the *Dungeon Master's Guide*.

FORGOTTEN REALMS CAMPAIGN ADAPTATION GUIDES

BALDUR'S GATE: DESCENT INTO AVERNUS

The following adventure guidance adapts *Descent Into Avernus* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story item guidance is **retroactive**. The story items for *Baldur's Gate: Descent into Avernus* include:

- *adamantine rods* (Wrecked Flying Fortress)
- *infernal puzzle box*
- *infernal war machines* (infernal war machines can't be removed from the Nine Hells.)
- *Orb of Dragonkind*
- *shield of the Hidden Lord*
- *sword of Zariel*
- *uncivil serpent*
- the nonmagical greatsword located in H15

SOUL COIN

Soul coins are consumable magic items.

CHAPTER 1: A TALE OF TWO CITIES

GETTING TO AVERNUS

Traxigor's Tower. One trinket is found in the tower; the character that finds it may keep it.

CHAPTER 2: ELTUREL HAS FALLEN

ELTUREL HAZARDS

Falling. Characters that fall from Elturel are slain and their bodies unrecoverable. The consequences of failure should be made explicitly clear before the characters commit to climbing down.

HIGH HALL CATHEDRAL

H15. The Unknown Hero. The non-magical greatsword found here is a story item. It is removed once the characters complete the ritual of returning, regardless of whether or not it's used in the ritual.

GRAND CEMETERY

Exploring the Cemetery: G3. Chapel of Mourning. This weapon's form must be chosen when the characters find it. Once chosen it can't be changed; this is the form that is available for characters at the end of the session.

BATTLE OF ELTUREL

Characters that hurl themselves into the conflict are quickly overwhelmed and slain--their bodies unrecoverable. The consequences of wading into the middle of a pitched battle between devils and demons should be made explicitly clear before the characters commit to doing so.

CHAPTER 3: AVERNUS

FEATURES OF AVERNUS

River Styx. Characters cannot find NPCs that will use rituals to prolong the potency of the river water once the water is removed from the river.

Flesh Warping. Only characters that are 5th level or higher can gain effects that grant a fly speed. Those below 5th level reroll if a result would grant them a fly speed. Each time a character undergoes this process, they are affected by Pervasive Evil, below.

OPTIONAL RULES

Bargain-Baseament Death Saves. The price for these deals are relatively minor and mustn't be to the detriment of the other characters in the group.

Pervasive Evil. The character's alignment isn't changed. Instead, each time a character fails a saving throw, they replace a personality trait, ideal, or flaw with a new one that embodies the lawful evil nature of the Nine Hells.

FORT KNUCKLEBONES

Lulu's Dream Quest. The characters can keep and divide the items on the bulleted list as they see fit.

OTHER LOCATIONS

Stygian Dock. The character that sucks up the most souls during Test Run 221 receives the *soul coin* offered by Bazelsteen.

Mahadi's Wandering Emporium. Characters that break his rules regarding Fighting get the following story award:

NO EXCEPTIONS!

You've broken Mahadi's only rules: "No fighting! No spellcasting! No exceptions!" By choosing to break the rules, you've been kicked out of Mahadi's emporium. Now you must survive in the wastes without its safe shelter. You start any tier 2 season 9 official Adventurers

League adventure at half hit points and with a level of exhaustion that can't be removed.

Burney the Barber. Burney provides spellcasting services as outlined in the D&D Adventurers League Forgotten Realms DM's Guide.

Arkan's Tower. Additional treasure found here is limited to rare items and very rare consumables.

CHAPTER 4: SWORD OF ZARIEL

The Scab. The characters can keep the poisons found in S8. Hag's Lair.

CHAPTER 5: ESCAPE FROM AVERNUS

SWORD OF ZARIEL

Only one good-aligned character among the group can attune to the *Sword of Zariel*, and only if you've deemed that they've acted in a manner that would cause it to choose them. The sword won't allow itself to be attuned to any character that entered into an infernal pact, spent or used any charges from a soul coin, or willingly subjected themselves to Flesh Warping. The attuned character undergoes the transformation as normal, but upon concluding the adventure, ascends to the heavens--becoming an NPC. This

a character to play--and the character should be informed of as much before they make the decision to remain attuned to the weapon upon completing the adventure. If the wielder of the item un-attunes to the item before ascension, the transformation ends, and the character no longer retains the benefits of attunement to the sword.

BALDUR'S GATE GAZETTEER

Background features presented in this section are available to Season 9 characters.

CANDLEKEEP MYSTERIES

The following adventure guidance adapts *Candlekeep Mysteries* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

SERVICES OF CANDLEKEEP

While visiting Candlekeep, all the great libraries services are available.

Chamber of Lost Lore. A character needs to learn of the Chamber and somehow be granted access before using it. Even then a character may not use the Chamber more than once per adventure.

House of the Binder. Purchased spellbooks contain spells limited to resources allowed in the campaign.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

- *Orcus figurine* (Book of the Raven, C14)
- *Nether scroll of Azumar* (Alkazaar's Appendix)

MAZFROTH'S MIGHTY DIGRESSIONS

Finding the Stall: Wizards of the Wide. The specified spell scrolls are the only ones available for purchase.

BOOK OF THE RAVEN

The Scarlet Sash: Joining the Scarlet Sash: While a character may be able to convince a wereraven to bestow the "gift" of lycanthropy upon them, the curse must be removed or the character is removed from **play*** until it is cured. After the curse is removed, the Scarlet Sash is a good example of an organization that characters can belong to using the rules for factions in the *Adventurers League Player's Guide*.

A DEEP AND CREEPING DARKNESS

Sidebar: A Stake in the Mine. The characters may not acquire a stake in the mine.

THE PRICE OF BEAUTY

Magic Treatments. If the character renounces the bargain, or after one year from the date of the session where the benefit of a magical treatment is obtained, its benefit hasn't ended by destroying the painting, the character loses the benefit and suffers an additional penalty, depending on the treatment they obtained.

- **Ability Enhancement.** The chosen ability score and its maximum for that score is irrevocably reduced by 4.
- **Physical Transformation.** The character's race (and associated racial traits) changes to one determined by rolling on the table provided in the *reincarnate* spell description. As before, the character retains their ability scores and class features.
- **Youth.** The character advances in age to their age prior to receiving the benefit of the treatment, plus an additional 1d4 x 10 years.

Temple Locations: T6. Kitchen. The characters may keep the poison found here beyond the session.

Temple Locations: T7. Treatment Rooms. The characters may keep the silvered shortsword found here beyond the session.

BOOK OF CYLINDERS

Grateful Gripli. Characters who undergo the ritual of friend making may keep the reward.

SARAH OF YELLOWCREST MANOR

Retribution of the Ancients. If the characters return the book to Candlekeep, the grateful avowed reward the party with a *potion of watchful rest* and a *potion of greater healing*.

LORE OF LURUE

Random Encounters. The tree's golden sap doesn't last beyond the end of the adventure.

KANDLEKEEP DEKONSTRUCTION

B3. Stonky's Study: Books. Only one creature can gain the charm bestowed by Heroes' Feast: A Cookbook.

Blastoff! Characters trapped in space that cannot find their way back spend 10 downtime days waiting for one of the Avowed who can cast teleport to come investigate and rescue them from the Barn Door.

Stonky's Control Ring. Stonky's ring can be kept by the characters but the skitterwidget control portion no longer functions. The skitterwidgets found in this adventure cannot be claimed by the characters.

ZIKRAN'S ZEPHYREAN TOME

Conclusion. Gazre-Azam do not offer to cast *wish*, but rather gives the party a *censer of controlling air elementals* that only summons him as an air elemental. He does not enchant the book, so the characters can return it to Candlekeep.

THE BOOK OF INNER ALCHEMY

Aftermath. If a character wishes to take their reward in transcribed spells, use the prices from the House of the Binder.

Gloves of Soul Catching. This item cannot be crafted. Attempting the ritual is a deeply evil act that removes said character from the campaign.

THE SCRIVENER'S TALE

The Scrivener's Mark. The DM may not change the rate of the mark's progression or change the saving throw DC. A character that leaves the adventure without removing the mark is removed from play until the mark is cured.

Conclusion. The favors mentioned create roleplaying hooks and have no specific mechanical benefits. The adventuring party earns 50,000 gp. They do not earn magic items, a keep, land, or a ship.

ALKAZAAR'S APPENDIX

Treasure Hoard B. The chwinga grants the character that freed it their choice of a charm of the mirage or a charm of the water bearer, and then disappears never to be seen again.

What Happens Next. The characters cannot gain the golem's heart, not keep the golem under their command. The Nether Scroll of Azumar is a story object.

XANTHORIA

L2 Alchemist's Alcove. Only one character may keep the potion-brewing ritual. Each potion created costs the character 1 downtime day and may not be sold.

DRAGON OF ICESPIRE PEAK

The following adventure guidance adapts *Dragon of Icespire Peak* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

ADVANCEMENT

Character Options. Characters are created using the rules in the *Adventurers League Player's Guide* (ALPG); they aren't limited to the options listed here.

Running for Multiple Players. Sidekicks are only used if your group has one player; groups of two or more can't use Sidekicks. Groups of two players are only specifically permitted for this adventure.

STORY ITEMS AND AWARDS

Story item guidance is retroactive. The story items for *Dragon of Icespire Peak* include:

- gold signet ring (A14)
- *dragonslayer*
- barrel crabs
- Grannoc's map (W10)

Dragon Barrow: D8. Dragon Slayer. The *dragonslayer* is a story item. Each character who earns this story item chooses the type of sword that the *dragonslayer* is for their character.

Gnomengard: Wild Magic. On a result of a 20, the DM may combine two of the above effects to invent their own. If the DM invents their own effect, it may not have a mechanical property.

Gnomengard: G6. Barrel Crabs. The barrel crabs are story items. There can be no more than two barrel crabs used in a given session of the adventure. The barrel crabs cease functioning if removed from Gnomengard.

Tower of Storms: T10 – T14. Shipwrecks. The treasure found aboard the *Star-Crossed Lover* is a *weapon of warning* (either a battleaxe, longbow, mace, or shortsword, DM's choice).

DRAGONS OF STORMWRECK ISLE

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

LEVELS OF PLAY

This adventure is for characters levels 1-4. Characters higher than 4th level cannot participate in this adventure. It is ideally a great place to start a new 1st level character and play through each session successively. Notes below are provided on ideal levels.

SESSIONS OF PLAY

There are no changes to the information presented in the adventure including the rewards. However, we have some guidance on breaking down the adventure for sessions of play.

You can schedule each of these as separate 2-3 hour sessions or use this to schedule week-to-week play.

SESSION 1: DRAGON'S REST

This part of the adventure is designed for 1st level (new) characters. Run "Welcome to Dragon's Rest," exploring the village and run the "Drowned Sailors" encounter. Have all groups head to Seagrow Caves next. If you're running a single table through the whole adventure, it is recommended through not required that characters do not level at the end of the session. Otherwise, you may award a level.

SESSION 2: SEAGROW CAVES

This part of the adventure is designed for 1st level characters. Award a level at the end of the session. If you're running a single table through the whole adventure, have the group head to the Cursed Shipwreck next.

SESSION 3: CURSED SHIPWRECK

This part of the adventure is designed for 2nd level characters. Award a level at the end of the session. If you're running a single table through the whole adventure, have the group head to the Clifftop Observatory next.

SESSION 4: CLIFFTOP OBSERVATORY

This part of the adventure is designed for 3rd level characters. Award a level at the end of the session. Once this chapter is concluded, the adventure is over. Play other D&D Adventurers League adventures as a next step!

GHOSTS OF SALTMARSH

The following adventure guidance adapts *Ghosts of Saltmarsh* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

The story items for *Ghosts of Saltmarsh* include:

- supplies purchased by Aubreck (Chapter 4)
- Ozymandias' golden medallion (Chapter 5)
- keelboat (Chapter 6)
- *symbol of St. Cuthbert's knowledge* (present only in Appendix A)

CHAPTER 1. SALTMARSH

The information regarding character backgrounds is valid for D&D Adventurers League play.

Location -- General. In the text, *Ghosts of Saltmarsh* is set on Oerth, in the world of Greyhawk 3456. However, D&D Adventurers League play takes place in the Forgotten Realms (except where explicitly noted in Adventurers League-approved documentation, like the *Embers of the Last War* campaign for Eberron). As such, when playing *Ghosts of Saltmarsh* as part of the Adventurers League campaign, the fishing village of Saltmarsh is located north of Waterdeep, near the Mere of Dead Men. The exact location is up to you, though we suggest placing it near the northern edge of the Mere of Dead Men.

Location -- Dreams of the Red Wizards. The ongoing Dreams of the Red Wizards ("DRW") storyline uses much of the information from *Ghosts of Saltmarsh*. DRW is set in and around Turmish, a nation on the southwestern shores of the Sea of Fallen Stars. Just off the coast lie the Pirate Isles. You can certainly base *Ghosts of Saltmarsh* here if you like, though Turmish isn't known for having swamps nearby, so you'll have to be ready to create one. We suggest placing the fishing village of Saltmarsh east of Alaghon, near the base of the Ahrunn Mountains.

Downtime Activities. The downtime activities in *Ghosts of Saltmarsh* are available only to characters spending downtime during *Ghosts of Saltmarsh* adventure sessions.

Downtime Activity: Buying and Selling Magic Items. Xendros has taken on a business partnership with Fai Chen. She gladly facilitates trades and sell magic items but is unable to purchase magic items from the characters outright.

To purchase randomly rolled magic items characters must pay gold according to the chart below and 10 downtime days for Xendros's services. The DM must make the roll for the randomly determined items. Any character that pays the gold and downtime costs may keep any of the items Xendros finds for them.

