



CONTENT CATALOGUE
VERSION 9.02

BALDUR'S GATE
Descent into Avernus



Credits

D&D Organized Play: Christopher Lindsay
D&D Adventurers League Administrators: LaTia Bryant, Ma'at Crook, Will Doyle, Amy Lynn Dzura, Claire Hoffman, Greg Marks, Shawn Merwin, Alan Patrick, Travis Woodall

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D&D ADVENTURERS LEAGUE CATALOGUE

IT WAS OGHMA, THE GOD OF KNOWLEDGE. Although I can't really say that I met him, I suppose, as he was drunk and fast asleep in Cousin Roffler's back lawn – or perhaps I should say ON Cousin Roffler's back lawn. He was a giant of an avatar, sprawled out and snoring. I wonder how you get a god drunk?

—Jan, a thief, to Minsc, a barbarian

WHAT IS THIS?

The Dungeons and Dragons Adventurers League has been around for a few years now, and a lot of content has been created during that time. A number of high-quality hardcover books, a huge array of PDFs, and a whole slew of other play options have been introduced – and this means that it can be a lot to track, especially for the casual player!

To remedy this, we've decided to publish a listing of all legal play options for our players and Dungeon Masters. It's been a lot of work getting our notes into a readable format, but we're committed to the vision: expect an updated version of this document about once per quarter.

ADVENTURE CODE CHEAT SHEET

CODE	DEFINITION
DDAL	Standard AL adventure
DDEN	“Encounters”; adventure was available only to retailers. This program is retired, but the content is still legal for play.
DDEP	“Epic”; an adventure that is higher-challenge, requires multiple tables, and can only be run at a convention or retail event
DDEX	“Expeditions”; standard AL adventure. This program has been retired, but the content is still legal for play.
DDHC	“Hard Cover”; the seasonal releases that often take characters from 1-10+. May sometimes extend to other evergreen products, like Lost Mine of Phandelver
DDIA	“Intro Adventure”; provides an introduction to a book, season or play, or some other event/ content.
DDLE	“Launch Event”; content made available to retail locations to celebrate the launch of a new book. This code has been retired, but the content is still legal for play. Now known as DDIA.
CCC	“Community-Created Content”; adventures that are not necessarily canon, but can be created by conventions that have been given permission to do so. For more information, refer to the CCC section of this document.



I'M NEW – WHAT DO I NEED?

AWESOME! Welcome to the party! Despite the plethora of links contained in this document, you only need a couple things to get started with D&D Adventurers League play:

- [The core rules](#) (FREE, or use your PHB)
- [The most current Player & DM's Pack](#) (FREE)
- The most current FAQ (inside the Pack)
- dice
- a group to play with!

That's it – go forth and create your own legend in the Forgotten Realms! Always be sure to use the latest Player's and DM's Guide.

THE ADVENTURERS LEAGUE

The Forgotten Realms is a huge world, full of wild adventures and exotic locales. Over the last 30-plus years, players and Dungeon Masters everywhere have shared in the fantastic experiences that only Dungeons & Dragons can provide.

With the release of 5th Edition, we here at the D&D Adventurers League wanted to continue the trend of crafting epic stories in this sprawling world. To that end, we created this group to become our play focus, our Organized Play venue, and our way of keeping the community involved in sharing their heroic – and sometimes villainous! – tales.

No matter if you are a crafty Zhentarim agent, a cunning Harper spy, a tough-as-nails arbiter of the Order of the Gauntlet, an enforcer of the Lords' Alliance, or a hunter from the Emerald Enclave, this world and its groups now include you.

What will your legend be?

DID YOU KNOW?

DM Quests are introduced in Season 4. DMs can take credit for these quests whenever they run an adventure from the following categories:

- DDAL
- DDEX (this code is retired, but the adventures are not!)
- DDEP
- DDHC
- DDIA
- CCC (some quests)

Also.... Guild Adepts! This program serves to highlight some high-performing content contributors from dmsguild.com. Not every submission into the Guild Adept program are valid for Adventurers League play, but every entry is intended to promote the overall seasonal “feel” and flow for its companion hardcover adventure. Guild Adept contributors are selected by Wizards of the Coast directly.

NOTE: Some DM Quests require specific adventures to be run in order to gain credit. Ex: DDAL04 series, or DDHC-CoS.



ITEMS BANNED FROM PLAY

Some items may appear to be very flavorful or interesting in various D&D publications but are not suitable for organized play. Any character that possesses an item on this list as September 17, 2019 may exchange them for one of the entries listed under 'Compensation'. Note that some items no longer have anything listed under Compensation.

PROBLEMATIC ITEM LIST

ITEM	COMPENSATION
<i>Dawnbringer</i>	Sunblade
<i>Deck of Many Things</i>	
<i>Drown</i>	Convert to story item
<i>Giant-Sized Staff of the Magi</i>	
<i>Hazirawn</i>	Convert to Story Item
<i>Holy Symbol of Ravenkind</i>	Convert to Story Item
<i>Icon of Ravenloft</i>	Convert to Story Item
<i>Iron flask</i>	
<i>Ironfang</i>	Convert to Story Item
<i>Korolnor Scepter</i>	n/a
<i>Lost Crown of Belsimer</i>	
<i>Mask of the Dragon Queen</i> (complete or individual dragon masks)	Convert to Story Item
<i>Mithral Splintmail +1</i>	Mithral splint or splint +1
<i>Philter of Love</i>	Refund of gold
<i>Shield Guardian</i> (and amulet)	
Slaad control gem (any)	
<i>Spell gems</i> (all levels)	
<i>Staff of the Forgotten One</i>	
<i>Sunsword</i>	Story item; or Sunblade
<i>Tinderstrike</i>	Convert to Story Item
<i>Waythe</i>	Convert to Story Item
<i>Windvane</i>	Convert to Story Item

ITEMS THAT WERE NEVER LEGAL FOR PLAY

Some items have never been legal for D&D Adventurers League play. Characters that possess these items are immediately retired from play until such time as the items are removed from their character sheets.

- *Bookmark*
- *Ring of Winter*
- *Wand of Orcus*
- *Wyrmeskull Throne*

ITEMS REMOVED FROM PLAY

Philter of Love. This item is removed from all inventories, unlock lists, and purchase lists, effective June 21, 2019. If your character has purchased this item but has not used it, that character immediately gains the gp that was spent to acquire it. Then remove this item from play, including all relevant logsheets and character sheets.



DREAMS OF THE RED WIZARDS

Adventures in the *Dreams of the Red Wizards* storyline are not tied to any one Forgotten Realms storyline season and offer play opportunities for Tier 2 through Tier 4 characters. These adventures will be released at a slower pace and the community will be able to impact the narrative through the outcomes of the adventures that they play.

TYING TO GHOSTS OF SALTMARSH

Guidance from Wizards of the Coast for tying together *Ghosts of Saltmarsh* and *Dreams of the Red Wizards* can be found [in this DM resource document](#).

DREAMS OF THE RED WIZARDS ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDAL-DRW01	5-10	2-4	Breaking Umberlee's Resolve	
DDAL-DRW02	5-10	2-4	Blood in the Water	
DDAL-DRW03	11-16	2-4	Saving Silverbeard	
DDEP-DRW01	5-10, 11-16	4	Assault on Myth Nantar	Takes place between DDAL-DRW02 and DDAL-DRW03

ORACLE OF WAR

In Oracle of War, you play a scavenger, an adventurer who braves the unpredictable and monstrous dangers of the Mournland in the aftermath of the Last War. With your own war experiences still lingering and haunting your memories, you work for rich salvage brokers who pay you to enter the Gray (the locals' name for ruined Cyre) and track down Cyran artifacts and relics. Everyone has their own reasons for taking on this dangerous work: profit, redemption, guilt, patriotism, revenge, curiosity, or motives more generous or sinister. Whatever the reason or whomever you truly serve in your missions, the danger of the Gray is no less real. Death awaits any who brave the scarred and haunted landscape of the Mournland.

The scavengers and salvage brokers make their homes in the town of Salvation on the edge of the Mournland. In this lawless town, successful scavengers need strong wits, nerves of steel, ambition, and a team to watch their backs. Vast fortunes and buried secrets ready to be unearthed await you in the Gray, but so do terrible monsters and lingering magic.

THE CAMPAIGN

Oracle of War is administered under the umbrella of the D&D Adventurers League, but is a very different type of campaign from what has come before. The story presented in Oracle of War plays out in 20 Core Storyline adventures that take characters from level 1 to 20. After these 20 adventures are released, the campaign is set to conclude, the participants either changing the course of Eberron's history, or falling victim to the machinations of villains diverse and deadly.

Core Storyline adventures will be released on the DMs Guild at the rate of one per month, giving the campaign an active play period of approximately 2 years. In addition to the Core Storyline adventures, the campaign offers 4 Epic adventures, one for each tier of play. These Epic adventures involve multiple tables playing at the same time in a story that highlights tangential plots within the main storyline, making them fun to play but not integral for those who may only wish to play the Core Storyline adventures.

ORACLE OF WAR ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDAL-EB-01	1-4	4	The Night Land	
DDAL-EB-02	1-4	4	Voice in the Machine	
DDAL-EB-03	1-4	4	Where the Dead Wait	DMsGuild Release: February 4, 2020
DDAL-EB-04	1-4	4	The Third Protocol	DMsGuild Release: TBA
DDAL-EB-05	5-10	4	A Century of Ashes	DMsGuild Release: TBA
DDAL-EB-06	5-10	4	The Last Word	DMsGuild Release: TBA
DDAL-EB-07	5-10	4	Song of the Sky	DMsGuild Release: TBA
DDAL-EBEP-01	1-4	3	The Iron Titan	Minimum number of tables: 4

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Adventurers League Content Catalogue v9.02

SEASON 0. SEASON AGNOSTIC ADVENTURE GUIDANCE

Season 0 adventures are not part of our main storyline seasons and may not be explicitly linked to other content.