To purchase a specific item the character must pay gold according to the chart below and 30 downtime days for Xendros's services.

Xendros is unable to locate any magic items that grant a permanent stat boost. As this is a downtime activity found in an adventure it can only be performed once per character.

Item Rarity	Gold Cost
Common	50 gp
Uncommon	100 gp
Rare	750 gp
Very Rare	2500 gp

Tales from the Yawning Portal. The location of *Ghosts of Saltmarsh* is set just north of Turmish. The locations of the adventures do not change if you play adventures from *Tales from the Yawning Portal*.

CHAPTER 2. THE SINISTER SECRET OF SALTMARSH

This is a tier 1 adventure. Characters outside of this tier can't begin this adventure.

22. Sanbalet's Private Quarters. If your group consists of children or others sensitive to mature themes, consider this a series of surprisingly well-written children's books written and illustrated by Sanbalet.

24. Laboratory. Characters wishing to study the copy of *Ye Secret of Ye Philosopher's Stone* must spend 1 downtime day before succeeding on the Intelligence (Arcana) check. This check must be made in the presence of your DM. As this single check represents the culmination of 8 hours of study, characters can't benefit from spells like guidance or a colleague's use of the Help action on this check.

The Sea Ghost. The council promises an indeterminate reward--reminding the characters that they're a small town and must see what they can scrape together.

CHAPTER 3. DANGER AT DUNWATER

This is a tier 1 adventure. Characters outside of this tier can't begin this adventure.

Adventurers Needed. The council promises an indeterminate reward--again reminding the characters that they're just simple country folk and must see what they can scrape together.

39. Minister's Sleeping Quarters. *Lizard Language and Common Tongue Grammar* reduces the number of downtime days needed to learn the Draconic language to 100 (consult the *Player's Handbook* or *Xanathar's Guide to Everything* for

full rules). Only one character can keep and benefit from this item.

CHAPTER 4. SALVAGE OPERATION

This is a tier 1 adventure. Characters outside of this tier can't begin this adventure.

Item of Legend. DMs can include a tier appropriate magic item from Magic Item Table F in *Salvage Operation* to incentivize adventurers.

Soul of Winter. The supplies that Aubreck purchases for the characters are story items and may be kept until used--even beyond the session (though they can only be used in sessions of this adventure). They can't be sold.

Conclusion. Even the charmed condition can't compel Aubreck to divulge the password.

CHAPTER 5. ISLE OF THE ABBEY

This is a tier 2 adventure. Characters outside of this tier can't begin this adventure.

The Job at Hand. The guild promises only a "substantial reward."

The Survivors. The golden medallion worn by Ozymandias is a story item that one character can keep. It's useable only for sessions of **this chapter** of the adventure.

CHAPTER 6. THE FINAL ENEMY

This is a tier 2 adventure. Characters outside of this tier can't begin this adventure.

Approach by Sea. The keelboat provided by the council is a story item that can only be used during this chapter of the adventure. It can't be sold.

18. Secret Room. Replace the *mithril armor (plate)* with *+1 scale mail* made of magically strengthened driftwood with coral embellishments.

35. Prayer Room. If your group consists of children or if implicit drug use isn't appropriate for your group, consider replacing the rapture weed with something more appropriate. For example: Hup Weed -- as rapture weed, but the creature that consumes it gets the hiccups for 6 hours and has disadvantage on Stealth checks made to move silently.

40. Nearly Empty Shark Pen. If someone is particularly nice to Shern the lobster, he may befriend them -- becoming an available option for the *find familiar* spell (use the crab stat block but with an Intelligence of 9 (-1) and telepathy 10 ft.)

Triumph. Items awarded for Victory or Total Victory are determined by rolling the specified number of times.

CHAPTER 7. TAMMERAUT'S FATE

This is a tier 2 adventure. Characters outside of this tier can't begin this adventure.

Virgil's Mission. Though anyone can attempt the tasks necessary to do so, only the first character that successfully accomplishes them obtains Virgil as a familiar.

Further Adventures. These adventure seeds aren't used...yet.

CHAPTER 8. THE STYES

This is a tier 3 adventure. Characters outside of this tier can't begin this adventure.

APPENDIX A. OF SHIPS OF SEA

Ship Stat Blocks. These stat blocks are the official stat blocks for the vessels presented in the Player's Handbook. A player that purchases one of those vessels will need to provide a copy of the appropriate stat block to the Dungeon Master if requested. If the stat block can't be provided, the vessel is not capable of participating in combat or using any of the special actions or crew activities in this chapter.

Superior Ship Upgrades. Remember that a week in the Forgotten Realms uses a tenday, so a player will need to spend 20 downtime days to apply any desired upgrade, in addition to the listed gold price and any other costs indicated.

Shipwrecks. Adventures that feature a shipwreck in the text do not offer additional treasure. This table may only be used because of an encounter while traveling.

General: Story Hooks & Random Encounters. The story hooks and random encounter elements in this section may be used in your sea-faring games.

Alien Island Story Hooks. Replace line 1 with "The leader can cast *true resurrection* as per the spellcasting services activity in the *Adventurers League Player's Guide* (ALPG)."

Cursed Island Story Hooks. Add the following text to line 2: "Any creature that removes the treasure or that is knowingly in possession of any portion of this treasure is cursed until they return the treasure to its buried location. While cursed, they act as if they always have at least one level of exhaustion that can't be removed, even by magic. For every 500 gp worth of treasure removed or in their possession in this manner, add an additional level of exhaustion (to a maximum of 5)."

Sanctum Island Story Hooks. This option is not appropriate for *Adventurers League* play at this time.

Wild Island Features. Add the following text to entry 6: "This feature does not function if the beast is not present on the island (such as through charms, enchantments, *polymorph*, or similar effects)."

Wild Island Story Hooks. Add the following text to entry 2: "The djinni will perform a single favor a character in exchange for that character spending 30 downtime days on the island, regaling it with tales of the world. This favor can't have a permanent effect, nor will the djinni grant or loan a magical item."

Underwater Locations. These adventure options are subject to the following tier restrictions.

Location	Tier
Cove Reef	Tier 1
Wreck of the Marshal	Tier 2
Warthalkeel Ruins	Tier 3

While these locations provide a great narrative adventure hook, you may need to adjust monsters and traps in some areas to be an appropriate challenge for your players.

Cove Reef Adventurers. Under **Salt Marsh Story Hooks**, Eda Oweland's special favor can't grant a magic item or gold, though paying off the character's debts, providing funding for a downtime spellcasting service of 500 gp or less, or some similar favor (see "Special Favors" in chapter 7 of the *Dungeon Master's Guide*) is appropriate.

APPENDIX B: MAGIC ITEMS

Items Available Once Found in Ghosts of Saltmarsh

charm of plant command

cursed luckstone

helm of underwater action

Common Magic Items. The *pressure capsule* has a duration of one hour.

GIANTS OF THE STAR FORGE

The following sections provide information on adapting the *Giants of the Star Forge* adventure to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

Giants of the Star Forge is available for play in the **Forgotten Realms and Eberron campaigns**. Characters attached to other campaigns may not play this adventure. Characters from those campaigns can participate at the same table but can't trade items.

LEVEL REQUIREMENTS FOR PLAY

Players must use a tier 3 character to play this adventure.

PREGENERATED CHARACTERS

If players used one of the **non-Adventurers League*** pre-generated characters **at the adventure's premier***, they may apply the rewards earned to a tier 3 Forgotten Realms or Eberron character.

CHARACTER REWARDS

Characters receive 10,000 gp for playing. Characters winning one of the contests gain an extra one of that consumable item, in addition to the one the party found.

Theldin's Favor allows the character to select any rare armor or weapon from an Adventurers League legal source that's legal for that character's campaign. All relevant Adventurers League guidance relating to the legality of the item applies (*Player's Guide*, FAQ, et cetera).

HEROES' FEAST: SAVING THE CHILDREN'S MENU

The following adventure guidance adapts the *Heroes' Feast: Saving the Children's Menu* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

ADVENTURE SUMMARY

In *Heroes' Feast: Saving the Children's Menu*, as the characters investigate a mysterious disappearance and murders, a chef's important ingredients are missing and **children could be in peril**.

LEVEL REQUIREMENTS FOR PLAY

Heroes' Feast: Saving the Children's Menu is intended for play with **5th*** to 10th-level characters, optimized for 10th-level characters.

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Player's Guide*.

CHARACTER ADVANCEMENT

Characters may gain a level when they complete the adventure.

TRIUMPHANT RETURN

The *charm of the stumblenoodle* counts as one of the character's consumable magic items and can be brought into an adventure session or not, like any other item.

ICEWIND DALE: RIME OF THE FROST MAIDEN

The following adventure guidance adapts the *Icwind Dale: Rime of the Frost Maiden* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

- psi crystal detector
- ring of keys
- small brass key
- *psi crystal*

CHARACTER SECRETS

Doppelganger. Characters with this secret choose a race normally but have the humanoid (shapechanger) type. While the secret grants them the ability to assume the likeness of other creatures, they always possess the traits of their actual race (plus those granted by this secret).

Reincarnation. A character's current race, not their previous one, is used to qualify for options such as feats.

Slaad Host. This secret isn't used.

Spy. Only characters that are members of the Harper faction can possess this secret.

CHWINGA CHARMS

A given character can receive a charm only once from the same encounter, no matter how many times they participate in it. If a chwinga bestows a charm upon a character, the DM determines the charm bestowed by rolling on the table below:

d20	Charm
1 – 2	<i>Charm of cold resistance</i>
3 – 4	<i>Charm of biting cold</i>
5 – 6	<i>Charm of bounty</i>
7	<i>Charm of animal conjuring</i>
8	<i>Charm of vitality</i>
9	<i>Charm of the slayer</i>
10	<i>Charm of restoration</i>
11	<i>Charm of traveler's haven</i>
12	<i>Charm of darkvision</i>
13	<i>Charm of heroism</i>
14	<i>Charm of feather falling</i>
15 – 16	<i>Charm of the snow walker</i>
17 – 18	<i>Charm of the ice troll</i>
19 – 20	<i>Charm of snowball strike</i>

CHAPTER 1: TEN-TOWNS

CHARACTER ADVANCEMENT

Characters of 4th level or higher no longer gain levels by playing chapter 1.

MAGIC IN TEN-TOWNS

Except for *potions of healing*, common magic items can't be purchased in Ten-Towns. Refer to the *Adventurers League Dungeon Master's Guide* for spellcasting service prices.

CARE-DINEVAL

Knights of the Black Sword: Chardalyn Amulets.

Characters whose alignment is changed to lawful evil are removed from play until their alignment is restored by removing the curse (see *Adventurers League Player's Guide*, Death, Disease, and Curses).

EASTHAVEN

The Cauldron Caper. Instead of the gems, Speaker Danneth Waylen offers each character a common magic item of their choice from *Xanathar's Guide to Everything*, though he still needs 48 hours to acquire them. Armor obtained in this way is limited to leather, scale, or chainmail.

Easthaven Town Hall: T17. Jailer's Room. The ring of keys found here is a story item for chapter 1.

GOOD MEAD

Concluding the Quest: New Town Speaker. A character that is elected as Speaker of Good Mead is removed from play until they relinquish their new post.

LONELYWOOD

Tracking the Moose: E4. Sarcophagus and Crystal Pillars. If its loyalty is acquired, Sahnar faithfully serves the characters during sessions of this adventure until they begin chapter 2.

CHAPTER 2: ICEWIND DALE

RUNNING THIS CHAPTER

Character Advancement. Characters of 7th level or higher no longer gain levels by playing chapter 2.

Tall Tales in Ten-Towns: Provisions for Macreadus. Mishann provides one free casting of *cure wounds* each day to a character.

Dragonbone Stew. Creatures that eat the stew have the following flaw until the madness is cured: “*My gold and gems are my most treasured possessions; those close to me are plotting to steal them away.*”

WILDERNESS ENCOUNTERS

Running Wilderness Encounters: Awakened Beast. The group can obtain the loyalty of no more than one awakened beast in this way and serve the characters during sessions of this adventure until they begin chapter 3.

PLACES OF INTEREST

Dark Duchess Locations: D9. Hold. The “Wand of Orcus” is a trinket that one character can keep.

Id Ascendant. This area outlines a group of gnomish ceremorphs that crash landed in Faerûn and are protagonists in the Tier 2 series of season 10 official Adventurers League adventures. If you anticipate running these adventures, plan accordingly.

Roleplaying the Gnome Ceremorphs. A character can keep **one** of the pistols given to the group as a reward for giving them a *psi crystal*. The other pistol must be claimed by another character. If the characters find and take the rifles in N2, the ceremorphs don’t give them the pistols as a reward.

Figuring out how to fire and reload a laser pistol requires two successful Intelligence checks (one to figure out how to fire it, another to figure out how to load it). Each time a character makes a check, compare the check result to the Figuring Out Alien Technology table in the Dungeon Master’s Guide. After four failures to figure out how to fire and reload the pistol breaks; it’s no longer functional and can’t be sold. This check must be made during a session in the presence of a DM.

Nautiloid Locations: N2. Cargo Hold. Each energy cell has 10 charges. A character can keep one rifle and one energy cell. After four failures to figure out how to fire and reload the rifle (see **Roleplaying the Gnome Ceremorphs**, above), it breaks; it’s no longer functional and can’t be sold. This check must be made during a session in the presence of a DM.

Nautiloid Locations: N5. Maintenance. The *psi crystal* detector is a story item for chapter 2. If **none** of the characters possess the *psi crystal* found during chapter 1, you may add a *psi crystal* to any chapter 2 encounter after the characters receive the *psi crystal* detector.

Lost Spire of Netheril: P11. Upside-Down Laboratory. The small brass key is a story item for **chapter 2**.

Griffon Taming. The griffon ages in real-time starting on the date of the session played. The check to tame the creature must be made during a session in the presence of a DM.

CHAPTER 3: SUNBLIGHT

RUNNING THIS CHAPTER

Characters of 6th level or higher no longer gain levels by playing chapter 3.

XARDOROK’S FORTRESS

Command Level: X37. Xardorok’s Quarters. The *piwafwi* is an uncommon magic item.

CHAPTER 4: DESTRUCTION’S

LIGHT

Characters of 7th level or higher no longer gain levels by playing chapter 4.

CHAPTER 5: AURIL'S ABODE

GRIMSKALLE LOCATIONS

G23. Auril's Blessing. Auril contacts any character that meets the criteria. A character that succeeds on the saving throw receives the blessing of the Frostmaiden.

CHAPTER 6: CAVES OF HUNGER

Caves of Hunger Locations: H30 Vlagomir's Spark. This is a story effect that is removed at the end of chapter 6. As such, this increase in height and weight, as well as the associated ability score increases are only applicable in sessions of this adventure.

CHAPTER 7: DOOM OF YTHRYN

NECROPOLIS OF YTHRYN LOCATIONS:

Y4. Tower of Abjuration: Anvil of Disjunction. Characters can be rid of a cursed item and its associated curse by destroying it with the anvil. Y19e. Liquefaction Chamber. A character turned into a brain in a jar is removed from play until returned to life.

Y21. Obelisk. If the staff is used to activate the obelisk, any character present during the session is removed from play though they can be returned by surrendering a magic item and reducing their magic item count by 1 (this represents finding someone willing and able to cast a *wish* to return the character to their appropriate time.

Y28. Skydock Spire. One character can keep the *chardalyn wand*.

APPENDIX D: MAGIC ITEMS

PROFESSOR ORB

Professor orbs are always of a non-evil alignment, and their Wisdom and Charisma scores are always 11.

ICE ROAD TRACKERS (DDAL10-00) & INTO THE FROZEN NORTH (DDAL10-01)*

Character leveling is one level for each of the two adventures. This guidance differed during their premier.

Knuckleheads & Other Such Curiosities: A Travelers' Guide to Icewind Dale (DDAL00-13)*

The arrows made from the "ten bird's feathers" are consumable magical ammo.

KEYS FROM THE GOLDEN VAULT

CAMPAIGNS AVAILABLE

All the adventures found in *Keys from the Golden Vault* are available for play in the **Forgotten Realms campaign**, with **select adventures playable in the Eberron and Ravenloft campaigns** as listed in the table below. Characters from those campaigns can participate at the same table but can't trade items.

LEVEL REQUIREMENTS FOR PLAY

Each adventure is intended for play at specific character levels. However, you can bring a character that may be a different level to play, within the adventure's limitations of tier of play. Each of the adventure is designed for play of characters of a particular level, as follows:

ADVENTURE	CAMPAIGNS	LEVELS	TIER
The Murkmire Malevolence	FR, EB	1	1
The Stygian Gambit	FR, EB	2	1
Reach for the Stars	FR, EB, RL	3	1
Prisoner 13	FR	4	1
Tockworth's Clockworks	FR, EB	5	2
Masterpiece Imbroglia	FR, EB, RL	5	2
Axe from the Grave	FR, EB, RL	6	2
Vidorant's Vault	FR, EB	7	2
Shard of the Accursed	FR, EB, RL	8	2
Heart of Ashes	FR, EB, RL	8	2
Affair on the Concordant Express	FR	9	2
Party at Paliset Hall	FR, EB	10	2
Fire and Darkness	FR, EB	11	3

FOR THE GOLDEN VAULT

If the characters are working for the Golden Vault, in exchange for completing their contract during each adventure each character receives a magic item of their choice of a specific rarity as payment. The item is delivered to the characters the next day. This item must be found in the *Dungeon Master's Guide* (DMG), *Tasha's Cauldron of Everything* (TCE), or *Xanathar's Guide to Everything* (XGE) and may not be an item that increases or changes an ability score or grants any number of wishes. These items must also follow all campaign rules for granting magic items for in the *D&D Adventurers League Dungeon Masters Guide*.

The characters can never keep or benefit from the item they were sent to recover, though if the adventure offers a choice of whom to deliver it to, that choice remains.

THE MURKMIRE MALEVOLENCE

THE MURKMIRE STONE

All murkmire stone effects fade at the end of the adventure, regardless of the disposition of the egg.

TOCKWORTH'S CLOCKWORKS

L11: WAREHOUSE 6

The characters may not keep the Contraption (modified *apparatus of Kwalish*).

MASTERPIECE IMBROGLIO

G23: STOLEN GOODS

The necklace of prayer beads has beads of blessing, curing, favor, and wind walking.

SHARD OF THE ACCURSED

ADVENTURE HOOKS

If using either of the NPCs in the adventure hooks instead of the Golden Vault, they offer the specific item listed to stop the earthquakes. The *necklace of prayer beads* has beads of blessing, curing, favor, and smiting.

X4: GREAT CHAMBER

There is one chunk of raw oztocanite that can be used as a focus per character.

HEART OF ASHES

S9: PARLOR

Jalynvyr gives the characters the DM's choice of one rare potion or scroll, or two of a lesser rarity (potions or scrolls, or one of each) from the *Dungeon Master's Guide* or the adventure itself.

AFFAIR ON THE CONCORDANT EXPRESS

E2: ABACUS CAR

The effect for rolling an 8 is not available for D&D Adventurers League play. Change effect 8 to read: "8: The character chooses an effect from 1-7."

OTHER REWARDS: SLAYER'S WEAPON

This reward is not available for D&D Adventurers League play.

PARTY AT PALISET HALL

MEETING FIFEL

The characters may not keep Fifel's *Heward's handy haversack* after the adventure ends. Of the items being offered as payment, each character may only choose one.

P10: MAIN BEDROOM

The characters may not keep Oak, the magical painting.

IT CAME FROM THE FAR REALM

The creature departs to wreck mischief elsewhere. It is not a problem the characters have to deal with, at this time.

CLOSE TO HOME

If a character accepts the title to a regional stronghold, along with its retinue, those NPCs do not participate with the characters in combats, dungeon crawls, or similar adventure, but may be used for role-playing purposes.

OUT OF THE ABYSS

The following adventure guidance adapts Out of the Abyss to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story item guidance is retroactive. The story items for *Out of the Abyss* include:

- Ability score improvements from the Maze Engine
- *Dawnbringer*

DROWCRAFT ITEMS

During the course of *Out of the Abyss*, some characters may obtain drowcraft items. Such items are destroyed after prolonged exposure to sunlight.

CHAPTER 1

RECOVERING GEAR

Any gear that was lost to the characters by virtue of starting this adventure from the beginning of chapter 1 can be recovered in this chapter as the text dictates.

CHAPTER 2

These adjustments must be applied to the following areas in *Out of the Abyss*:

AMBUSH LAIR DISCOVERIES

- | | |
|------------|---|
| d20 | Discovery |
| 18-19 | A humanoid skeleton or corpse carrying a small leather pouch containing <i>dust of disappearance</i> . |
| 20 | A monster hoard containing 2d6 50gp gems, a <i>potion of frost giant strength</i> , and a pair of <i>sending stones</i> . |

MAD CREATURE POSSESSIONS

- | | |
|------------|--|
| d20 | Discovery |
| 18-19 | A <i>spell scroll of spare the dying</i> . |
| 20 | <i>Goggles of night</i> made out of wood, leather, and smoky-gray glass. |

RAIDER LEADER POSSESSIONS

- | | |
|------------|--|
| d20 | Discovery |
| 20 | A <i>potion of hill giant strength</i> . |

CHAPTER 3

DUERGAR KEELBOAT CARGO

- | | |
|------------|--|
| d20 | Discovery |
| 20 | A locked iron chest containing 3d6 x 100 gp and a suit of <i>mariner's armor (studded leather)</i> . |

CHAPTER 9

DROW WAREHOUSE, AREA 4B

Replace the paragraph following the **Treasure** subheading with:

Each storage building contains 2d6 vials of carrion crawler mucus (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*). Characters also find 1d10 x 10 pounds of food and 1d10 x 5 gallons of water stored in each building. Finally, the characters find the following items:

- First Storage Building: Two *potions of healing*.
- Second storage building: *spell scroll of invisibility* and a *Potion of climbing*.
- Third storage building: A *bag of holding*, one *potion of greater healing*, and a *spell scroll of find familiar*.

DROW WAREHOUSE, AREA 5B

Replace the paragraph following the **Treasure** subheading with:

An iron safe stands in a corner of the storage building. The safe weighs 1,000 pounds, is locked, and contains a *potion of fire breath*, a *spell scroll of lesser restoration*, a *potion of greater healing*, and a *lantern of revealing* (without oil).

SVIRFNEBLIN WAREHOUSE, AREA 6B

Replace the paragraph following the **Treasure** subheading with:

Halfway up the southeast wall is a hidden compartment. Finding it requires a successful DC 19 Wisdom (Perception) check. The compartment contains a *Quaal's feather token (swan boat)*, an *elixir of health*, and a *scroll of protection from fey*.

CHAPTER 15

GOBLIN TUNNEL

- | | |
|------------|---|
| d20 | Discovery |
| 7-8 | A hidden cave containing 4d8 goblins and a goblin boss , who will trade a <i>potion of heroism</i> in its possession for the equivalent of 30 days of food. |

CHAPTER 16

DEATH TYRANT ENCOUNTER

Replace the paragraph following the **Treasure** subheading with:

If the characters defeat the death tyrant, they receive a *potion of stone giant strength*, a *spell scroll of greater invisibility*, and a *chime of opening*.

CHAPTER 17

IN BRUENOR'S SERVICE

In exchange for their service to Gauntlgrym, King Bruenor Battlehammer offers the characters titles, property within the dwarven city, and a single work from the Great Forge of the city.

Titles. You gain the title: Hammer of the Iron Tabernacle. When interacting with a dwarf, duergar, or another NPC familiar with the history of Gauntlgrym, you are known as a hero of legend. You have advantage on Charisma checks when interacting with these people. Additionally, among the dwarves of Gauntlgrym, you gain the benefit of the Noble background Position of Privilege feature as described in the Player's Handbook.

Property. You have been gifted a manor in the city of Gauntlgrym. While in the city, you pay only half the normal lifestyle expenses incurred while spending downtime days.

The Great Forge. The character may keep a suit of *adamantine* or *mithral* armor of a type of their choosing. While wearing the armor, you have advantage on saving throws against poison and you can always successfully determine how far underground you are. This armor is a unique magic item.

Spoils of a Defeated Drow. Bruenor has in his possession a *cloak of arachnida* which he took from a defeated drow. If a character cannot or will not take armor from the Great Forge, Bruenor will offer the cloak as an alternative.

Bane of the Tradeways (DDEX3-05)*

This is a 2-hour adventure.

PERIL IN PINEBROOK

The following adventure guidance adapts the *Peril in Pinebrook* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms or Dragonlance campaigns**. Characters from those campaigns can participate at the same table but can't trade items. Characters attached to other campaigns may not play this adventure.

When being used in the Dragonlance campaign, Pinebrook is near the Vingaard Mountains in Solamnia, instead of the Spine of the World.

ADVENTURE SUMMARY

In *Peril in Pinebrook*, the characters escort an infant to their home past dangerous obstacles and **heights**, cave dwellers, and **kidnappers**.

LEVEL REQUIREMENTS FOR PLAY

Peril in Pinebrook is intended for play with 1st-level characters. Players are encouraged to use the provided pregenerated characters, though they may use any 1st-level character.

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Player's Guide*.

CHARACTER ADVANCEMENT

Characters may gain a level when they complete the adventure.

Pregenerated Characters. If a player used one of the pregenerated characters, they may advance it to 2nd-level as a fully fleshed out character, or they may build an entirely new 2nd-level character, using the rules found in the *D&D Adventurers League Player's Guide*.

ENCOUNTER 2: LIVING ICICLES

If there are six or seven players, add one **living icicle**.

ENCOUNTER 3: A DANGEROUS LAIR

CHALLENGE 2: MAGICAL ICE MIRROR

Bahamut's blessed water has no effect beyond this adventure.

ENCOUNTER 4: DRAGON EGGS AND SOARING SILVER

If there are six or seven players, add one **egg snatcher**.

CONCLUSION

MORE WYRMLINGS!

The characters may not keep a wyrmling.

TREASURE

For playing this adventure, each character receives 53gp.

PHANDELVER AND BELOW: THE SHATTERED OBELISK

The following adventure guidance adapts *Phandelver and Below: The Shattered Obelisk* to D&D Adventurers League play. This book contains the most recent version of *Lost Mine of Phandelver*, first published in the 2014 *D&D Starter Set*. If possible, the latest version of this adventure should be played. In the case of this adventure, the 2014 version may be run if the following *Phandelver and Below: The Shattered Obelisk* guidance is used, and players are informed of the version being played.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

LEVEL REQUIREMENTS FOR PLAY

Phandelver and Below: The Shattered Obelisk is intended for play at specific character levels. However, you can bring a character that may be a different level to play, within the adventure's limitations of tiers of play. Each of the adventure's chapters are designed for play of characters of a particular level, as follows:

CHAPTER NAME	LEVELS	TIER RANGE
"A Dangerous Journey"	1	1
"Trouble in Phandalin"	2	1
"The Spider's Web"	3	1
"Wave Echo Cave"	4	1
"Paths of Peril"	5-7	2
"The Shattered Obelisk"	7-9	2
"Rifts in Reality"	9	2
"Beyond a Lightless Star"	10-12	2-3

STORY ITEMS

The story items for *Phandelver and Below: The Shattered Obelisk* include:

- golden statuette that casts *augury* (C8)

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Player's Guide*.