STORY ITEMS

If the characters acquire any of the following items during their play of the *Season 0 adventures*, they may use them as they see fit. Once these items are found, they can be used just like any other item. They can be attuned to, passed to other group members, or stowed; they do not have an associated cost via gold or treasure points. Additionally, these items cannot be traded outside of the group and cannot leave these hardcover adventures – so if one of your party members has attuned to one of them and misses the next game due for some reason (playing in another game elsewhere, life, etc.) the item is considered “party loot” and the DM simply re-assigns it to another character; when this happens, the original character loses attunement and any new wielder can attune as per the item’s normal rules (if any are required).

The story items for *Season 0 adventures* include:

- *Deck of Several Things* (DDAL00-06; see notes)
- *Polymorph Blade* (DDAL00-06)
- *Symbol of St. Cuthbert’s Knowledge* (DDHC00-GSM; present only in Appendix A)
- *Gold Signet Ring* (DDHC00-DoIP)
- *Dragonslayer* (DDHC00-DoIP)
- *Barrel Crabs* (DDHC00-DoIP)
- *Grannoc’s Map* (DDHC00-DoIP)

ITEMS AVAILABLE ONCE FOUND IN SEASON 0

Item

Charm of plant command, cursed luckstone

Hew, Lightbringer, helm of underwater action

Dragonguard, Galder’s bubble pipe, Heward’s hireling armor, ioun stones (assorted), leather golem armor, spider staff, staff of defense

Blade of the medusa, gambler’s blade

DDAL00-01 WINDOW TO THE PAST

Adamantine armor. This armor can be of any medium or heavy (but not hide) armor found in an allowed Adventurers League resource for this campaign. Players can choose the type found by their character at the end of the adventure.

DDAL00-04 WINTER’S FLAME

Flurried Furs. This armor is a common magic item. The armor chosen can be light or medium.

DDAL00-05 WINTER’S SPLENDOR

Bell of Silent Carols. This is a common magic item.

A Gift of Golden Wings. This story award may allow one-time access to a familiar that is normally unavailable. This familiar is not added to your available list except for this one instance; if it is destroyed, dismissed, or leaves, it will not return without other campaign guidance or rulings. To use this story award, you must sing the entire song as part of your casting of *find familiar*.

DDAL00-06 LOST LABORATORY OF KWALISH

This adventure is a fun romp through a less-explored portion of the Forgotten Realms. It contains several elements that require specific handling for Adventurers League play:

LOCATION

You are free to place this adventure in the Sword Mountains (near Waterdeep), the Nether Mountains, or the mountains of Chult; choose whichever location works best for your story and hooks.

ITEM & REWARD NOTES

New Magic Items. The following magic items are introduced in this adventure and are subject to the following guidance:

- **Story Item:** *Deck of several things* – this story item is adjusted from the text in the adventure. The Gem and Key cards are missing from the deck, and the Fates card can only affect events that happen during this adventure.
- *Blade of the medusa*
- *Galder’s bubble pipe*
- *Gambler’s blade*
- *Heward’s hireling armor*
- *Ioun stones (assorted)*
- *Leather Golem Armor*

Problematic Item. Powered armor is not suitable for Adventurers League play in any form.

Spells. The new spells included in this adventure are not suitable for D&D Adventurers League play as this adventure is not a valid resource for character options.

DDAL-CGB CLOUD GIANT'S BARGAIN

Despite the adventure text, Acquisition Inc. is not a valid faction for character membership in D&D Adventurers League play.

H10 Dining Hall (weapon). Despite the adventure text, this weapon can only be a type of sword.

H10. Dining Hall (shield). This *sentinel shield* has the sentinel property. Be sure to take note of the creature type!

DDEP00-01 RED WAR

Each tier 4 player that survives the adventure may take one of the listed boons immediately.

DDHC00-GSM GHOSTS OF SALTMARSH

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. However, D&D Adventurers League play takes place in the Forgotten Realms (except where explicitly noted in DDAL-approved documentation, like the Embers of the Last War campaign for Eberron). As such, when playing *Ghosts of Saltmarsh* as part of the DDAL 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 Aphrunn 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 will gladly facilitate 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.

Smuggled Goods. The combined total of the rewards can't exceed 100 gp. However, this amount can be kept by the characters.

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. A 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.

Salvagers Wanted. Aubreck doesn't disclose how much the promissory notes and property deeds are worth, but offers the characters a handsome reward for returning them.

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 *mithral 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 as a result 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, treasure checkpoints, 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

The story items for *Ghosts of Saltmarsh* include:

- *Symbol of St. Cuthbert’s Knowledge* (present only in Appendix A)

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.

DDHC00-GSM-S GHOSTS OF SALTMARSH, SINISTER SILVER EDITION

The Silver Edition of *Ghosts of Saltmarsh* includes some additional content. The following guidance applies:

Pregenerated Characters. Neither the pregens nor their equipment are approved for Adventurers League play.

Bonus Encounters: High Seas. All bonus encounters are valid for Adventurers League play, but a character may only participate in each one once.

DDHC0-D01P DRAGON OF ICESPIRE PEAK

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.

Axholm: A14. Throne Room. The gold signet ring is a story item.

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 of 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).

Woodland Manse: W10. Wizard’s Laboratory. Grannoc’s map is a story item.

DDHC-LMOP LOST MINE OF PHANDELVER

Dragonguard. This is a rare breastplate.

Hew. This is an uncommon battleaxe.

Lightbringer. This is an uncommon mace.

Spider Staff. This is a rare staff that requires attunement.

Staff of Defense. This is a rare staff that requires attunement.

DDHC-LR LOCATHAH RISING

While the adventure included in *Locathah Rising* must be played with the included pregenerated characters, adventure rewards may be applied to a player’s Adventurers League character of Tier 2 or higher.

DDHC-MORD-01 RIDDLE OF THE RAVEN QUEEN

Gwa’thern Fahn. This bow possesses qualities beyond those in the DMG.

DDHC-MORD-05 ESCAPE FROM WHEELOON

The *mystery key* is a story item.

DDIA-MORD RRAKKMA

The magic items encountered while playing Rrakkma are never unlocked (even for Dungeon Masters), as they are encountered by pregen characters and not standard Adventurers League characters.

INFERNAL MACHINE REBUILD

While *Infernal Machine Rebuild* is not an AL-legal adventure, those who complete it can apply the rewards from the included certificate to one of their Adventurers League characters.



SEASON 0. SEASON-AGNOSTIC ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDEP00-01 ¹	1-4, 5-10, 11-16, 17-20	3	Red War	Takes place after DDEP02 Mulmaster Undone
DDAL00-01	5-10, 11-16, 17-20	4	Window to the Past	Formerly DDAO-01
DDAL00-02{a-f}	1-4, 5-10, 11-16, 17-20	12+	Lost Tales of Myth Drannor	Collection of 6 2-hour adventures across all levels of play. Adventures are tracked as DDAL00-02A through -02F.
DDAL00-03	11-16, 17-20	4	Those That Came Before	Formerly DDAO-11
DDAL00-04	1-4	2	Winter's Flame	Midwinter-themed adventure in Chult
DDAL00-05	1-4	2	Winter's Splendor	Midwinter-themed adventure in Waterdeep
DDAL00-06	5-10	8	Lost Laboratory of Kwalish	Profits benefit the Extra Life children's charity
DDAL00-07	1-4, 5-10	4	The Embers of Hate	Formerly DDAO-13
DDAL00-08	1-4, 5-10	4	Layers Upon Layers	Formerly DDAO-19
DDAL00-09	5-10	2	Minsc & Boo	Included adventure is AL-legal when played with included pre-generated characters; sales benefit Extra Life.
DDAL00-10	17-20	6-8	Trust and Understanding	Formerly DDAO-21
DDAL00-11	1-4, 5-10, 11-16, 17-20	HC	Pipyap's Guide to All of the Nine Hells	Collection of 6 adventures across all levels of play. Adventures are tracked as DDAL00-11A through -11F.
DDAL00-12	1-4, 5-10, 11-16, 17-20	4+	Infernal Encounters	Collection of random encounters and 4 adventures across all levels of play. Adventures are tracked as DDAL00-12a through -12d.
DDALCA-01	pregens only	4	Return to the Ghost Tower of Inverness	Competitive adventure for at least 3 tables; uses included pregenerated characters
DDAL-CGB ¹	5-7	4	Cloud Giant's Bargain	Fathom Events exclusive print adventure; related to season 5
DDAL-OPEN-2016 ¹	1-4, 5-7, 8-10	8	D&D Open, 2016	Premiere at Origins 2016
DDAL-OPEN-2017 ¹	1-10	4	Lost Temples of Lake Luo	Premiere at Origins 2017
DDAL-OPEN-2018 ¹	pregens only	8	Gangs of Waterdeep	Premiere at Origins 2018
DDAL-OPEN-2019 ¹	pregens only	8	Forged in Fire	Premiere at UK Games Expo 2019
DDHC00-GSM ²	1-4, 5-10, 11-16	HC	Ghosts of Saltmarsh	
DDHC00-GSM-S ²	1-4, 5-10, 11-16	HC	Ghosts of Saltmarsh: Sinister Silver Edition	
DDHC00-DolP ²	1-6	HC	Dragon of Icespire Peak	Part of the <i>D&D Essentials Kit</i>
DDHC-LMOP ²	1-4	HC	Lost Mine of Phandelver	The "starter box"; was previously "DDEP00-01" by accident (please update accordingly)
DDHC-LR	5-10	HC	Locathah Rising	Uses included pregenerated characters; sales benefit Extra Life

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Adventurers League Content Catalogue v9.02



SEASON 0. SEASON-AGNOSTIC ADVENTURE LIST (CONT.)

DDHC-MORD-01	5-10	HC	Riddle of the Raven Queen	GUILD ADEPT CONTENT!
DDHC-MORD-02	11-16	HC	The Lich-Queen's Begotten	GUILD ADEPT CONTENT!
DDHC-MORD-03	11-16	HC	To Wake the Leviathan	GUILD ADEPT CONTENT!
DDHC-MORD-04	1-4	HC	Pudding Faire	GUILD ADEPT CONTENT! Break the curse of time if you can!
DDHC-MORD-05	1-4	HC	Escape from Wheloon	GUILD ADEPT CONTENT! Includes pregens and can serve as a "learn to play D&D" adventure
DDHC-XGE-01	1-4	HC	Rats of Waterdeep	GUILD ADEPT CONTENT! From Appendix A, only the Investigator background is valid for AL play.
DDIA-MORD	tier 2 pregens only	8	Rrakkma	Released with <i>Mordenkainen's Tome of Foes</i> ; only uses the included pregen characters
DDIA-VOLO	1-4	4-8	In Volo's Wake	Released with <i>Volo's Guide to Monsters</i>
DDIA-XGE	1-4	4	Underworld Speculation	Released with <i>Xanathar's Guide to Everything</i> . Includes level 3 pregens built with that book (can only be used in this adventure).

¹: will not be released on dmsguild.com

²: available in print but not via dmsguild.com



AUTHOR-ONLY ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Author	Notes
DDAO-01	5-10, 11-16, 17-20	4	Window to the Past	Alan Patrick	Published as DDAL00-01
DDAO-02	1-4, 5-10, 11-16	4	One Night in Luskan	Bill Benham	
DDAO-03	1-4, 5-10, 11-16	4	The Taming of Elisande	Greg Marks	
DDAO-04	1-4, 5-10, 11-16	4	Halruaa Rising	Robert Adducci	
DDAO-05	11-16	4	The Space Between the Spaces	Travis Woodall	
DDAO-06	1-4, 5-10	4	Enchantment Under the Sea	Mike Mearls	
DDAO-07	1-4, 5-10, 11-16	4	Holocaust Pursuit	Chris Lindsay	
DDAO-08	1-4, 5-10	4	Perkins Palooza!	Chris Perkins	
DDAO-09	5-10, 11-16	4	Lyceum Sepulchral	Chris Lindsay	
DDAO-10	1-4, 5-10, 11-16, 17-20	4	Across a Misty Tavern Yard	Greg Marks	Part 1 of 4; continued in DDAO-20
DDAO-11	11-16, 17-20	4	Those That Came Before	Alan Patrick	Published as DDAL00-03
DDAO-12	11-16	4	Dragons of Fire and Death	Robert Adducci	
DDAO-13	1-4, 5-10	4	Embers of Hate	Travis Woodall	Published as DDAL00-07
DDAO-14	1-4, 5-10	4	Act of Grace	Bill Benham	
DDAO-15	1-4, 5-10	4	Debts to be Paid	Claire Hoffman	
DDAO-16	1-4, 5-10	4	Wild Arcana	Robert Adducci	
DDAO-17	5-10	4	Grung Reverie	Chris Lindsay	
DDAO-18	5-10	4	The Long Night	Bill Benham	
DDAO-19	1-4, 5-10	4	Layers Upon Layers	Travis Woodall	Published as DDAL00-08
DDAO-20	1-4, 5-10, 11-16, 17-20	4	Somber Screams...	Greg Marks	Part 2 of 4; begun in DDAO-10, continued in DDAO-30
DDAO-21	17-20	4	Trust & Understanding	Alan Patrick	Published as DDAL00-10
DDAO-22	TBA	4	Debts Old and New	Claire Hoffman	
DDAO-23	11-16	4	Trail of Bones	Robert Adducci	
DDAO-24	5-10	4	Dire Arcana	Robert Adducci	Part 1 of 2; continued in DDAO-25



AUTHOR-ONLY ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Author	Notes
DDAO-25	5-10	4	Devious Arcana	Robert Adducci	Part 2 of 2; begun in DDAO-24
DDAO-26	5-10	4	Mirt's Merry Mayhem	Chris Lindsay	
DDAO-27	1-4	4	The Least Among Us	Bill Benham	
DDAO-28	5-10	4	It's Aliiive!	Lysa Penrose	
DDAO-29	11-16	4	Necropolis of the Dracolich	Robert Adducci	
DDAO-30	1-4, 5-10, 11-16, 17-20	4	... And Melancholy Laughter	Greg Marks	Part 3 of 4; begun in DDAO-10, continued from DDAO-20
DDAO-31	11-16	4	A Wet Wedding	Greg Marks	
DDAO-32	1-4, 5-10		It's Nothing Personal, Guy!	Travis Woodall	
DDAO-33	1-4	4	It Starts at the End	Alan Patrick	
DDAO-34	11-16	4	Dangerous Negotiations	Claire Hoffman	
DDAO-35	TBA	4	To Steal the Wind	Greg Marks	
DDAO-36	TBA	4	TBA	Greg Marks	
DDAO-37	TBA	4	TBA	Lysa Penrose	
DDAO-38	5-10	4	The Green Isle	Amy Lynn Dzura	
DDAO-40	TBA	4	TBA	Greg Marks	Part 4 of 4; begun in DDAO-10, continued from DDAO-20 & DDAO-30
DDAO-41	1-4	4	The Mystery of Placid Cay	Shawn Merwin	
DDAO-EP01{a-h}	1-4	20+	Caves of Chaos	Chris Lindsay	A 9-part EPIC adventure. Parts 1-8 (a-h) are 2 hours each, with a 4-hour interactive conclusion. Based on Keep on the Borderlands.

WANT TO OFFER ONE OF THE ABOVE ADVENTURES AT YOUR EVENT?

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Author Only (AO) adventures may only be run by the listed author. Some AO adventures may eventually be published to dmsguild.com (refer to example DDAO-01/ DDAL00-01 above), but this is not guaranteed in all cases as some of these adventurers are not eligible for publication due to content, use of limited properties, or other reasoning as determined by the author, Wizards of the Coast, or both.

SEASON 1. TYRANNY OF DRAGONS

The first season of Adventurers League play was debuted at Gen Con in 2014. Nearly 1,000 players turned out to participate in the very first Epic, Corruption in Kryptgarden, and hundreds of other players experienced the trials and vile plots of the Cult of the Dragon in Phlan, a city on the north shore of the Moonsea. While the hardcover adventures Hoard of the Dragon Queen and Rise of Tiamat explored storyline events along the Sword Coast, the Adventurers League players made their way through Phlan, the Quivering Forest, and other similar places along this northern inland sea in an attempt to prevent the... well, play the adventures and the truth will become clear.

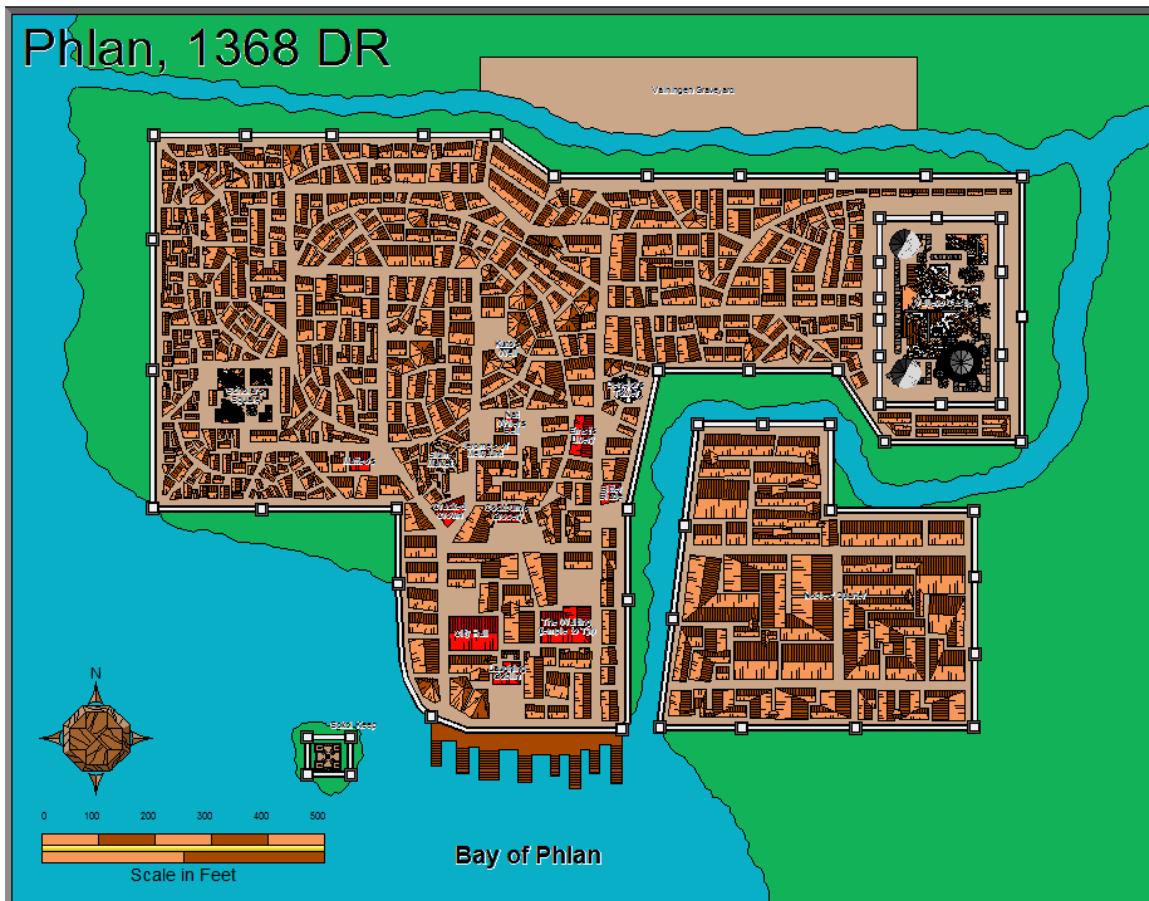
But be warned: not all ends well, I'm afraid!

TYRANNY OF DRAGONS OPTIONAL SUPPLEMENTS

Audience	Product
All	The state of Phlan
DM	Rise of Tiamat web supplement

DID YOU KNOW?

Phlan and the surrounding area is part of the "CCC" (Community-Created Content) program, and as such is eligible for further development by gamedays and conventions around the world.