CHARACTER ADVANCEMENT

Characters gain levels when noted in the adventure's chapters, rather than at the end of a session.

WAVE ECHO CAVE

WHAT'S NEXT?

If the characters earn a share of the mine's profits, the party earns 300 gp, to be divided amongst the characters, at the beginning of each chapter of *Phandelver and Below: The Shattered Obelisk*. At the end of the adventure, the mine is played out and the characters earn no more gold.

THE SHATTERED OBELISK

QUEST: MISSING MINERS

If the characters rescue the miners, the party earns 300 gp, to be divided amongst the characters, for the next 12 chapters or adventures their character plays.

PURIFYING THE CRYPT

Dumathoin's Blessing counts as a magic item for determining how many magic items a character can bring into a D&D Adventurers League adventure. A character can choose to give up *Dumathoin's Blessing* at any time.

RIFTS IN REALITY

GNAWBLES

Each character can keep no more than one gnawble pet.

BEYOND A LIGHTLESS STAR

B5: TUMOR GARDEN

Varakhta's silver greatsword is a *+3 greatsword*.

B10: LEFT TEMPORAL LOBE

The *Blessing of the Solipsistic Mind* counts as a magic item for determining how many magic items a character can bring into a D&D Adventurers League adventure. A character can choose to give up the *Blessing of the Solipsistic Mind* at any time.

WRAPPING UP

WHAT IF THEY FAIL?

If the characters fail to stop the mind flayer fanatics, their character is lost in the Far Realm until they are rescued by a group of NPC adventurers who claim a non-consumable magic item of the player's choice of Uncommon rarity or greater that their character had with them when their character was defeated. The character is returned to play, but permanently loses access to that item.

PLANESCAPE AND ADVENTURE ATLAS

The following sections provide on adapting *Planescape: Adventures in the Multiverse – Turn of Fortune’s Wheel*.

CAMPAIGNS AVAILABLE

This adventure is set as a **Planescape campaign**. For organized play, it is also designated as part of the **Adventurers League’s*** larger **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

ADVENTURE SUMMARY

The characters begin *Turn of Fortune’s Wheel* **without memories** of their pasts. They are sent on a tracking and retrieval mission into the Outlands and its gate-towns, where they face **death and imprisonment, murder by cremation, and xenophobia**. Characters can **gamble on people’s survival**, help end disorderly disruptions, investigate disappearances and an official’s death, compete in sporting events, gather enemy intel, and assist a character dealing with their **parents’ expectations**.

LEVEL REQUIREMENTS FOR PLAY

Planescape: Adventures in the Multiverse – Turn of Fortune’s Wheel is intended for play at specific character levels **and to be played through to completion**. **Dungeon Masters may insert Planescape Dungeoncraft adventures and *Adventure Atlas: The Mortuary* between *Turn of Fortune’s Wheel* sessions to augment the story. If a player chooses to end their character’s play of *Turn of Fortune’s Wheel* before completion, that character may play any Forgotten Realms adventures, but may not return to *Turn of Fortune’s Wheel*.***

Each of the adventure’s chapters is designed for play of a particular level. Characters of the following levels can play in these chapters:

CHAPTER NAME	LEVELS	TIER RANGE
“Grave Escape”	3	1
“Philosophers with Clubs”	4	1
“Fortune Favors the Bold”	5	2
“Into the Outlands”	6	2
“Automata: Recalibration”	6-9	2
“Curst: Invisible Bonds”	6-9	2
“Excelsior: Lost Souls”	6-9	2
“Faunel: Vicious Alliances”	6-9	2
“Glorium: Heroes of the Day”	6-9	2
“Rigus: Eternity’s Rampart”	6-9	2
“Sylvania: Titan on the Town”	6-9	2
“Outlands Explorations”	6-9	2
“Secrets of the Spire”	9	2
“Behind the Wheel”	10	2
“Echoes of Delusion”	17	4

CHARACTER CREATION

A **Forgotten Realms or Planescape character can be created to play *Turn of Fortune’s Wheel* and, afterwards, any Forgotten Realms adventure. Or they can play any Forgotten Realms adventure without playing *Turn of Fortune’s Wheel*.**

To create a **Planescape campaign character**, use* the rules found in the *D&D Adventurers League Player’s Guide* with the following additions.

- A 3rd level character is created and advanced as normal for the D&D Adventurers League Forgotten Realms campaign.
- Characters start with an additional 250 gp to spend on additional nonmagical gear or kept as coin.
- At 3rd level, each character also gains one uncommon magic item of the player’s choice from this list:
 - +1 weapon
 - +1 shield
 - +1 rod of the pact keeper
 - +1 wand of the war mage
 - +1 all-purpose tool (TCE)
 - +1 amulet of the devout (TCE)
 - +1 arcane grimoire (TCE)
 - +1 bloodwell vial (TCE)
 - +1 dragonhide belt (FTD)
 - +1 moon sickle (TCE)
 - +1 rhythm-maker’s drum (TCE)
 - Bag of holding

STARTING WITH AN EXISTING D&D ADVENTURERS LEAGUE CHARACTER

Turn of Fortune’s Wheel is an unusual adventure that begins and progresses in an unusual way. Playing an existing character is not recommended.

If you wish to use an existing D&D Adventurers League character, you may do so, but your character loses all knowledge of the deeds performed in previous adventures and loses access to all previously gained Story Awards, Favors, or Contacts, until the character begins chapter 15.

CHARACTER ADVANCEMENT

Characters gain levels when noted in the adventure’s chapters rather than at the end of a session.

BEGINNING OF THE END

CHARACTER INCARNATIONS

When a character dies, the multiversal glitch restores one of that character’s incarnations. The player always makes all the choices for their new variations. These incarnations are the same level as their previous incarnation and share any nexus features and earned treasure. Otherwise, they may be as similar or entirely different as the player desires. These new incarnations are created using the Character Creation rules listed above, including the choice of a new uncommon magic item from the provided list. After creating and advancing to the level of the previous incarnation, the new incarnation

adds to their inventory any treasure earned by the previous incarnation

FORTUNE FAVORS THE BOLD

F7: FORTUNE'S WHEEL

Some rewards from spinning Fortune's Wheel require additional adjudication for D&D Adventurers League.

Crown. No ability gained by becoming a quasi-deity can have any mechanical game effect. The character never gains any additional mechanical benefits from gaining worshippers.

Star. The boon ceases to function if the character leaves the adventure before completing it.

INTO THE OUTLANDS

W6: CASTELLAN CHAMBER

The *necklace of prayer beads* found behind the secret door has 4 beads: blessing, curing, favor, and wind walking.

SECRETS OF THE SPIRE

SCHOLAR OF IMPOSSIBILITIES

Characters may not claim the *book of evil darkness*. The artifact teleports away if a character tries to pick it up or read from it.

BEHIND THE WHEEL

P4: FIEND'S ANTE

The value of the infernal document noting the character's right to invade the material worlds is hard to determine. While it is the main reward of the game, it's not of much use without an interplanar army. At best, the party can sell the document to a friendly deva for 60 gp per character or a less friendly devil for 120 gp per character.

UNITY OF SELF

When the characters liberate their true self, they may choose to level their current incarnation to 17th-level, level one of their other incarnations to 17th-level even if that incarnation has died during the adventure or build an entirely new 17th-level character that is their true self. All other incarnations are discarded.

Old Story Awards. If the player is using a D&D Adventurers League that they had previously leveled to 3rd-level before beginning *Turn of Fortune's Wheel*, any forgotten story awards are regained.

Heroic Equipment. In addition to the equipment the character has when their true self is freed, they choose magic items from the *Dungeon Master's Guide* as directed. The character may not choose a *cubic gate*, any item that is uniquely named (such as *Blackrazor*), any sentient magic item, or any item that grants wishes or could grant a wish through a random roll (such as the *deck of many things*). No

item chosen can create or generate additional treasure or magic items.

ECHOES OF DELUSION

T2: BEHERIT'S HEAD

While Beherit's skull agrees to help the characters in exchange for help, it stops helping the characters after the adventure ends. If the character does not spend 10 downtime days fulfilling their promise, it refuses to further aid the character no matter what the character does. It uses *dominate monster* three times every day to target the character and order them to carry it to the Nine Hells.

ADVENTURE ATLAS: THE MORTUARY

The following sections provide on adapting *Adventure Atlas: The Mortuary*, a Dungeons & Dragons™ expansion for *Planescape: Adventures in the Multiverse – Turn of Fortune's Wheel* for the D&D Adventurers League Planescape campaign or as a legal resource for Dungeoncraft adventures that take place in Sigil as part of the Planescape campaign.

Characters playing in *Turn of Fortune's Wheel* can participate in *The Mortuary*, as part of that adventure.

SUMMARY

The *Adventure Atlas: The Mortuary* supplement fleshes out Sigil's house of death, its Heralds of Dust, and others who haunt its halls. Characters wandering through the Mortuary observe the processing of countless dead and may become victims of **cremation** and **ritual murder** themselves.

HERALDS OF DUST CHARMS

The Heralds of Dust charms are not available for Dungeoncraft adventures unless specifically listed in a *Dungeoncraft Design Guide*. Heralds of Dust charms might be earned while playing *Turn of Fortune's Wheel* but are lost if the character leaves the adventure before completing it.

PRINCES OF THE APOCALYPSE

The following adventure guidance adapts *Princes of the Apocalypse* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story item guidance is retroactive. The story items for *Princes of the Apocalypse* include:

- *Drown*
- *Ironfang*
- *lost crown of Besilmer*
- *tinderstrike*
- *Windvane*

AFTERMATH

Sentient weapons can create hurdles for players and DMs alike in an organized play setting. Replace the entire "Aftermath" section on page 187 of the *Princes of the Apocalypse* adventure with the following:

Captured members of Drannin's crew can divulge the location of the real Gargosh. He is imprisoned in a small cave on the riverbank near Yartar, locked in a large trunk with air holes and water. Gargosh can survive for four more days inside the trunk.

If the characters emerge from the dwarven crypts with *Orcsplitter* in their custody, the Harpers in area X5 confront them under the open sky. If the characters avoid area X5, the Harpers will track them and confront them elsewhere (the DM is encouraged to choose a thematically appropriate location based on the characters and their actions in the story thus far) within the next two days. They point out that *Orcsplitter* belongs in the hands of dwarven scholars. They'll first appeal to the characters' sense of altruism, but if that doesn't work, the Harpers try to arrange for a trade that allows a single character to choose one option from a list of magic items and services in exchange for *Orcsplitter*:

- A +2 *weapon* of the character's choosing that vibrates and flares a deep scarlet glow when within 50 feet of orcs. Against orcs, the weapon inflicts +2d6 damage.
- A suit of *dwarven plate*.
- A +1 *maul* named "The Smasher" that, when given the command, "This celebration isn't going to start itself!" acts

as a *decanter of endless water* but dispenses potent dwarven spirits instead. This is a rare magic item.

If the characters are not inclined to take the Harper's offer, the Harpers are quite upset. The characters are coldly informed that *Orcsplitter* is entirely its own being – the ancient enchantments have given it a true personality, and it will only respond to a good-aligned dwarf, fighter, or paladin. For everyone else it will merely function as a magical silvered battleaxe with no additional benefits or properties (an unattuned *Orcsplitter*) will stubbornly refuse to grant any of its bonuses, including hit and damage rolls adjustments, but begrudgingly admits that it is still a magical weapon). The Harpers rescind their generous offer but can be convinced to reconsider their trade offer on a successful Charisma (Persuasion) DC 20 check. A successful Wisdom (Insight) check at DC 15 reveals that the Harpers are telling the truth about the status of the legendary weapon.

If an agreement is reached, Ariana Riverlost promises to meet the characters again in two weeks, at a location chosen by them, with the agreed-upon payment.

ELIZAR DRYFLAGON'S PIPE

Elizar can summon mephits due to his oaths to a certain elder being. His pipe is merely a conduit for this power and is not magical in and of itself.

THE HOWLING VOID (DDEX2-13)*

This is a 4-hour adventure.

SPELLJAMMER: ADVENTURES IN SPACE

The following adventure guidance adapts the *Spelljammer: Adventures in Space—Light of Xaryxis* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

While *Light of Xaryxis* take place in Wildspace and even other planets, characters that are a part of the **Forgotten Realms®** D&D Adventurers League campaign may participate in these adventures. In this case, the adventure begins in Neverwinter. The “Jewel of the North” is a cosmopolitan coastal city far to the northwest region of the Sword Coast. It’s up to the player to determine how their character arrived there, and what they’re doing when the adventure begins.

Adventurers League characters can move back and forth between *Light of Xaryxis* and other D&D Adventurers League Forgotten Realms adventures freely if they continue to meet the level requirements for play.

Alternatively, if you’re playing with a dedicated group that wants their play to be a part of D&D Adventurers League, they may decide to create characters that begin play in Neverwinter for whatever reason (residents, recent travelers, etc.). Once they’ve finished the adventure, they can play other D&D Adventurers League adventures set in the Forgotten Realms.

LEVEL REQUIREMENTS FOR PLAY

Light of Xaryxis is intended for play at a specific character level. However, you can bring a character that may be a different level to play, within the adventure’s limitations of tiers of play. Each of the adventure’s parts are designed for play of characters of a particular level, as follows:

PART NAME	LEVEL	TIER RANGE
“Seeds of Destruction”	5	2
“Terrors of the Void”	6	2
“Chaos in Doomspace”	7	2
“Saviors of the Multiverse”	8	2

STORY ITEMS

The story items for *Spelljammer: Adventures in Space* include:

- *spelljamming helm*
- *spelljammer ships*
- *keg of gunpowder*
- *keg of alchemist’s fire*
- Princess Xedalli’s *ring of shooting stars*
- *bombs* (Part 3, Chapter 8, 2. Armory)

SPELLJAMMER SHIPS

The characters will potentially find themselves in the position to take custody of several spelljammer ships. These ships and their spelljamming helms are all story items and can’t be sold.