SEASON 1. TYRANNY OF DRAGONS GUIDANCE

The first two hardcover adventures released for Adventurers League play were *Hoard of the Dragon Queen* (HotDQ) and *Rise of Tiamat* (RoT). Together, these books form half of the *Tyranny of Dragons* season, with the other half comprised of the DDEX01 adventures as shown in the list of adventures.

STORY ITEMS AND NEW 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*

ITEMS AVAILABLE ONCE FOUND IN HOARD OF THE DRAGON QUEEN

ITEM

Tankard of plenty

Dragongleam, insignia of claws, Wiglof's cauldron

wand of winter

ITEMS AVAILABLE ONCE FOUND IN RISE OF TIAMAT

ITEM

dragontooth dagger

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

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 so as avoid confusion with the printed certificate.

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.

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 PHB and DMG.

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 not suitable for organized play.



SEASON 1. ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDEN1^	1-4	16	Hoard of the Dragon Queen (D&D Encounters version)	first few chapters of DDHC-HotDQ
DDHC-HotDQ*	1-7	HC	Hoard of the Dragon Queen	
DDHC-RoT*	8-15	HC	Rise of Tiamat	
DDEP1^	1-4	3	Corruption in Kryptgarden	Retired; takes place near the Sword Coast
DDEX1-1	1-2	5	1-hour mini-missions	Defiance in Phlan
DDEX1-2	1-4	4		Secrets of Sokol Keep
DDEX1-3	1-4	4		Shadows Over the Moonsea
DDEX1-4	1-4	4		Dues for the Dead
DDEX1-5	1-4	4		The Courting of Fire
DDEX1-6	1-4	4		The Scroll Thief
DDEX1-7	1-4	4		Drums in the Marsh
DDEX1-8	1-4	4		Tales Trees Tell
DDEX1-9	1-4	4		Outlaws of the Iron Route
DDEX1-10	5-10	4		Tyranny in Phlan
DDEX1-11	5-10	8		Dark Pyramid of Sorcerers Isle
DDEX1-12	5-10	4		Raiders of the Twilight Marsh
DDEX1-13	5-10	4		Pool of Radiance Resurgent
DDEX1-14	5-10	4		Escape from Phlan

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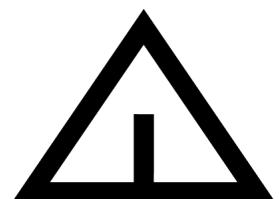
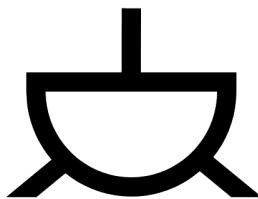


SEASON 2. ELEMENTAL EVIL

The town of Mulmaster – often referred to as “the City of Danger” – has its own trouble brewing: the crazed Elemental Cults are seeking to overturn the city entirely and open raw portals in an attempt to bring their vile Princes directly to Faerûn! With multiple new play options like the FREE Elemental Evil Player’s Companion, how to join the Cloaks, and the revised status of the city both before and after the events of the season... the Moonsea will never be the same again!

ELEMENTAL EVIL OPTIONAL SUPPLEMENTS

Audience	Product
Player	Official pregen characters
Player	Mulmaster Bonds & Backgrounds
All	Elemental Evil Player Companion
All	Joining the Cloaks
All	Status of Mulmaster (before season)
All	Status of Mulmaster (after season)





SEASON 2. ELEMENTAL EVIL GUIDANCE

The town of Mulmaster – often referred to as “the City of Danger” – is the center of activity for the DDEX02 series of adventures, but the hardcover adventure *Princes of the Apocalypse* is just as important in the overall storyline! Together, these elements comprise the *Elemental Evil* season.

STORY ITEMS AND NEW ITEMS

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

- *Drown*
- *Ironfang*
- *Lost Crown of Besilmer*
- *Tinderstrike*
- *Windvane*

ITEMS AVAILABLE ONCE FOUND IN PRINCES OF THE APOCALYPSE

ITEM

bottled breath, balloon pack, wingwear

claws of the umber hulk, seeker dart,

storm boomerang

devastation orb (all), weird tank

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

DID YOU KNOW?

Mulmaster has seen perhaps the most change since the foundation of the D&D Adventurers League. The city's long history of association with darker elements such as the Red Wizards of Thay and the Zhentarim have given it the moniker of The City of Danger, and twice in recent years the city has undergone significant changes:

- In DDEP2 *Mulmaster Undone*, the city was nearly destroyed by *devastation orbs*
- As a result of DDEP2 and moving through DDAL00-01 and several CCCs, the Red Wizards of Thay established a tight hold on the redevelopment of the city. Heroes intervened by declaring war through their factions, and the events of DDEP00-01 *Red War* show the main points of that conflict
- Conventions and other events can apply for CCCs that spotlight events that take place during the events of DDEP00-01 to further flesh out that experience.

MULMASTER DOWNTIME ACTIVITIES

Veterans of the five factions that have achieved rank 3 have access to the following special downtime activities when adventuring in and around Mulmaster. These downtime activities can be repeated.

HARPERS: ARCANE AMNESTY

You have friends within the Cloaks—an order of arcanists in Mulmaster—that are sympathetic to the Harpers' cause. You have advantage on any social interaction checks to exonerate you or anyone in your group for using restricted magic in and around the city. In addition, you can spend downtime days to have an arrested caster freed from prison or harsh punishment. The cost is 1 downtime day per level of the violating spell.

ORDER OF THE GAUNTLET: JUDGE FRIEND

You are a dueling judge and have overseen many duels in Mulmaster. You have the ear of friends within the dueling judge community, and can call upon the services of a battle-hardened warrior to lend you aid. At the beginning of an adventure or when appropriate, you can spend 5 downtime days to recruit a **veteran** (see appendix B of the *Monster Manual*). The **veteran** performs any tasks within reason and capability, but parts ways with you after taking part in one combat or at the end of the adventure.

EMERALD ENCLAVE: SECLUDED HAVEN

You have a secret place just outside the city where you and your allies can rest, recuperate, and find mounts. When you use the recuperating downtime activity (see the *Basic Rules* or the *Player's Handbook*), you can apply the effects to your entire group. In addition, at the beginning of an adventure or when appropriate, you can spend downtime days to borrow mounts (riding horses, ponies, or mules) for yourself and your group. The cost is 1 downtime day per mount borrowed. All mounts must be returned at the end of the adventure. If any mount dies during the course of the adventure, you must pay half its value in gold.

LORDS' ALLIANCE: HAWK ASSOCIATION

You are part of the Hawks, the secret police of Mulmaster. You maintain law and order through intimidation and strongarm tactics. You can coerce information from the common folk for your benefit, gaining advantage on any Charisma (Intimidation) checks to do so. Once per adventure at the beginning of an adventure, you can spend 3 downtime days to learn an adventure secret. The Dungeon Master provides you with a secret that only you know about the adventure, and you gain advantage on all checks to recall related information for the duration of the adventure.

ZHENTARIM: PROCURE ILLICIT GOODS

You have contacts among smugglers residing in the ghettos of the city, who are able to procure restricted and illicit items for you. At the beginning of an adventure or when appropriate, you can spend 2 downtime days to gain one of the following items for the duration of the adventure: carrion crawler mucus, serpent venom, or a moldering scroll holding a 1st-level spell of your choice. Then roll on the Procure Illicit Goods table to see what happens as a result of your dealings.

PROCURE ILLICIT GOODS (MULMASTER)

d20 Result

1-3	You are caught red-handed and jailed for 1d8 days. You do not gain the item. You must spend additional downtime days to cover this jail time, but you do not spend your lifestyle costs for these days. You can avoid jail by paying 50 gp per day of jail time.
4-6	You are accosted by the city watch while making the deal. You lose 100 gp and begin the adventure at half your hit point maximum, but you manage to retain possession of the item.
7-12	You find a fence willing to sell you the item, but it's going to cost you. Make a DC 10 Charisma (Persuasion) check. If you succeed, you pay 50 gp for the item. If you fail, you pay 200 gp for the item.
13-18	You are able to swindle or fast-talk your way into obtaining the item, gaining it for free.
19-20	You manage to obtain one item for free while attempting to steal another. Make a DC 10 Dexterity (Sleight of Hand) check. If you succeed, choose two different items instead of one. You gain both of the items for free. If you fail, you instead gain one item for free.

CHANGES TO PRINCES OF THE APOCALYPSE

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 silver token inlaid with a porcelain dove, good for one free *resurrection* of that character by a Harper cleric – no questions asked
If the character is a druid, sorcerer, or wizard, they may choose to take magical tutoring under a Harper NPC of the same class. When next the character is in a village or larger settlement they may seek out a Harper tutor. The character may select up to 30 levels of spells from their druid, sorcerer, or wizard class list of 7th level or lower from the *Princes of the Apocalypse* adventure or *Elemental Evil Player's Companion* supplement and add them to their character sheet as available spells for their class. All characters, whether they have a spellbook or not, will need to follow the rules under "Copying a Spell into the Book" as found in the *Player's Handbook* to complete their training. This represents the cost of the education and practice with the new materials (though wizards also scribe the spells into their spellbook as part of the learning process). NOTE: this does NOT allow a character to cast an additional 30 levels of spells; it allows a character additional spell options that might not otherwise be available (ie: a character with a different +1 resource may not otherwise have access to spells from these resources). Wizards add the spells to their spellbook and may choose to prepare them as normal for spells they have scribed. Druids add the spells to the list of spells they may prepare.



Sorcerers add the spells to the spells they may choose when leveling or replacing an old spell due to leveling. They do not immediately add the new spells to their known spells.

- 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.

JOINING THE CLOAKS

Characters may have the opportunity to join the Cloaks during their adventures in Mulmaster. This is not a faction, and this entirely optional decision contains several benefits and hindrances. [Full details can be found on the dndadventurersleague.org site.](http://dndadventurersleague.org)

DDEP2 MULMASTER UNDONE

The *healing ember* in this adventure cannot be kept.



SEASON 2. ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDEN2^	1-4	16	Princes of the Apocalypse (D&D Encounters version)	first few chapters of DDHC-PotA
DDHC-PotA*	1-15	HC	Princes of the Apocalypse	
DDEP2^	1-4, 5-10	4	Mulmaster Undone	Retired; takes place after DDEX2-16
DDEX2-1	1-2	5 1-hour mini-missions	City of Danger	
DDEX2-2	1-4	4	Embers of Elmwood	
DDEX2-3	5-10	4	The Drowned Tower	
DDEX2-4	5-10	4	Mayhem in the Earthspur Mines	
DDEX2-5	1-4	4	Flames of Kythorn	
DDEX2-6	1-4	4	Breath of the Yellow Rose	
DDEX2-7	1-4	4	Bounty in the Bog	
DDEX2-8	1-4	4	Foulness Beneath Mulmaster	
DDEX2-9	5-10	8	Eye of the Tempest	
DDEX2-10	1-4	4	Cloaks and Shadows	
DDEX2-11	1-4	2	Oubliette of Fort Iron	
DDEX2-12	1-4	2	Dark Rites at Fort Dalton	
DDEX2-13	5-10	4	The Howling Void	
DDEX2-14	5-10	4	The Sword of Selfari	
DDEX2-15	5-10	4	Black Heart of Vengeance	
DDEX2-16	1-4	4	Boltsmelter's Book	

[^]: will not be released on dmsguild.com

^{*}: available in print but not via dmsguild.com

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SEASON 3. RAGE OF DEMONS

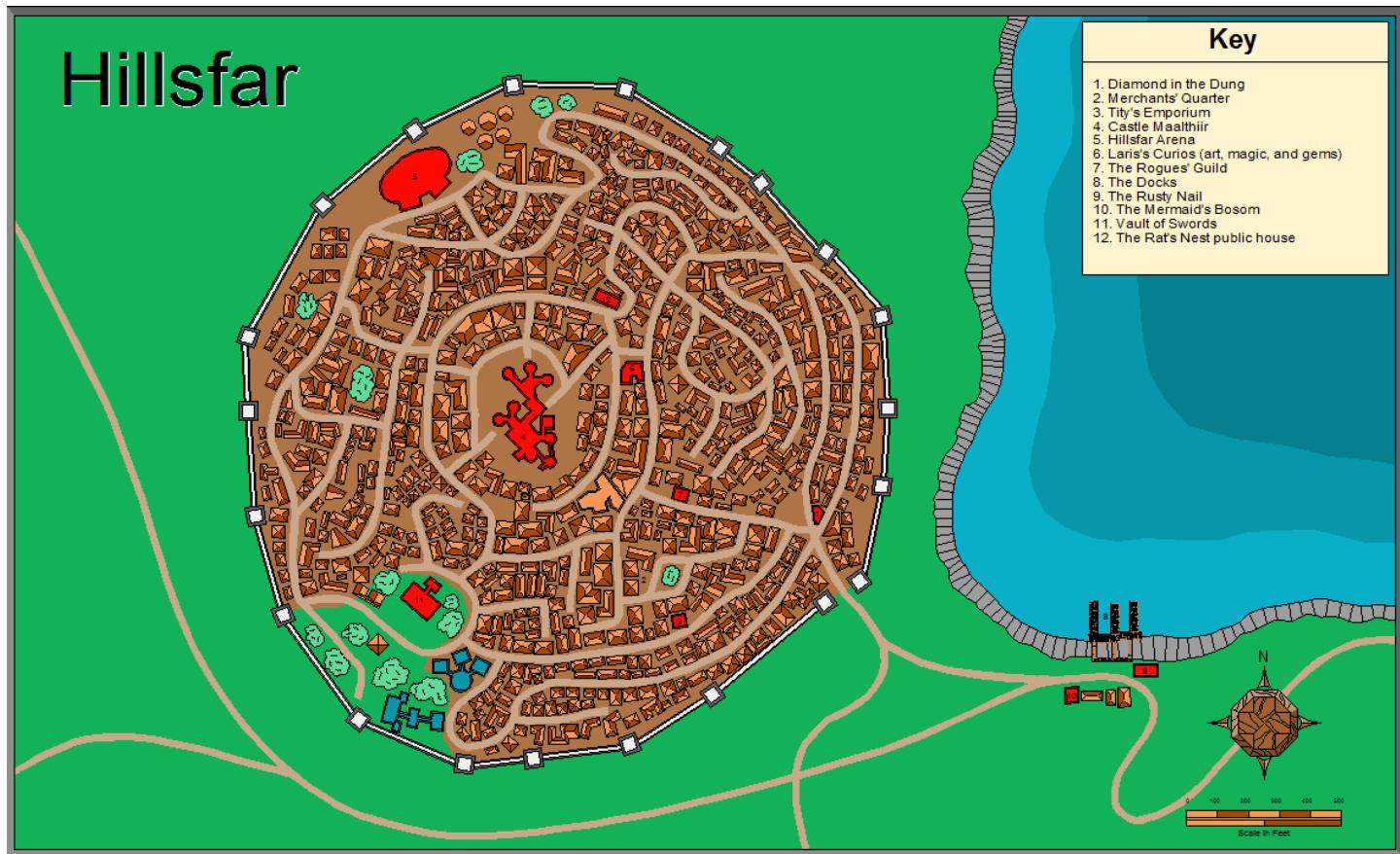
Passions are heightened in Hillsfar. Refugees from both Phlan and Mulmaster are looking for a new place to call home, and the city of Hillsfar isn't exactly known for its love of non-human people. On top of this, there is an undercurrent of demonic activity all around the region. Drow have been sighted in the vicinity, and even the myconids are acting strangely. What secrets bubble in the Underdark?

DID YOU KNOW?

The madness mechanic from the DMG is used throughout this season's adventures. Thanks to the demon princes roaming the Underdark, this has spread like wildfire and will be around for a long, long time. More information on madness can be found in the *Dungeon Master's Guide*.

RAGE OF DEMONS OPTIONAL SUPPLEMENTS

Audience	Product
Player	Official pregen characters
All	Status of Hillsfar
All	Hillsfar Backgrounds & Bonds





SEASON 3. RAGE OF DEMONS GUIDANCE

The Rage of Demons storyline is a sprawling story with many potential side quests and missions, with much of it taking place in the Underdark (in the hardcover adventure *Out of the Abyss*) or near the city of Hillsfar (for the DDEX03 series of adventures).

STORY ITEMS AND NEW ITEMS

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

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

ITEMS AVAILABLE ONCE FOUND IN OUT OF THE ABYSS

ITEM

piwafwi (cloak of elvenkind)
piwafwi of fire resistance, stonespeaker
crystal, wand of viscid globs

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

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.

ADJUSTMENTS TO THE OUT OF THE ABYSS HARDCOVER

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

CHAPTER 2: 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>sendng stones</i> .

CHAPTER 2: 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.

CHAPTER 2: RAIDER LEADER POSSESSIONS

d20 Discovery

20	A <i>potion of hill giant strength</i> .
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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> .
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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 & APPENDIX B: DAWNBRINGER

Add the following paragraph to the **Dawnbringer** entry:

If an evil creature attempts to attune to the weapon, it not only finds it impossible, but *Dawnbringer* attempts to take control of its wielder (DC 14 Charisma saving throw). If the weapon is successful, it insists on being taken to the surface or willingly given to the first creature it comes across that is not a member of a race indigenous to the Underdark. *Dawnbringer* will not allow its relinquishment to a creature that it or its wielder knows is evil, and instead compels its wielder to find a new recipient.

CHAPTER 9: DROW WAREHOUSE, AREA 4B

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

Each storage building contains 2d6 vials of carrión 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*



CHAPTER 9: 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).

CHAPTER 9: SVIRFNEBLIN WAREHOUSE, AREA 6B

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

Half way 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 potion of heroism 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*.

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.

DDEX03-07 HERALD OF THE MOON

This adventure features an item that is no longer acceptable under D&D Adventurers League guidelines, as it deviates from the attunement standards in the DMG. Instead of *Shadowsong*, this adventure instead unlocks a *+2 weapon (longbow or shortbow)*. This *+2 weapon* has the sentinel property and glows dimly in the presence of humans.



SEASON 3. ADVENTURE LIST

Code	Level Band	Runtime (Hours)	Title	Notes
DDEN3^	1-4	16	Out of the Abyss (D&D Encounters version)	first few chapters of DDHC-OotA
DDHC-OotA*	1-15	HC	Out of the Abyss	
DDEP3^	1-4, 5-10, 11-16	4	Blood Above, Blood Below	Retired; takes place after DDEX3-4
DDEX3-1	1-2	5 1-hour mini-missions	Harried in Hillsfar	
DDEX3-2	1-4	4	Shackles of Blood	
DDEX3-3	5-10	4	The Occupation of Szith Morcane	
DDEX3-4	11-16	8	It's All in the Blood	
DDEX3-5	1-4	2	Bane of the Tradeways	
DDEX3-6	1-4	2	No Foolish Matter	
DDEX3-7	5-10	4	Herald of the Moon	
DDEX3-8	5-10	4	The Malady of Elventree	
DDEX3-9	5-10	4	The Waydown	
DDEX3-10	1-4	4	Quelling the Horde	
DDEX3-11	5-10	2	The Quest for Sporedome	
DDEX3-12	1-4	2	Hillsfar Reclaimed	
DDEX3-13	5-10	2	Writhing in the Dark	
DDEX3-14	1-4	2	Death on the Wall	
DDEX3-15	5-10	4	Szith Morcane Unbound	
DDEX3-16	11-16	8	Assault on Maerimydra	

[^]: will not be released on dmsguild.com

^{*}: available in print but not via dmsguild.com

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SEASON 4. CURSE OF STRAHD

The atrocities committed by Vorgansharax, the Maimed Virulence, during his assault on the town of Phlan has caught the attention of other-worldly powers: the Mists of Ravenloft. After a supernaturally dense fog rolls into the area and the region is plunged into an unseasonably cold winter, the adventurers find themselves transported to Barovia, a land with no joy, sun, or hope. Can they escape?

DID YOU KNOW?

This season saw the introduction of DM Quests!

The Dark Powers will only offer to bestow Dark Gifts (and the associated free resurrection) on those level 5 and below. Other opportunities to earn Dark Gifts may exist for higher-level characters!