CHARACTER CREATION

All characters are created using the rules found in the *D&D Adventurers League Forgotten Realms Player’s Guide*. The *Spelljammer Academy* series of adventures published on D&D Beyond are specifically designed to provide players with a more comprehensive play experience and a narrative hook that describes why their characters find themselves in Neverwinter.

Characters creating a new 5th-level character for this adventure don’t gain the additional gold or magic item provided in *Light of Xaryxis*. Instead, they use the rules in the *D&D Adventurers League Forgotten Realms Player’s Guide* to advance their new characters to tier 2.

FIREARMS IN FAERÛN

There are several firearms that the characters might find during their adventures in space. They’re welcome to keep or sell these items as they choose. Upon returning to Faerûn, any gunpowder that a character possesses is treated as *smokepowder* (see *Waterdeep: Dragonheist*). *Smokepowder* is found in packets of five shots. Unless specifically stated in this adventure, packets of *smokepowder* can’t be combined for use as a bomb or other explosive device.

In addition to a pistole or musket itself, a character must have a bullet and one shot’s worth of *smokepowder* to attack with it. Once a character has exhausted their supply of bullets and *smokepowder*, they’re unable to attack with the weapon. Opportunities to obtain both *smokepowder* and bullets will present themselves in Dungeondraft adventures during the *Spelljammer* season.

CHARACTER ADVANCEMENT

At the end of each of the adventure’s parts, characters may gain a level.

PART 1: SEEDS OF DESTRUCTION

The following guidance adapts Part 1 of *Light of Xaryxis* to D&D Adventurers League play.

CHAPTER 2: ATTACK OF THE STAR MOTH

FEATURES OF THE MOONDANCER

Area 12: Upper Cargo Hold. The twenty crates contain thirty of each type of weapon found in the Player’s Handbook. These can be kept and used by the characters or sold for up to 2,000 gp, to be split evenly among the characters.

CHAPTER 3: TREACHEROUS SALVAGE

EXPLORING THE LUCENT EDICT

1: *Captain's Chair*. Examining the captain's chair disturbs the headless corpse within it.

NEOGI RAIDERS

The characters may gain a level upon completing all three chapters of Part 1.

PART 2: TERRORS OF THE VOID

The following guidance adapts Part 2 of *Light of Xaryxis* to D&D Adventurers League play.

CHAPTER 4: A FRIEND INDEED

VICTORY

If the characters win the battle and their spelljamming helm isn't disabled, they proceed to Tolopah's Tower in Chapter 5. Here ends Chapter 4.

CHAPTER 6: GRAVE ALLIANCE

SHIP OF THE DEAD

In the unlikely event that a character is slain and rises as a vampire, they are removed from play until such time as they are returned to life.

BOARDING THE LAST BREATH

13: *Lower Cargo Hold*. The kegs of gunpowder and alchemist's fire are story items. Further, due to the influence of Gond, the deity of artifice and inventiveness, gunpowder doesn't work once the characters have returned to Faerûn.

LOOK, A PRINCESS!

Each character that completed all three chapters of part 2 may gain a level.

PART 3: CHAOS IN DOOMSPACE

The following guidance adapts Part 3 of *Light of Xaryxis* to D&D Adventurers League play.

CHAPTER 9: DISCORD AND DIPLOMACY

RED DRAGON RIDER

Each character that completed all three chapters of part 3 may gain a level.

PART 4: SAVIORS OF THE MULTIVERSE

The following guidance adapts Part 4 of *Light of Xaryxis* to D&D Adventurers League play.

CHAPTER 11: CROWNING MOMENT

ASTRAL FONT

Water removed from the font loses its potency after leaving Xaryxispace.

CHAPTER 12: LIGHT OF XARYXIS

CONCLUSION

If the characters spare Xaryxis, Toril is destroyed, and its energies consumed by Xaryxis. The characters are removed from play.

SPELLJAMMER ACADEMY

LEVEL REQUIREMENTS FOR PLAY*

The Spelljammer Academy adventures were designed as stated in their "Introduction" section and are intended to be played in order, as a 1st level PC playing *Spelljammer Academy: Orientation*, a 2nd level PC playing *Spelljammer Academy: Trial by Fire*, and so on. However, as an option for SJA Adventurers League play Dungeon Masters and event organizers may allow characters in tier 1 (levels 1-4) to play the adventures in any order. Players can keep Player's Guide leveling guidance in mind, so they don't advance above 4th level before finishing all the Spelljammer Academy adventures they wish to play.

STORM KING'S THUNDER

The following adventure guidance adapts the *Storm King's Thunder* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS AND NEW ITEMS

Story Item guidance is retroactive. The story items for *Storm King's Thunder* include:

- ancient relic boulder
- ancient relic ring of hardened magma
- *conch of teleportation*
- *Korolnor scepter*
- *navigation orb*
- *potion of giant size*

ANCIENT RELIC

The ancient relic, *red dragon's thighbone*, is considered a Very Rare magic item with further details listed in the adventure.

THE IRON BARON (DDEP05-01)*

The Flameborne Armor story award allows the creation of a new suit of armor with a maximum market value of 750 gp. The effect of the story award can't be combined with other suit of magical or mundane armor—it is the creation of an entirely new suit of armor.

THE BLACK ROAD (DDAL05-02) & UNINVITED GUESTS (DDAL05-03)*

These adventures are optimized for five 3rd-level characters.

TALES FROM THE YAWNING PORTAL

The following adventure guidance adapts *Tales from the Yawning Portal* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story Item guidance is retroactive. The story items for *Tales from the Yawning Portal* are:

- Waythe
- Ability score increases from the Elder Elemental God

THE SUNLESS CITADEL

The *Sunless Citadel* is a fairly straight-forward adventure with plenty of opportunities for roleplay mixed into its pages. The following adjustments must be used when running it for D&D Adventurers League:

SHATTERSPIKE

Shatterspike can't be used to destroy magic items, unless the item itself specifically provides an AC, hit points, etc. in its description.

THE HIDDEN SHRINE OF TAMOACHAN

The *Hidden Shrine of Tamoachan* requires additional rulings if it is to be played for Adventurers League credit:

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of *Against the Giants* that have abilities above and beyond those abilities normally located in the *Player's Handbook* and *Dungeon Master's Guide*.

Berserker axe (Tamoachan). This is a very rare magic item.

Plantslayer longsword. The name is unofficial but is an accurate summary of the item's abilities. It is a rare magic item.

Rusty dagger. This is an uncommon magic item.

WHITE PLUME MOUNTAIN

The following adjustments are needed when running *White Plume Mountain* for D&D Adventurers League:

WHAT DO I DO WITH *BLACKRAZOR*, *WAVE*, AND *WHELM*?

In *White Plume Mountain*, the characters are hired to retrieve three legendary weapons (*Blackrazor*, *Wave*, and *Whelm*) that have been stolen. The book is vague regarding the payment—for Adventurers League, the three owners reward the characters. Only weapons turned in while the character is present count for that individual character. Additionally, as ownership of permanent magic items is determined at the end of the session, returning the weapon and claiming the reward must be done before the end of the session. This may necessitate some suspension of disbelief if the "turn in" magically happens while the characters are in the middle of a dungeon.

This guidance is **retroactive**; it affects sessions run prior to the issuance of this FAQ.

1. First Weapon Returned. The party receives max gold (*DMs Guide's* "Unspecified Treasure Allowance Per Adventure" table) and each character may choose five rare consumables (following normal rules for the number of pieces of magical ammunition). A character could, for example, choose 2 *potions of superior healing*, 2 *spells scroll of greater restoration*, and 5 +2 *crossbow bolts*.

2. Second Weapon Returned. Each character may choose one of the following items: *arrow catching shield*, *bracers of defense*, *canath mandolin*, *necklace of prayer beads* (with six beads), *staff of the woodlands*, +2 *wand of the war mage*, or a +2 *weapon*.

3. Third Weapon Returned. Each character receives either a *blessing of protection* or a *blessing of weapon enhancement* (player choice) and when the character gains 17th level, can claim one of these legendary items for their own use.

I Don't Wanna Surrender It! First, ending a session without returning one of the weapons denies the group from receiving any reward associated with it—drag. The worst part, however, is that the character that chooses to retain ownership is too busy running and hiding from the forces that pursue it, or simply spending all their time busy being dead. Such characters are retired from play. This involuntary retirement can be cut short by surrendering the stolen weapon. In-so-doing, the weapon is removed from their character (reducing their magic item count), but they don't receive the reward associated with turning it in, above. Sometimes, no reward is a reward in its own right. Characters should be made aware of this before they decide to keep a weapon. This guidance is **retroactive**.

DEAD IN THAY

Dead in Thay is a heavily flavored adventure and dungeon crawl that does not require many adjustments for D&D Adventurers League play.

LOADSTONE

As a magic item, the *loadstone* cannot be sold for gp.

SOUL-BOUND UNDEAD

If a character is raised as soul-bound undead in *Dead in Thay*, they are immediately removed from play if they leave the Doomvault without destroying Kazit Gul (and thus, the Doomvault), or figuring out how to correctly use the *Undying Laboratory*.

AGAINST THE GIANTS

This sprawling adventure can be quite time consuming, but it covers many play elements and presents the characters with a great insight into giant societies – and a hint of drow-themed things to come! The following adjustments are needed when playing *Against the Giants* for D&D Adventurers League:

GIANT’S BAG CONTENTS

When the characters inspect a giant’s bag, any time that a result of 61-69 is rolled, instead award a single consumable magic item from magic item tables A or B.

HILL GIANT STRONGHOLD, DUNGEON LEVEL

The following adjustments must be made:

Area 23. The treasure hoard includes three magic items: two items from magic item table F and one on table G.

FROST GIANT STRONGHOLD, LOWER LEVEL

The following adjustments must be made:

Area 2. The treasure hoard also includes one item from magic item table F, and one on table G.

HALL OF THE FIRE GIANT KING, ENTRANCE LEVEL

The following adjustments must be made:

Area 9. Chest includes 4 items on magic item table A, two items on table B, one item on table D, and one item on table E. None of these items may be of legendary rarity.

HALL OF THE FIRE GIANT KING, SECOND LEVEL

The following adjustments must be made:

Area 8. The “*spell scroll* of seven cleric spells” is in fact seven *spell scrolls*, chosen from the cleric spell list. They do not have to be different spells and cannot be higher than 5th level. These *spell scrolls* are awarded to the party immediately.

Area 11. Result 3 on the Elder Elemental God table is ignored.

HALL OF THE FIRE GIANT KING, THIRD LEVEL

The following adjustments must be made:

Area 7. In place of any gp, gems, or art objects, the hoard awards two consumables per character. These consumables can be from magic item tables A, B, or C.

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of *Against the Giants* that have abilities above and beyond those abilities normally located in the *Player’s Handbook* and *Dungeon Master’s Guide*.

Snurre’s cape. This is a rare magic item.

Headsmen’s axe. This is a very rare magic.

Spellcasting bolts. These magic bolts are rare magical ammunition.

TOMB OF HORRORS

Tomb of Horrors requires additional rulings if it is to be played for *Adventurers League*:

WHAT DO THE CHARACTERS FIND IN ACERERAK’S VAULT?

The *Tomb of Horrors* is an iconic dungeon with many years of history and lore. It is also filled with terrible artifacts of death and dread. This guidance is **retroactive**—it affects sessions run prior to the issuance of this FAQ.

Spheres of Annihilation. The effects resembling *spheres of annihilation* in the green devil faces in the *Tomb of Horrors* are traps; they can’t be controlled or kept.

Acererak’s Hoard. Under the treasure subheading on page 227 of TYP, replace “(except that none can be of legendary rarity)” with: “(except all potions must be uncommon, rare, or very rare, all wizard spell scrolls must be of 5th level or lower, and all permanent items must be located on magic item tables F, G, or H, and uncommon, rare, or very rare, and may include up to one *manual* or *tome*—it seems that the demilich’s library has long ago rotted away)”.

EFREETI WISHES

If the efreeti is released from its prison in the *Tomb of Horrors*, it might grant three wishes. Note that this is not the *wish* spell, and it is limited in what it can create or deliver – in no case can the effect a *wish* that it grants last beyond the end of this game session.

SPELLCASTING GEM?

A certain cursed gem will invariably harm those that cast *wish* from it, and because it tells the holder that it can cast *wish*... what reason might the character have to not use it? Also, any character caught in the gem’s explosion is permanently killed and is retired from *Adventurers League* play.

THIS STAFF OF THE MAGI...

... is broken beyond repair. Not even a *wish* spell can repair it in D&D Adventurers League play.

DUNGEON CRAWLS & LEVEL BANDS

The dungeons in the Tales from the Yawning Portal were designed with specific level ranges in mind, but for Adventurers League play these level ranges are modified to incorporate the entire target tier. Dead in Thay is the dungeon that is most deeply impacted by this.

Sunless Citadel – tier 1 (target level 1)

Forge of Fury – tier 1 (target level 3)

Hidden Shrine of Tamoachan – tier 2 (target level 5)

White Plume Mountain – tier 2 (target level 8)

Dead in Thay – tier 2 (target level 9)

Against the Giants – tier 3 (target level 11)

Tomb of Horrors – tier 3 (target level 13)

Characters need to be in the appropriate tier for their chosen adventure from Tales from the Yawning Portal.