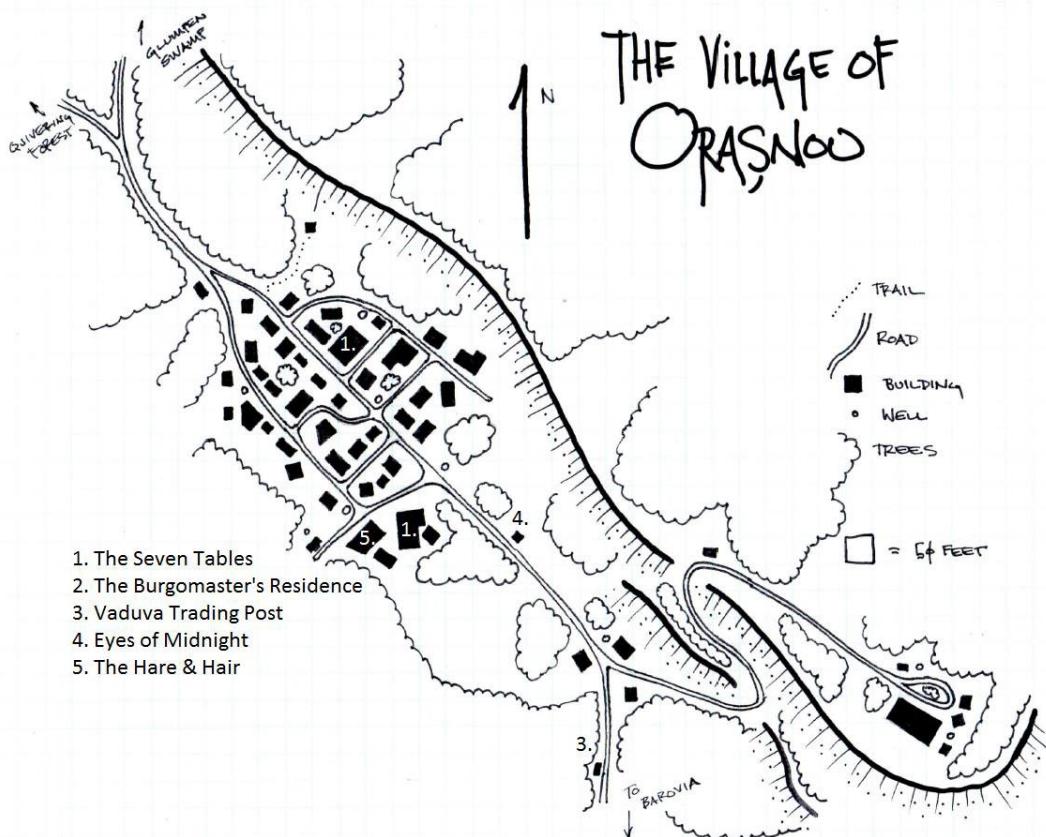
The standard character factions do not exist in Barovia, but they would certainly be interested in hearing of your exploits!

CURSE OF STRAHD OPTIONAL SUPPLEMENTS

Audience	Product
Player	Curse of Strahd Backgrounds
Player	Curse of Strahd Pregens
DM	Expanded Dark Gifts Table
All	The Mist & The Wood (Orasnow guide)

SPELLCASTING SERVICES ARE DIFFERENT

The DDAL04 series of adventures in Ravenloft use spellcasting services that are quite different from their Faerûnian counterparts. DMs running the *Curse of Strahd* hardcover are encouraged to use these setting-specific services but may choose either method.





SEASON 4. CURSE OF STRAHD GUIDANCE

The mysterious Dark Powers of Ravenloft have sent the Mists through Phlan, Glumpen Swamp, and the Quivering Forest. Large portions of those areas along with their residents have been transported to the dread domain of Barovia.

STORY ITEMS, DARK GIFTS, AND NEW ITEMS

If the characters acquire any of the following items during their play of the *Curse of Strahd* hardcover 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
- DDEX series: Barovian trinkets (see DDEX04-14 The Darklord)

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.

ITEMS AVAILABLE ONCE FOUND IN CURSE OF STRAHD

ITEM

blood spear, gulthias staff

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

DEMIPLANE OF DREAD (STORY AWARD)

A character that enters Barovia for any reason immediately earns the Demiplane of Dread story award. Any character that possesses this story award cannot leave Ravenloft (Barovia is but a single domain in the demiplane) or play any Dungeons & Dragons adventures that are not set in Barovia or elsewhere in Ravenloft.

LEAVING BAROVIA (“BAREXIT”)

There are several opportunities in the DDAL 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. The Downtime day cost is modified as follows:

+10 Downtime Days. Touched by the Mists – For each time the character has died, been brought back to life by the mists, and gained the **Touched by the Mists** story award.

+5 Downtime Days. Enmity of Jeny Greenteeth – A character with the Enmity of **Jeny Greenteeth** story award (from DDAL04-06 *The Ghost*) has not only angered the hag but the mists themselves.

+5 Downtime Days. You Murderer – A character with the **You Murderer** story award (from DDAL04-08 *The Broken One*) has killed villagers of Oraşnou. The Dark Powers' grip on them is tight.

+5 Downtime Days. Cursed by Greed – A character with the **Cursed by Greed** story award (from DDAL04-09 *The Tempter*) has given in to greed at the behest of the Dark Powers. Leaving Ravenloft will be difficult as a result.

+10 Downtime Days. Escape the Mists – Each time a character escapes the mists, but then returns to Barovia, escaping again gets progressively harder. 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.



LUCKBLADE

A fortunate group of adventurers may discover a *luckblade* on their travels. Despite rumors spread by adventurers of yore, it functions as a normal *luckblade*, though upon being claimed by a new owner, 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, it can't be changed.

DO I HAVE THE DEMIPLANE OF DREAD STORY AWARD?

As implied in the Death in Ravenloft sidebar (ALDMG), if you play a session of *Curse of Strahd* or DDLE4 *Death House* you're trapped in Barovia. While not explicitly stated in the sidebar, you gain the following story award upon entering Barovia:

DEMIPLANE OF DREAD (STORY AWARD)

You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

ADJUSTMENTS TO THE CURSE OF STRAHD HARDCOVER

The following adjustments are needed when running the CoS hardcover for Adventurers League credit:

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 in any regard, 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 +1 crossbow bolts. 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 motifs. The green woolen cape affixed to the armor's shoulders never catches on burrs or branches while traveling through the forest.



11 *Potion of Lightning Resistance.* The potion in this glass vial is crystal clear, and a number of small iron beads have settled at the bottom.

12 *Bag of Holding.* 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 *dust of sneezing and choking*).

14 An ugly hat made of tattered brown wool. It functions as a *helm of comprehend languages*.

15 *Potion of Necrotic Resistance.* 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 *oil of slipperiness*. 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 *potion of growth*. The flask has the initials "AB" engraved upon it.

20 A *spell scroll of haste*.

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 satchet 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 DMG. Alternatively, character proficient in smith's tools can craft bullets using the rules in the PHB. 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 PHB and DMG.

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.



SEASON 4. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDIA04^	1-2	8	Death House	Adventure PDF was made available directly to retailers, and is not otherwise legally available. Previously used the code "DDLE4". Covers the Death House chapter of DDHC-CoS.
DDHC-CoS*	1-10	HC	Curse of Strahd	
DDEP04^	1-4, 5-10, 11-16	4	Reclamation of Phlan	Retired; takes place after DDEX1-14 and during DDAL04-01
DDAL04-1	1-2	5 1-hour mini-missions	Suits of the Mists	
DDAL04-2	1-4	2	The Beast	
DDAL04-3	1-4	2	The Executioner	
DDAL04-4	1-4	4	The Marionette	
DDAL04-5	1-4	2	The Seer	
DDAL04-6	1-4	4	The Ghost	
DDAL04-7	5-10	4	The Innocent	
DDAL04-8	5-10	2	The Broken One	
DDAL04-9	5-10	2	The Tempter	
DDAL04-10	5-10	4	The Artifact	
DDAL04-11	5-10	4	The Donjon	
DDAL04-12	5-10	2	The Raven	
DDAL04-13	5-10	2	The Horseman	
DDAL04-14	5-10	4	The Dark Lord	

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Adventurers League Content Catalogue v9.02



SEASON 5. STORM KING'S THUNDER

The Adventurers League moves to the Sword Coast!

The Ordning – the political configuration that determines who rules the various giant tribes – has been shattered! Chaos reigns as each tribe scrambles to claim power, and the unwitting people of the Sword Coast are caught in the mix. The adventurers must face off against obese hill giants and cunning cloud giants, and defeat the fire giant armies for the protection of the entire region.



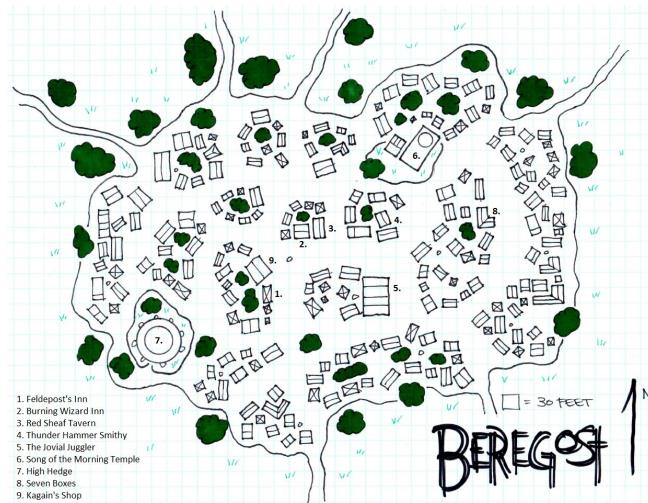
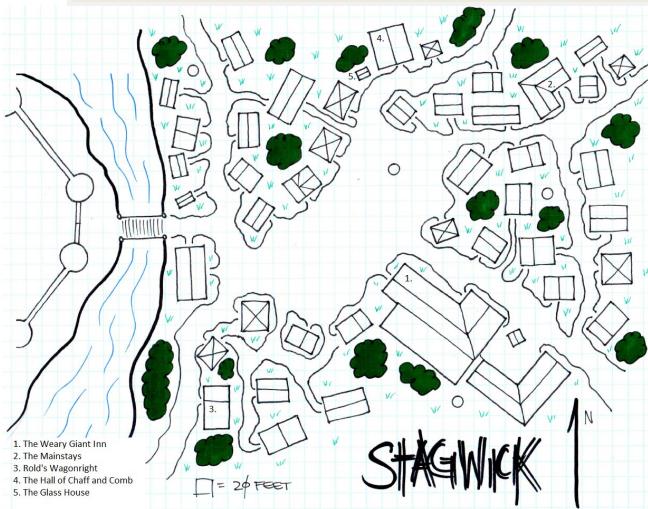
STORM KING'S THUNDER OPTIONAL SUPPLEMENTS

Audience	Product
Player	Storm King's Thunder player pack
DM	Storm King's Thunder DM pack
DM	DM Quests
All	Faction & DM Folders

DID YOU KNOW?