TOMB OF ANNIHILATION

The following adventure guidance adapts *Tomb of Annihilation* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story Item guidance is retroactive. The story items for *Tomb of Annihilation* include:

- *staff of the Forgotten One*
- Ability score increases from the armillary sphere
- items & spirits of the trickster gods (see below)
- Yaka the Golden Skull
- *void shard*

DEATH CURSE

Now that the Adventurers League has moved on to later adventure seasons, the Death Curse is only in effect for play of this product season 7 adventures that are played at tier 1 or tier 2.

WHEN THE DEATH CURSE IS APPLIED

The curse is **the** fundamental aspect of *Tomb of Annihilation*. Any character can **choose** to be rid of the curse by:

Defeating Acererak. A character who seeks out the cause of the curse and frees Faerûn from its effects by completing the final chapter of *Tomb of Annihilation* is freed from the effects of the curse. Surrogates that do so free their original character.

Waiting It Out. Alternatively, characters can start any other adventure and declare the death curse is over for their character. A character choosing this option can't return to play *Tomb of Annihilation*.

THE DEATH CURSE'S EFFECTS

The below effects of the curse are in addition to those provided in *Tomb of Annihilation*:

- The souls of humanoid creatures who die while subject to the curse are trapped. Typical means of avoiding this do not function.
- No spell or effect—mortal or divine—can return the dead to life; the soul remains trapped, and any such attempts automatically fail. Rumor is that **one person** found deep in

the jungles of Chult knows a way around this, but at a steep price.

- Characters who have been previously raised from the dead find their hit point maximum reduced by 1 each day at midnight, at the **beginning** of each non-DDHC adventure, and for each downtime day spent. The season starts after the curse has been active for 20 days—thus any previously-dead creatures subject to the curse find their maximum hit points reduced by 20 at the onset of the storyline. This reduction can't be resisted or restored, and the reduced hit point maximum can't be increased by spells or effects such as *aid*—although you can still get temporary hit points. Characters that advance in level increase their hit points as normal.
- Characters whose souls are trapped within the *Soulmonger* run the risk of their soul being devoured (see **Soul Devouring**, below).

SURROGATE CHARACTERS

Characters who die while subject to the curse may continue playing using a surrogate—a temporary pregenerated character—of the **same tier**. Available surrogates are downloaded from the Dungeon Masters Guild. Surrogates can't be played outside of *Tomb of Annihilation* or the season 7 official Adventurers League adventures.

A character's surrogate is the **key** to its salvation from the *Soulmonger* and continues adventuring after the primary character's death. A slain surrogate may be replaced by another one of the same tier. If the player **doesn't** declare a surrogate and instead continues the adventure with another non-surrogate character, the original character's soul is devoured.

DMs running *Tomb of Annihilation* should work with players to construct avenues for surrogates to join their new-found group. They should arrive **before** the next encounter, but **after** the one where their character died. Maybe the surrogate is an agent from another faction sent to spy on a character? A guide? Another adventurer lost in the jungle?

If a cursed character dies during an Adventurers League adventure, the surrogate arrives at the beginning of the next session—though the DM still rolls to determine if the original character's soul is devoured as normal (see *Soul Devouring*, below).

Surrogate Rewards. Surrogates receive and apply rewards as normal, with the following exceptions:

- They earn rewards normally
- They advance in level normally and can't multiclass or gain feats
- Rewards earned by a character's surrogates are tracked separately from the original character's rewards using a surrogate logsheet.

Transferring/Keeping/Rewards. Once free of the curse, rewards accumulated by the original character's surrogate(s)—including the pregen's listed gear (but less any that was lost, destroyed, or spent)—are transferred to another character, and the surrogate is removed from play.

All of the cumulative rewards earned by a character's surrogates **must** be transferred to the same character. The recipient of these rewards is determined as follows:

- **Original Character Raised.** Rewards earned by a surrogate are transferred to the original character.
- **Original Character's Soul Devoured.** Rewards earned by a surrogate are transferred to a new, level 1 character.

Replaying the Adventure. A surrogate can't play any adventures or chapters that the primary character played, and the primary character can't play any of the same played by its surrogate.

SOUL DEVOURING

The soul of any humanoid that dies while subject to the curse is trapped until freed or devoured by the atropal. If a **surrogate** (see below) is at the table, the DM must roll a d20 at dawn each day **and** at the **end** of each non-DDHC adventure to determine if that surrogate's original character's is consumed. On a result of a 1, the soul is devoured. Rolling a "handful of d20s" isn't recommended unless the same group of players have been playing together throughout the storyline season. A player can choose to abandon their character to their fate and declare their character's soul devoured by not declaring a surrogate (see **Surrogate Characters**, above).

Once their soul has been devoured, nothing can return that creature to life—including the normal methods for surrendering a magic item to return a character to play. These unfortunate characters—along with their possessions—are removed from play.

ITEMS OF THE TRICKSTER GODS

The spirits of the dead trickster gods are bound into their personal items as noted in the adventure text. For Adventurers League usage, they also follow the Story Items rules – for example, if someone cannot return for the next game, the item can be assigned by the DM to another character and that character may potentially become possessed. Every time the item transfers to another person, there is a chance that the spirit may possess the new host or wielder.

Additionally, if the characters successfully complete the adventure and break the death curse, the spirits of the trickster gods may decide to allow these items to leave the tomb. The abilities granted by the spirits of the trickster gods do not function outside of the tomb.

SPIRITS OF THE TRICKSTER GODS

If a character is possessed by a trickster god and they leave the tomb, neither the spirit nor their granted abilities (including traits) travel with the character. The spirit does not return automatically when next the character enters the tomb, though they could wield or wear the god's associated item, which may result in the character becoming possessed once more.

WHAT THE HECK DO CHULTANS SPEAK?!

While Old Omuan is used frequently throughout the adventure, it isn't available to characters. Chultan characters using the Option: Human Languages optional rule in SCAG may choose Chultan in addition to Common. Chultan is written using the same alphabet as Draconic.

YAKA THE GOLDEN SKULL

The adventure text in Tomb of Annihilation calls out a specific gp value in gems that Yaka must consume before he leaves the characters alone. For Adventurers League purposes, Keshma al-Wazir the dao can create this amount of treasure or the characters can provide it to Yaka. It is important to note that Yaka is considered a story award and is not capable of leaving the season 7 content.

DRAGONBAIT'S HOLY AVENGER

Dragonbait's signature weapon is a manifestation of his legacy and prominence in the Realms, and only functions as a *holy avenger* if wielded by the saurian himself. If anyone else wields it, it is a non-magical longsword. As such, Dragonbait's *holy avenger* is not a magic item that can be acquired by characters in Adventurers League play.

KESHMA AL-WAZIR THE DAO

While Keshma potentially does offer spellcasting to aid the characters, she is not capable of granting *wishes* other than to break the curse of *Yaka, the Golden Skull*.

CHAPTER 1. PORT NYANZARU

The following guidance applies:

THE MERCHANT PRINCES & EPIC ADVENTURES

The following modifications apply to the listed Merchant Princes:

While the merchant princes are happy to sell the items over which they hold monopoly, doing so can be time consuming. Characters wishing to purchase goods from the merchant princes must spend 10 downtime days arranging a meeting, negotiating prices, and coordinating for impartial intermediaries to accept, transfer gold during the transaction. At the end of the ten days, you may make one purchase—either a single permanent magic item, or up to their limit in other items (see, below). This downtime activity is available only to characters spending downtime during *Tomb of Annihilation* or official season 7 Adventurers League adventures.

Additionally, the following merchant princes have the following modifications to their entries:

Ekene-Afa. This Merchant Prince has a small selection of magic items (p.25) readily available for a modest price. These items can't be traded. The character may purchase a single item or **no more** than 5 pieces of *+1 ammunition* in a single transaction before she refuses the character further service.

Ifan Talro'a. Animals purchased from this merchant prince aren't available as familiars.

Jessamine. This soft-spoken Merchant Prince sells some of the most potent poisons in Faerûn. However, she is discriminating in her dealings. Characters may purchase no more than 2,000 gp worth of goods in a single transaction before she refuses the character further service.

Wakanga O'tamu. This charismatic Merchant Prince sells potions and scrolls, but he frowns on those who might deny others the opportunity to enjoy his wares. Characters may purchase 750 gp worth of potions and scrolls in a single transaction before he refuses further the character service. The scrolls contain only spells found in the *Player's Handbook*.

If the characters complete Wakanga's quest, they may choose spells from the *Player's Handbook* once their levels have been determined, as normal.

BUYING A SPECIAL ITEM

As the special items made available for sale by the Merchant Princes aren't typically otherwise available for purchase (certain poisons, scrolls, etc.), they aren't available through the black market.

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of *Tomb of Annihilation* that have abilities above and beyond those abilities normally located in the *Player's Handbook* and *Dungeon Master's Guide*.

Bob. The qualities possessed by Bob are within the realm of powers listed in the What Minor Property Does It Have? in the *Dungeon Master's Guide*. It is an uncommon magic item.

Devlin's staff of striking. The peculiar curse on this staff does not prevent it from being acquired or used. Be sure to read the item's description carefully! This is a very rare magic item.

Sphere of Annihilation. The only way that a character can keep a sphere of annihilation in this adventure is to defeat Acererak and keep the talisman of the sphere. If the talisman is destroyed in the encounter, neither it nor the sphere can be kept.

Tortoise-shell shield. This item can be purchased by one character for the price of a shield as listed in the *Player's Handbook*.

Yklwa. This weapon can be acquired in the adventure or purchased from the merchant princes.

A City on the Edge (DDAL07-01)*

This adventure consists of five, 1-hour mini-adventures.

TYRANNY OF DRAGONS

The following adventure guidance adapts *Hoard of the Dragon Queen* (HotDQ) and *Rise of Tiamat* (RoT) to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

Story item guidance is retroactive. The story items for *Tyranny of Dragons* include:

- *Blagothkus' flying castle*
- *Hazirawn*
- *dragon masks* (any)
- *mask of the Dragon Queen*

WHAT IS +1 WHITE DRAGON SCALE?

While listed as *+1 scale* in *Hoard of the Dragon Queen*, the listed item has been upgraded to *white dragon scale*.

IT FOLLOWED ME HOME, HONEST!

At certain points in these adventures the characters may have a chance to acquire dragon eggs, owlbear eggs, or some other exotic unborn version of a monster. These creatures are never suitable as pets, familiars, animal companions, and so on, though a character may retain it as a non-mechanical companion at a DM's discretion. Characters may not steal or otherwise acquire magic items unless specifically awarded as treasure in an adventure.

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of the *Tyranny of Dragons* adventures that have abilities above and beyond those abilities normally located in the *Player's Handbook* and *Dungeon Master's Guide*.

Draakhorn (RoT). This magic item is an artifact, and per its information block in the adventure it has no mechanical abilities. If acquired, it cannot be traded.

Gas-filled Ewer & Goblets. These items are unavailable for Adventurers League play.

WATERDEEP: DRAGON HEIST & DUNGEON OF THE MAD MAGE

The following adventure guidance adapts *Dragon Heist* and *Dungeon of the Mad Mage* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

These adventures are available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play these adventures.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

STORY ITEMS

The story items for *Waterdeep: Dragon Heist* and *Waterdeep: Dungeon of the Mad Mage* include:

- *Azureedge*
- *Blackstaff*
- having only one boot of the *boots of elvenkind* (no magical benefits)
- *Caladorn's plate armor*
- *dragonstaff of Ahghairon*
- *lord's ensemble*
- *nimblewight detector*
- *professor orbs*
- *stardock rod*
- *stone of Golorr*
- *Tearulai* (*sword of sharpness*)
- *vault keys* (see below)

PISTOLS AND SMOKEPOWDER

Firearms are an oddity in Faerûn and can't be crafted or sold. Black powder doesn't function in Faerûn, so *smokepowder* must be used instead. Additionally, a character keeping one of these pistols can purchase bullets from the *Dungeon Master's Guide*. Alternatively, character proficient in smith's tools can craft bullets using the rules in the *Player's Handbook*.

SMOKEPOWDER PACKET

Wondrous item, uncommon

This magical explosive is used to propel a bullet out of the barrel of a firearm. It is stored in tiny, waterproof leather packets. A packet contains enough *smokepowder* for five shots. Casting *dispel magic* on *smokepowder* renders it permanently inert.

A character that keeps one of the firearms found here, can thereafter purchase packet of *smokepowder* for 50 gp by a character. Any quantity of *smokepowder* counts as one single consumable magic item.

Smokepowder isn't suitable for any purpose other to fire this weapon (i.e. NO explosives may be crafted, etc).

MARKS OF PRESTIGE

If the characters would earn a mark of prestige during the adventure, they should work with their DM on the particulars of that gift. Feats are not a valid choice for this reward.

LIFE IN WATERDEEP

The following guidance applies:

BREAKING THE LAW

Characters that are arrested and tried for breaking the laws of Waterdeep have the right to plead their case. In some circumstances, they may be able to solicit the aid of some of the city's more influential citizens.

Dungeon Masters. You are the final arbiter of whether an NPC chooses to assist the character in their hour of need. Have the player plead their character's case to the NPC and what they've done to earn their assistance in previous encounters. Let the player's roleplaying gauge their character's success here; not a roll of the die.

GUILD MEMBERSHIP

Dues are deducted from the gp gained when a character gains a level. The amount due is equal to the character's tier times their level.

FACTIONS IN WATERDEEP

Dungeon Masters. Members of the factions listed in this section of the adventure may receive benefits (sometimes without even asking!) from their factions. However, they should be used **sparingly** and can't persist beyond the **end of the session**. Characters that call for help in excess may find that their faction eventually stops answering.

PART 2. RUNNING DRAGON HEIST

Smokepowder. Kegs of *smokepowder* are replaced by packets of *smokepowder*.

CHAPTER 2. TROLLSKULL ALLEY

The following guidance applies:

THE COST OF DOING BUSINESS

If the characters do not have the gold to pay for the necessary refurbishments for their new tavern, Volo is interested in entering into an arrangement with them by covering the initial costs (typically around 1,000 gp). Each character present earns the following story award:

VOLO'S GUIDE TO IOUS

Volothamp Geddarm has presented you with a loan for the cost of the initial upkeep of your tavern. In exchange, all he asks is that you stock his books, sell his books, market his books, provide free room & board for him upon request, and to not let Fai Chen enter the premises. He's not willing to explain the last bit, but instead references "some misunderstanding in the markets of Amn".

He is known for making dubious investment choices, though, and is unable to provide any further money for the maintenance and operation of the tavern.

JOINING FACTIONS

Note that some joining some factions (such as Xanathar's Guild, Zhentarim, or Bregan D'aerthe) may create storytelling obstacles in other adventures.

Force Grey (Gray Hands) Missions. Vajra covers the cost of any *raise dead* spells to bring back characters that died while pursuing the mission.

Harper Missions. One of the characters is able to keep the spellbook provided by Uza.

Lords' Alliance Missions. One of the characters can keep Esloorn's spellbook.

Zhentarim Missions. One of the characters can keep Skeemo's spellbook.

OPEN FOR BUSINESS?

Any rolls made on the Running a Business table must be performed in the presence of your DM. Downtime costs are spent in equal amounts by all characters, with rewards and penalties split equally among those that contributed.

CHAPTER 3. FIREBALL

The following guidance applies:

FINDING NIM'S CREATION

"Zardoz Zord" knows the characters that thwarted Bregan D'aerthe's smuggling operations in the Dock Ward (see DDAL08-03 *Dock Ward Double-Cross*) and addresses them by name. If asked, he casually remarks "*that word of deeds gets around*," and leaves it at that.

CHAPTER 4. DRAGON SEASON

The following guidance applies:

VAULT KEYS

When determining the vault keys, consider the wealth that the group possesses. Don't use keys that they will be unable to afford; instead, use those that require clever thinking or roleplaying to obtain.

The key descriptions are modified as follows:

Adamantine Bar. The bar is purchased for 100 gp.

Bronze Dragon Scale. An offer of 100 gp is enough to convince the dragon to surrender a scale. The characters may pool their money to purchase the scale.

Gems Worth at Least 1,000 gp. The gemstone(s) must be worth at least 100 gp. The characters may pool their money to purchase the gem(s).

Silvered Warhammer. The characters may pool their money to purchase the warhammer.

ADVENTURE CONCLUSION

The following guidance applies:

Dying in the Vault. If all of the characters die in the vault, the secret of its locations die with them.

As such, their bodies are unrecoverable.

Removing the Gold. Any gold removed from the vault counts towards the character's tiered gp limit. If the characters remove the gold from the vault, the Masked Lords of Waterdeep discover their identities through magic and investigation, and charge each of the characters with robbery as indicated in the book. The characters are immediately retired from play, as they must spend 30 downtime days in prison, surrender the treasure (along with anything purchased with those funds), and must each pay an additional 500 gp in fines. If unable to pay the fine, they must surrender whatever monetary wealth plus any mundane equipment they possess. The character will be permitted to retain **one weapon** and a **suit of armor** and a **spell book** (if they use one)—everything else must be surrendered to satisfy their debt to the city.

Characters that manage to escape spend the remainder of their days fleeing from the Harpers and agents of the Lords' Alliance unless they surrender, at which point they are imprisoned as above.

If the characters surrender the treasure to Laeral Silverhand, Jarlaxle, or Hlaavin (see DDHCWDH-02 *Unseen Waterdeep*), they can avoid imprisonment and the party is awarded with 50,000gp and one of the following:

- A rare magic item of their choice from Magic Item Table G or F
- Or *spell scrolls* totaling no more than 5 levels worth of spells

CHAPTERS 5 THROUGH 8

The following guidance applies:

Choose Wisely. Once a villain is chosen, the other villain chapters are closed to the characters.

CHAPTER 5. SPRING MADNESS

The following guidance applies:

XANATHAR'S LAIR

This area is modified as follows:

X35. Nar'I Xibrindas's Office. The *bag of holding* is empty.

X36 Secret Room. These kegs and barrels (and their contents) are never unlocked.

SPECIAL EVENTS

The following guidance applies:

Winning the Tournament. The characters keep the stuffed doll, the gemstone, and the trophy.

CHAPTER 6. HELL OF A SUMMER

The following guidance applies:

AREAS OF THE VILLA

This area is modified as follows:

C3. Library. The jars of mist are nothing more than trinkets.

C9. Family Dining Room. If the nobles lose 25 gp or more, the game is over.

C29. Secret Vault. Any gold in this chamber is affected by the Cassalanter's special *alarm* spell. Removing any of it from the vault without first speaking the command word (known only to the Cassalanter's) triggers the alarm and summons the City Watch from far and wide. Additionally, the gold is magically teleported back to the vault five minutes later.

AREAS OF THE TEMPLE

This area is modified as follows:

A4a. Caladorn's Crypt. After the adventure concludes, Caladorn takes the armor and seeks out the most appropriate Cassalanter's heir that he can find.

CHAPTER 7. MAESTRO'S FALL

The following guidance applies:

AREAS OF THE SHIPS

This area is modified as follows:

J16. Armory Safe (Eyecatcher Only). While the pistols use a magical substance to work, they are mundane items thus there are only the three listed available for the characters to divide among themselves.

CHAPTER 8. WINTER WIZARDRY

The following guidance applies:

AREAS OF KOLAT TOWERS

This area is modified as follows:

K4. Musty Library. The dragonchess set counts as a trinket.

K6. Main Tower Landing and Ledge. The items in the chest are non-magical.

AREAS OF EXTRADIMENSIONAL SANCTUM

This area is modified as follows:

E12. Manshoon's Quarters. Laeral's gift of a sailing ship is valid and can be selected from the *Player's Handbook* – it cannot be resold.

WATERDEEP: DUNGEON OF THE MAD MAGE

ADVENTURE TIERING

Dungeon of the Mad Mage offers adventure opportunities for characters of levels 5-20. For D&D Adventurers League play, each level falls into a specific tier as determined by the Levels of Undermountain table.

Levels of Undermountain

Levels	Tier
1-9	Tier 2 (character levels 5-10)
10-21	Tier 3 (character levels 11-16)
22-23	Tier 4 (character levels 17-20)

Each level of Undermountain is considered to be a single adventure, and if a character's level exceeds the tier (noted above) for that level they may complete it but are barred from starting new levels in that tier.

ADVANCEMENT

With *Dungeon of the Mad Mage* you should remind your players of the tier restrictions whenever they are making a decision to advance a level as well as the tier requirements for continuing to the next level.

STORY ITEMS

Refer to the combined Waterdeep "Story Item" list above.

STARTING QUESTS

The following guidance applies:

HUNT FOR MAGIC ITEMS AND SPELLBOOKS

Obaya Uday is only willing to purchase magic items and spellbooks.

SEARCH FOR KRESSANDO ROSZNAR

If the characters earn a favor from Esvele Rosznar, they may use it in exchange for a tenday's worth of lodging in Waterdeep, up to 25 gp worth of standard equipment or services (such as those from a craftsman or laborer). She

grants one favor to the group of characters, not to every character present.

THRONE OF THE CORONAL

The reward given by the elves may be retained by the characters.

FUTURE QUESTS

The following guidance applies:

RETRIEVE A RUNESTONE FRAGMENT

If the characters decide to accept Mirt's offer none of them may keep this item.

SAVE THE DRAGON

The listed benefits are only available upon successful completion of Lady Wylynd's request.

House Moonstar Magic Item Trading (Downtime Activity). House Moonstar offers any tier appropriate items for trade (player choice) with one exception; House Moonstar will not trade away any of its *moonblades*. This downtime activity can only be done once per character.

Special Training. House Moonstar's contacts are not capable of training the characters to use a new feat.

ALTERDEEP

Extremiton will rescue the characters and place them in the alternate Yawning Portal only if all characters are rendered unconscious or killed. Should the latter be true, they are instead unconscious (if possible; effects like that of a *disintegrate* spell would still cause death) and they are all placed in the psipods on level 17.

The ulitharid is willing to deal with the characters as outlined in the text. After a deal has been struck, Extremiton arranges for the characters to be deposited back in the actual Yawning Portal.

UNDERMOUNTAIN'S MAGIC ITEMS

Dungeon of the Mad Mage contains several items that are new to D&D. The following guidance applies; if an item is not found below or in the *Dungeon Master's Guide*, it is not valid for Adventurers League play (though Obaya may be interested in buying them):

Boots of Elvenkind. A character must find both *boots* on Level 4 to keep them. Until both are found the boot is a story item with no magical benefit.

Cursed Sword on Level One. This common magic weapon cannot be removed once acquired unless the character receives a remove curse spell or successfully completes the level.

THE WILD BEYOND THE WITCHLIGHT

Due to its length and file size, the adaptation guide for *The Wild Beyond the Witchlight* is available separately.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Forgotten Realms campaign**. Characters attached to other campaigns may not play this adventure.

RAVENLOFT CAMPAIGN ADAPTATION GUIDES

CURSE OF STRAHD

The following adventure guidance adapts the *Curse of Strahd* to D&D Adventurers League play.

CAMPAIGNS AVAILABLE

This adventure is available for play in the **Ravenloft** and **Forgotten Realms campaigns**. Characters from those campaigns can participate at the same table but can't trade items. Characters attached to other campaigns may not play this adventure.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

ADVANCEMENT

A character may choose to gain one level for playing each chapter in the *Curse of Strahd*. They gain gold, spellbooks, and magic items normally for D&D Adventurers League play. Characters may not steal or otherwise acquire magic items unless specifically awarded as treasure in an adventure.

STORY ITEMS, DARK GIFTS, AND NEW ITEMS

If the characters acquire any of the following items during their play of the *Curse of Strahd* adventure, they may use them as they see fit. These items are forever bound to the Dark Powers and to Count Strahd von Zarovich himself, though, so they cannot leave this realm.

The story items for *Curse of Strahd* include:

- *holy symbol of Ravenkind*
- *icon of Ravenloft*
- *statuette of Saint Markovia*
- *Sunsword*
- *tome of Strahd*

Furthermore, various Dark Gifts can be earned throughout a character's career and adventures in Barovia. Regardless of how the Dark Gift was earned (the most common options being character death or a bargain made in the Amber Temple), all Dark Gifts immediately fade if the character leaves Barovia. Their deals are intended to incentivize and tempt mortals into staying here, and those gifts do not return if the character finds a way back to this dark realm. Story Item & Dark Gift guidance is retroactive.

Unique items available once found in *Curse of Strahd*:

- *blood spear*
- *gulthias staff*

The rarity for of these items is assigned in the book that contains the item.

DEMIPLANE OF DREAD (STORY AWARD)

A character that enters Barovia while playing *Curse of Strahd* immediately earns the Demiplane of Dread story award. Any character that possesses this story award cannot leave Barovia and can only participate in season 4 (*Curse of Strahd* season) Dungeons & Dragons adventures as well as continuing play in *Curse of Strahd*.

LEAVING BAROVIA

There are several opportunities in the *Curse of Strahd* season (season 4) official D&D Adventurers League adventures for the characters to leave Barovia. However, if a character wishes to leave and has not discovered one of those methods, they may use the following guidance:

DOWNTIME ACTIVITY: ESCAPE THE MISTS

A character with the Demiplane of Dread story award can gain the Escape the Mists story award after paying 20 downtime days to leave Ravenloft. This downtime activity may be repeated.

If a character does not have enough downtime days to escape the mists, they are stuck in Barovia forever. To gain downtime days, a player should play more *Curse of Strahd* adventures or be a Dungeon Master to gain DM rewards to award to a character to escape Barovia.

CURSE OF STRAHD SPECIFICS

The following adjustments are needed when running *Curse of Strahd* for Adventurers League.

CHAPTER 1, LORDS' ALLIANCE; LETTER OF RECOMMENDATION FROM THE ERAVIEN HAUND

Despite Haund's presumptions, the werewolves move to and from Barovia by Strahd's will alone, and not via a portal. If the adventurers are successful in determining this (this will require some creativity, or an odd series of circumstances to occur), they are rewarded as stated in the adventure. The letter of recommendation promised grants the bearer use of the Position of Privilege feature from the Noble background. If the bearer also has the Noble background, they have advantage on any Charisma related skill checks they make when using the letter for this purpose. The letter of recommendation is only useful when on the Sword Coast.

CHAPTER 1, ZHENTARIM; SPECIAL FAVOR FROM DAVRA JASSUR

In exchange for returning the head of Kiril Stoyanovich (see **Pack Attack**, Page 171), Davra is exceedingly pleased. Any characters that are members of the Zhentarim earn the following story award:

SPECIAL FAVOR: THE BLACK NETWORK

Davra Jassur commands much respect within the Black Network and dropping her name could yield favorable results—even from those who are unaffiliated with the

Zhentarim. This story award may be redeemed for one of the following: a common spell scroll (1st level spell), two vials of poison, five flasks of holy water, or the service of silvering one melee weapon (the weapon to be silvered must be purchased separately). This story award is removed when used.

CHAPTER 2, TSER POOL ENCAMPMENT TREASURE

There are six tents and four wagons for a total of 10 possible (although statistically unlikely) results that include a magic item. If the result is a 20, the characters find one of the items below. Roll 1d20 and consult the list below, ignoring results from previous rolls.