SEER is a title, not a name. And Hsing – SEER's pseudodragon companion – is more than he appears to be. Expect further development for them in upcoming seasons!

Giants and dwarves have long been aggressive towards each other. Several adventures this season actually explore this lore and history.





SEASON 5. STORM KING'S THUNDER GUIDANCE

As the giants seek to find new leadership in the wake of a disaster, heroes and villains from across the Forgotten Realms become embroiled in the political machinations of the warring clans.

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*

ITEMS AVAILABLE ONCE FOUND IN STORM KING'S THUNDER

ITEM

Blod Stone

Rod of the Vodindod, Robe of Serpents

Ancient Relic red dragon's thighbone, Banner of the Krig Rune, Claw of the Wyrm Rune, Gavel of the Venn Rune, Opal of the Ild Rune, Orb of the Stein Rune

Ingot of the Skold Rune, Pennant of the Vind Rune, Shard of the Ise Rune

BLOD STONE DIAMOND

The process that converts a 5,000 gp diamond into a *blod stone* results in a priceless magic item. A *blod stone* cannot be sold.

RUNE ITEMS

Applying one of the various runes found in the Season 5 adventures turns a mundane item into a permanent magic item. The rune can be applied to any mundane item that you own or can permanently keep at the end of an adventure or session. If the item isn't found under a treasure subheading, it follows the normal rules for mundane treasure and isn't an eligible item for the transference of a *rune*.

When a rune is used in this way, the rune is consumed in the process and the listed effect takes place.

SPECIAL MAGIC ITEMS

Several examples exist inside the pages of *Storm King's Thunder* that have abilities above and beyond those abilities normally located in the PHB and DMG.

Ancient Relic red dragon's thighbone. This is a very rare magic item.

Harshnag's armor & axe. Effective August 31, 2018, these items are never considered to be unlocked for characters and can no longer be acquired, even through trading.

SPECIFIC ADVENTURE NOTES

Some adventures in the Storm King's Thunder season require specific rulings and guidance.

DDAL05-04 IN DIRE NEED

Mithral Splintmail +1. This item is on the problematic items list. Until such time as the dmsguild.com entry is updated, characters that successfully complete this adventure may choose either *mithral splint* or *splint +1*.



SEASON 5. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDIA-05	1-5	16	A Great Upheaval	The first chapter of DDAL-SKT
DDHC-SKT*	1-10	HC	Storm King's Thunder	
DDEP05-01^	1-4, 5-10	4	The Iron Baron	
DDEP05-02^	1-4, 5-10, 11-16	4	The Ark of the Mountains	
DDAL05-1	1-2	5 adventures at 1 hour ea.	Treasures of the Broken Hoard	
DDAL05-2	1-4	2	The Black Road	
DDAL05-3	1-4	2	Uninvited Guests	
DDAL05-4	5-10	2	In Dire Need	
DDAL05-5	5-10	2	A Dish Best Served Cold	
DDAL05-6	1-4	2	Beneath the Fetid Chelimber	
DDAL05-7	1-4	2	Chelimber's Descent	
DDAL05-8	11-16	4	Durlag's Tower	
DDAL05-9	11-16	4	Durlag's Tomb	
DDAL05-10	1-4	2	Giant Diplomacy	
DDAL05-11	5-10	4	Forgotten Traditions	
DDAL05-12	1-4	2	Bad Business in Parnast	
DDAL05-13	5-10	4	Jarl Rising	
DDAL05-14	11-16	4	Reeducation	
DDAL05-15	11-16	4	Reclamation	
DDAL05-16	1-4	4	Parnast Under Siege	
DDAL05-17	5-10	4	Hartkiller's Horn	
DDAL05-18	17-20	4	The Mysterious Isle	
DDAL05-19	17-20	4	The Eye of Xxiphu	

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SEASON 6. TALES FROM THE YAWNING PORTAL

Seven dungeons, classic and modern. Where will adventure take you?

- Sunless Citadel
- Forge of Fury
- Hidden Shrine of Tamoachan
- White Plume Mountain
- Dead in Thay
- Against the Giants
- Tomb of Horrors

YAWNING PORTAL OPTIONAL SUPPLEMENTS

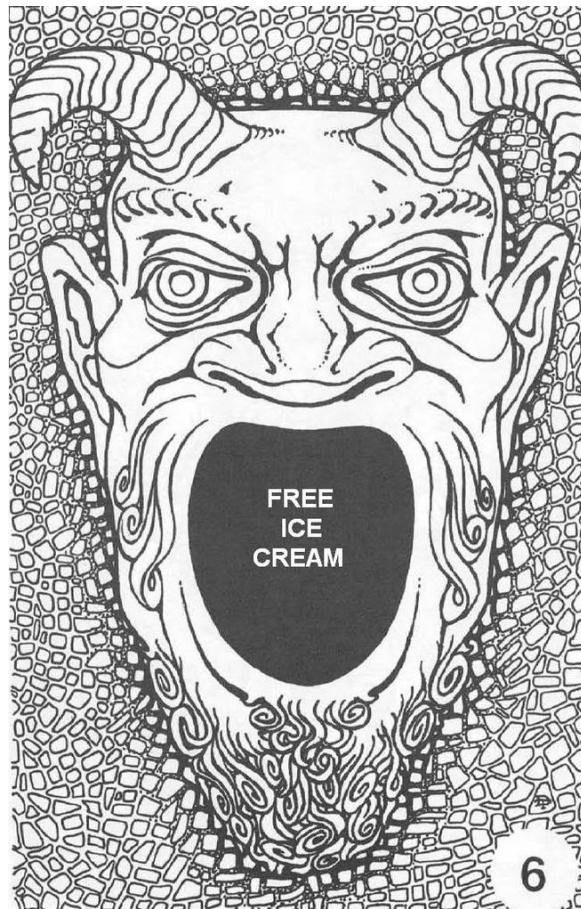
Audience Product

Audience	Product
Players	New character sheets
DMs	Vials for Player's Tears
All	Soul-rending Oaths of Revenge

DID YOU KNOW?

Although the Yawning Portal is a very successful bar for adventurers in Waterdeep, these dungeons and adventures are scattered across Faerûn.

If you level up during your dungeon exploration and find yourself outside the intended tier, don't fret – you are still considered to be a legal character for finishing that dungeon.



(not an actual illustration from the final book)



SEASON 6. TALES FROM THE YAWNING PORTAL GUIDANCE

This season takes a look at a collection of classic dungeons that have been updated to fifth edition rules, and pairs several of them with short DDAL adventures that are intended to further develop the stories contained in the hardcover.

STORY ITEMS AND NEW 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*

ITEMS AVAILABLE ONCE FOUND IN TALES FROM THE YAWNING PORTAL

ITEM

Spellcasting bolt

Stone of ill luck

Amulet of protection from turning, balance of harmony, lodestone, mirror of the past

Potion of mind control (any)

Night caller, shatterspike, wand of entangle

Bracelet of rock magic, eagle whistle, summer robe, spear of backbiting

Berserker axe (Tamoachan), hell hound cloak

ADVENTURE 1: 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 credit:

SHATTERSPIKE

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

ADVENTURE 3: 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 PHB and DMG.

Berserker axe (Tamoachan). This highly-customized axe contains powers well beyond those normally allowed in D&D Adventurers League play. It 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.

ADVENTURE 4: WHITE PLUME MOUNTAIN

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

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. Max gold for their level for each character in the party, 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 1d6 +2 crossbow bolts*.

2. Second Weapon Returned. Each character may choose one of the following items: *arrow catching shield, bracers of defense, canaith 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 subject to the MIL restrictions.

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**.

ADVENTURE 5: 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 lodestone 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.

ADVENTURE 6: 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 credit:

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 horde 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 horde 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 horde 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 PHB and DMG.

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

Headsman's axe. This is a very rare magic.

Spellcasting bolts. These magic bolts are rare magical ammunition.



ADVENTURE 7: TOMB OF HORRORS

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

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 dreck. 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.

SPHERES OF ANNIHILATION

Spheres of annihilation encountered in this adventure can't be kept.

DDEP06-03 HECATOMB

This adventure awards a boon. Each tier 4 player that survives the adventure and doesn't chose one immediately gains the listed item instead.



SEASON 6. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDIA06-SUNLESSCITADEL^	1	Variable	The Sunless Citadel	Intro adventure
DDHC-TYP*	various	HC	Tales from the Yawning Portal	7 dungeons to drop into your ongoing campaigns or other hardcover adventures!
DDEP06-01^	1-4, 5-10	4	Relics of Kundrukar	Best when played after DDAL06-01
DDEP06-02^	5-10, 11-16	4	Return to White Plume	Best when played after DDAL06-02
DDEP06-03^	11-16, 17-20	4	Hecatomb	Best when played after DDAL06-03
DDAL06-01	1-4	2	A Thousand Tiny Deaths	Leads into Forge of Fury
DDAL06-02	5-10	2	The Redemption of Kelvan	Leads into White Plume Mountain
DDAL06-03	17-20	2	Crypt of the Death Giants	Continues Against the Giants

[^]: not be released on dmsguild.com

^{*}: available in print but not via dmsguild.com

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)

Unlike previous hardcovers where a character could be anywhere from level 1 to 10 in order to participate, characters will need to be in the appropriate tier for their chosen adventure from *Tales from the Yawning Portal*.