D20 Magic Item Found Number Item

- | | |
|-----|---|
| 1-5 | <i>Potion of greater healing</i> |
| 6 | <i>Potion of fire breath.</i> This clear, red fluid has a smoldering chunk of coal floating within. The heat of this almost-boiling potion can be felt even through the thick glass bottle it is contained in. |
| 7 | Ten <i>+1 crossbow bolts</i> . The bolts have bone shafts with thrice-bladed, cold-iron heads. |
| 8 | A wooden screw-top canister containing four doses of <i>Keoghtom's ointment</i> . Anyone upon whom the ointment is applied smells like freshly dug earth for 1 hour. |
| 9 | <i>Potion of hill giant strength.</i> The potion can only be consumed by first destroying the stopper-less ceramic pot it is contained in. The potion tastes foul and has the consistency of curdled milk, with hints of blood, sweat, and grime. |
| 10 | <i>Mithral half-plate.</i> This suit of armor is decorated with elegant woodland motif. The green woolen cape affixed to the armor's shoulders never catches on burrs or branches while traveling through the forest. |
| 11 | <i>Potion of lightning resistance.</i> The potion in this glass vial is crystal clear, and a number of small iron beads have settled at the bottom. |
| 12 | <i>Bag of holding.</i> This tattered and patched bag lets forth a terrible scream whenever it is opened, audible to anyone within 100 feet. |
| 13 | A silver snuffbox containing what appears to be fine tobacco (actually <i>dust of sneezing and choking</i>). |
| 14 | An ugly hat made of tattered brown wool. It functions as a <i>helm of comprehend languages</i> . |

- | | |
|----|---|
| 15 | <i>Potion of necrotic resistance.</i> This milky potion has a small human tooth floating within it that must be swallowed as part of drinking the potion. |
| 16 | A silver vial carved to resemble a fish. It contains <i>oil of slipperiness</i> . When used, the oil reeks of rotting fish and kelp, a smell that cannot be cleaned or masked while the oil is in effect. |
| 17 | A spell scroll of hold person. |
| 18 | A fist-sized emerald inscribed with the symbol of the Cult of the Crushing Wave (an elemental gem). |
| 19 | A small steel flask containing a <i>potion of growth</i> . The flask has the initials "AB" engraved upon it. |
| 20 | A spell scroll of <i>haste</i> . |

CHAPTER 4, CRYPT 13

The musket provided here is an oddity in Faerûn and may not be replicated or repaired. One character in the group may keep this item at the end of the session. This item cannot be sold. Black powder doesn't function in Faerûn, so *smokepowder* must be used instead. *Smokepowder* can be purchased for 50 gp a sachet, which contains enough powder for five shots. Any quantity of *smokepowder* counts as one permanent magic item as it pertains to your magic item limit. Additionally, a character keeping this item can purchase bullets from the *Dungeon Master's Guide*. Alternatively, character proficient in smith's tools can craft bullets using the rules in the *Player's Handbook*. Ammunition and gunpowder can't otherwise be purchased. *Smokepowder* isn't suitable for any purpose other to fire this weapon (i.e. NO explosives may be crafted, etc).

CHAPTER 13: AMBER SARCOPHAGI SIDEBAR

The Amber Sarcophagi sidebar is amended as follows:

Add the following after the third paragraph:

"Dungeon and Dragons Adventurers League DMs should ensure that players fully understand the risk inherent in dealing with such powerful—and wholly evil—entities.

DMs will provide the following as a warning to players prior to their decision to accept a Dark Gift:

"Accepting a gift from an entity of pure, ancient evil does not come without tremendous risk. While you stand to gain terrible power, it is possible that your character may forever surrender their soul to a being of ultimate darkness. Should this happen, your character shall become an NPC under the control of the Dark Powers—and therefore unplayable in future Adventurers League adventures—until they no longer possess the Dark Gift, which could be a very long time. Once your decision is made, there is no turning back. Do you accept the gift?"

Add the following after the fifth paragraph:

“Dark Gifts that have a finite duration (i.e., one year, 30 days, etc.) last for the specified amount of time in the real-world. That is to say that if a character receives a Dark Gift that lasts for one year, that character loses the Dark Gift and all its effects one calendar year from the date that the gift was annotated on the character’s Adventure Logsheet. A character may accept and be affected by only one Dark Gift. If a character with a Dark Gift attempts to accept another from a different vestige, their requests go unanswered.

Add the following to the last paragraph of the “Amber Sarcophagi” sidebar.

“A character that fails the saving throw above is possessed by a fragment of the vestige and changes the moral aspect of their alignment (good, neutral, or evil) to evil. If they are now lawful evil, they can choose to continue playing that character. If they are a member of any faction other than the Lords Alliance or Zhentarim, they are immediately expelled from that faction and lose all renown. If they are now either neutral evil or chaotic evil their character is removed from D&D Adventurers League play unless they are the unwitting recipient of a wish—removing their Dark Gift and changing their alignment back to what it was prior to receiving the Dark Gift. There is no saving throw against the *wish* spell, but the adventurer would never actively seek to change themselves back. Adventurers that fail their saving throw gain the following story award:

CONSUMED BY ABSOLUTE DARKNESS

You have accepted the gift of evil and paid the price. You have been possessed by the vestige of a dead and wholly evil god. For so long as this vestige possesses your mortal body, you may not participate in any D&D Adventurers League adventure. Instead, the vestige—free from its imprisonment—uses your body to wreak havoc upon the land. This lasts for one year and one day of time in the real world, at which time, the character is restored to their original alignment and for some reason unknown to them (possibly divine intervention) the Dark Gift has been removed. After the Dark Gift has been removed, the character has disadvantage on all Charisma-related checks when interacting with NPCs anywhere in the Realms. After 10 adventures, assuming no wrongdoing, their reputation is restored, and this penalty is removed. The Dark Gift may be removed earlier, but only by a *wish* spell cast by another character.

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of Curse of Strahd that have abilities above and beyond those abilities normally located in the *Player’s Handbook* and *Dungeon Master’s Guide*.

Plantslayer Battleaxe. The name is unofficial but is an accurate summary of the item’s abilities. Once the characters have encountered this item, it is a rare item.

Ewer from Amber Temple. Although it clearly possesses a potent power, this item counts as a trinket.

Sentient shortsword in Strahd’s Crypt. The weapon’s +1 enchantment as well as several other abilities. It is treated as it were a very rare item.

RAVENLOFT: MIST HUNTERS

DOWNTIME*

There is no downtime in these adventures. Follow adventure guidance and the investigation journal.

CHANGE LOG:

11/17/2023—

- Throughout the document—
 - corrected misspellings and typos
 - removed the lists of new items found in adventures since they do not require adaptation
- What is This?—
 - moved *Dawnbringer* to the problematic items that are converted to story items
 - added the problematic items and story items that were in the AL Content Catalogue
- *Baldur's Gate: Descent into Avernus*—
 - placed in correct alphabetic order
 - put a story item from its location into the Story Item list
 - removed redundant and outdated advancement information (“a character may choose to gain one level for playing each adventure” and “Characters in Adventurers League play advance in level upon reaching milestones...They’re instead reached as described in the adventure with further guidance in each specified entry.) Follow current guidance unless specified otherwise
- *Candlekeep Mysteries*—
 - removed outdated advancement information
 - corrected information on Stonky’s ring to match current guidance
- *Curse of Strahd*—Moved *Curse of Strahd* to a new Ravenloft Adaptation Guide
- *Dragon of Icespire Peak*—
 - for the Story Item “gold signet” added “ring” and location
 - removed outdated advancement information
- *Dragons Stormwreck Isle*—copied the adaptation information from the Yawning Portal site, here. Leaving the information on the Yawning Portal until this adaptation guide is posted online
- *Ghosts of Saltmarsh*—
 - removed outdated advancement information
 - added the missing list of Story Items
 - removed the “Smuggled Goods” section because its gold limitation instructions went against current guidance for earning gold
 - removed the “Salvagers Wanted” adaptation instructions (“Aubreck doesn’t disclose how much the promissory notes and property deeds are worth but offers the characters a handsome reward for returning them.”). Follow the book and current guidance on earning gold
- *Keys from the Golden Vault*—removed the “Heroes’ Celebration” information that belonged in the Dragonlance Adaptation Guide
- *Icwind Dale: Rime of the Frostmaiden*—
 - removed outdated advancement information
 - removed outdated information about removing a curse, since that information is covered in the Player’s Guide and DMs Guide
 - moved *psi crystal* to the Story Item list, from the location information
- *Out of the Abyss*—
 - removed outdated advancement information
 - reorganized mixed up chapters 1-3 information in order of chapter heading and added a chapter heading for “In Bruenor’s Service”
 - removed the *Dawnbringer* section that listed what to do if an evil aligned player character used the weapon
- *Phandelver and Below: The Shattered Obelisk*—added a Story Item list for quick reference and consistency with other adaptations
- *Planescape and Adventure Atlas*—added “3rd level” character creation for clarity
- *Princes of the Apocalypse*—removed outdated advancement information
- *Spelljammer: Adventures in Space*—Added a Story Item quick reference list and moved those items from their locations to the list, except those with additional information
- *Story King’s Thunder*—
 - removed outdated advancement information
 - added rarity information for the *red dragon’s thighbone*
- *Tales from the Yawning Portal*—
 - removed outdated advancement information
 - *White Plume Mountain*, “3. Third Weapon Returned,” removed reference to magic item limit
- *Tomb of Annihilation*—
 - removed outdated advancement information
 - removed reference to outdated character build information (but don’t choose a “+1” resource”)
 - removed Meatgrinder Mode references since it no longer applies in AL and isn’t mentioned in the book
 - under Story Items, “Special Note:” was removed and replaced with “(see below)” at the end
- *Tyranny of Dragons*—removed outdated advancement information

- Waterdeep adventures—
 - removed outdated advancement and treasure information
 - the adaptation information for both adventures were moved into the correct alphabetical order
 - *Dragon Heist* Chapter 4's gold rewards were updated to remove the gold limit and fit with current guidance
 - removed *Dragon Heist* Chapter 5, "Tournament Wagers" ("A winning wager pays two times the wager but is subject to gp limits as normal."). Follow the book's guidance
 - under the *Dungeon of the Mad Mage* adaptation information added directions to the combined Waterdeep Story Item list and added the single boot to the combined list
 - added *moonblade* restriction
 - removed advice to refer to Player's guide renown guidance when characters are arrested
 - denoted that *smokepowder* is a consumable magic item, in its sidebar, and the magic item limit reference was removed

12/12/2023

- changed the title from "Forgotten Realms Adaptation Guide" to a single document covering all campaigns, and added Critical Role, Dragonlance, Ravenloft, and Eberron adaptation information to the document. The *Wild Beyond the Witchlight* information is still too large to add.
- spelling errors were corrected throughout
- added "Campaigns Available" information to every adventure section so it consistently located at the top of the adventure section and bolded its allowed campaign(s) text. If the information was only rearranged it was not marked red with an . Where needed, added information that characters from different campaigns cannot trade items.
- corrected the Unavailable Items and Story Item lists, moving *lost crown of Belsimer* to Story Items and removed new items from the Story Item list (*blade of the medusa*, *Galder's bubble pipe*, *gambler's blade*, *Hewards' hireling armor*, *Ioun stones* [assorted])
- *Critical Role*—the Character Creation, Playing Adventures, and Running Adventures sections from the original adaptation guide were condensed to remove redundant and outdated information that can now be found in the Player's and DMs guides
- *Eberron*—
 - pregen information removed; it no longer applies
 - missing leveling spellbook information added
 - added rulings from the Discord al-rules-compendium
- *Forgotten Realms*—added *Giants of the Star Forge*, and new adaptation information for *Heroes' Feast: Saving the Children's Menu* and *Peril in Pinebrook*
 - *Candlekeep Mysteries*—added clarification that the *ensor of controlling air elements* summons Gazre-Azam as an air elemental
 - *Planescape*—changed the Character Creation information from "adjustments" to "additions" to clarify that these guidelines do not replace but are in addition to the Player's Guide guidelines.
 - *Waterdeep*
 - *shield of the uven rune* and *blast scepter* removed from the story item list
 - moved the "Pistols and Smokepowder" information up to apply to both Waterdeep adventures
- *Ravenloft*—updated Demiplane of Dread information to apply only to playing *Curse of Strahd*, not to other adventures in the campaign
- *Tales from the Yawning Portal*—clarified "max gold" source and that it goes to the party.

v2.3 same day

- *Ravenloft*—added missing information on Leaving Barovia and that Forgotten Realms campaign character can also play *Curse of Strahd*

2/26/2024

- *Candlekeep Mysteries*—updated the curse information and corrected a typo.
- *Giants of the Star Forge*—clarified that the pregen characters were not from Adventurers League but the guidance is provided for players who used them at the Wizards of the Coast premier.
- *Heroe's Feast: Saving the Children's Menu*—corrected typo from 6th to 5th
- *Icwind Dale*—added missing guidance for DDAL10-00 and DDAL00-13.
- *Out of the Abyss*— added game duration information for DDEX3-05.
- *Planescape and Adventure Atlas*—clarified how the Planescape campaign is part of the Adventurers League Forgotten Realms (FR) campaign. And what that allows DMs to insert Planescape DCs and opens up play for new and existing FR characters.
- *Princes of the Apocolypse*—added game duration information for DDEX2-13.
- *Spelljammer*—removed duplicate information for the captain's chair.
 - Added level guidance for Spelljammer Academy adventures.
- *Storm King's Thunder*— added story award information for DDEP05-01. And optimization information for DDAL05-02 and 03.
- *Tomb of Annihilation*—added mini-adventures information.