DUNGEON CRAWLS? IN MY D&D?!

The dungeon crawls presented in *Tales from the Yawning Portal* are by and large taken from older content and updated to the 5th edition of the rules. There are hints of Greyhawk and other campaign worlds contained therein, but the Adventurers League content takes place in the Forgotten Realms. To that end, the admin team assembled a series of “Hooks” articles to get players excited about the adventures that lay before them.

- [Hooks: Sunless Citadel](#)
- [Hooks: Forge of Fury](#)
- [Hooks: Hidden Shrine of Tamoachan](#)
- [Hooks: White Plume Mountain](#)
- [Hooks: Dead in Thay](#)
- [Hooks: Against the Giants](#)
- [Hooks: Tomb of Horrors](#)

These hooks are not required, but you may find them very helpful – they even include some handy DM guidance!



SEASON 7. TOMB OF ANNIHILATION

The dread lich Acererak has made a bid for the souls of every creature in creation. His terrible plot begins in the jungles of Chult in the far southern reaches of Faerûn and can be felt across every plane of existence. Death is finally permanent; not even the gods can still his arcane plans.

Our heroes will brave dinosaurs, necromantic wizards, strange goblins, and deathtraps galore as they unravel the mysteries of this ancient place. A place where the gods refuse to tread, and a place where familiar faces long thought lost will appear.

Season 7 of the Adventurers League is a desperate race against time as the recently resurrected find themselves succumbing to a wasting rot and Acererak toys with powers from beyond our understanding!

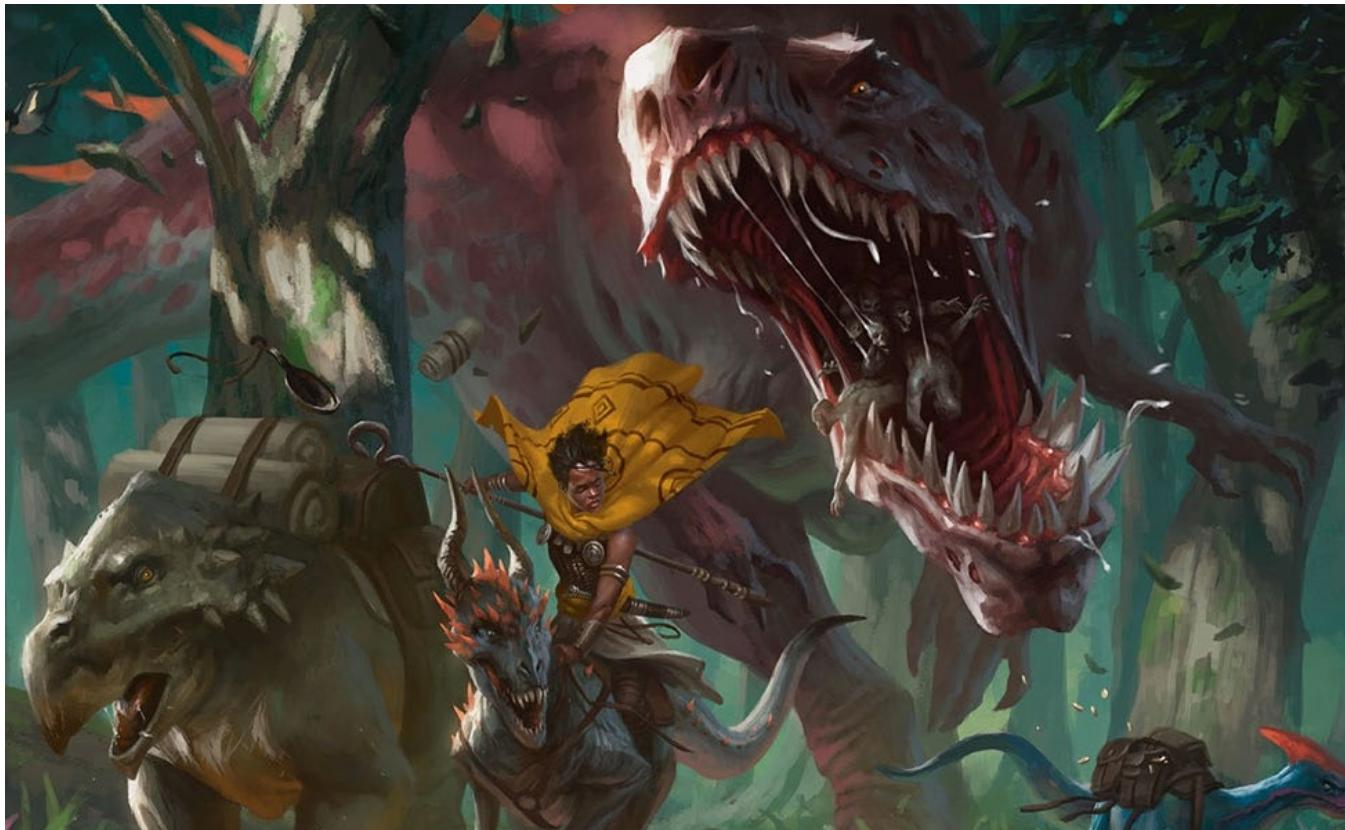
TOMB OF ANNIHILATION OPTIONAL SUPPLEMENTS

Audience	Product
Players	Surrogates (tier 1 --- tier 2)
Players	Surrogate Logsheets
All	Death Curse
All	Maps by Mike Schley
All	The Complete Tortle Package

DID YOU KNOW?

The lost language of Old Omuan is indeed that: lost. Not even the residents of Chult know how to speak it.

The legend of Dendar the Night Serpent and her prophesied final battle with Ubtao is woven into the cultures of Chult – but it remains to be seen just what Acererak's plans for them may be. These are the only two deities of the jungle peninsula; it is truly a place forgotten by the world, and one where even the gods refuse to tread.





SEASON 7. TOMB OF ANNIHILATION GUIDANCE

A vile death curse has grasped the world in darkness, slowing draining the life from those that returned from death and preventing any additional restorations. The source has been tracked to Chult, and the demilich Acererak has a plethora of traps and minions waiting for heroes that dare challenge him!

STORY ITEMS, AWARDS, AND NEW 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
- Special Note: items & spirits of the trickster gods
- Special Note: Death Curse & meatgrinder mode
- Yaka the Golden Skull
- *Void shard*

ITEMS AVAILABLE ONCE FOUND IN TOMB OF ANNIHILATION

Ghost Lantern, Mask of the Beast

Amulet of the Black Skull

Scorpion Armor

DEATH CURSE

Now that the Adventurers League has moved on to season 9, the Death Curse is only in effect for Season 7 adventures that are played at tier 1 or tier 2 (see **Season 7. Adventure List** for a full listing).

WHEN THE DEATH CURSE IS APPLIED

The curse is **the** fundamental aspect of *Tomb of Annihilation*. As such, it is applied to **any** D&D Adventurers League character playing a Tier 1 or 2 Season 7 adventure after August 15th, 2017.

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 Tier 3 or 4 **non-hardcover** (non-DDHC) adventure, and resuming adventuring following Acererak's defeat. A character choosing this option can't play *Tomb of Annihilation*, or any Season 7 Tier 1 or 2 adventures—with or without a surrogate; these doors to adventure are forever closed to them.

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).

MEATGRINDER MODE

Meatgrinder mode provides no benefit for characters in D&D Adventurers League play.

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 CCC adventures, *Tomb of Annihilation*, or the season 7 DD-series 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, but don't choose a "+1" resource, 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 logsheets.

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 an **exotic** language 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 Relam, and only functions as a *holy avenger* if wielded by the sauril 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.

DDAL07-18 TURN BACK THE ENDLESS NIGHT

If the adventurers are unfortunate enough to find themselves in the belly of the Night Serpent and the entire world is destroyed, those characters may not remove a magic item and temporarily reduce their Magic Item Limit to be returned to play, as there is no world to which they can return.

CHAPTER 1. PORT NYANZARU

The following guidance applies:

THE MERCHANT PRINCES & EPIC ADVENTURES

The following modifications apply to the listed Merchant Princes:

DOWNTIME ACTIVITY: BUYING FROM THE 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 Season 7 DDAL adventure sessions.

Characters may also purchase items from the Merchant Princes as appropriate and as they appear in DDEP07-01 and DDEP07-02.

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 10 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 PHB.

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



THINGS TO DO

The following additional guidance applies:

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.

DDHC-TOA-15 MAZE OF SHADOWS

The following guidance applies:

Magic Items. The *hag eye* can't be taken by the characters.

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 PHB and DMG.

TOMB OF ANNIHILATION HARDCOVER

Bob. The qualities possessed by Bob are within the realm of powers listed in the What Minor Property Does It Have? In the DMG. 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 PHB.

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

DDHC-TOA-2 THE COMPLETE TORTLE PACKAGE

Conch shell (tiny hut). This shell is an uncommon magic item.

DDHC-TOA-8 RETURN OF THE LIZARD KING

Bullseye lantern skull. This lantern is nothing more than an expensive trinket.

Darkling necklace. This item is replaced with a *cloak of elvenkind* for D&D Adventurers League play.

Tree-spirit weapon. This item is replaced with a +1 weapon; the thematic, non-mechanical description is not changed.

Whisper. This is a very rare magic item.

Wooden gecko earrings. These earrings are an uncommon magic item A.

DDHC-TOA-13 THE RISEN MIST

Spare. This is a legendary magic item.



SEASON 7. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDHC-TOA-1*	1-11	HC	Tomb of Annihilation	
DDHC-TOA-2	1-4	4	The Complete Tortle Package	This counts as a hardcover chapter for Tomb of Annihilation, and has a level range of 1-4. Characters outside this level range may play the content but are unlikely to experience any significant challenges.
DDHC-TOA-3	n/a	n/a	Beasts of Jungle Rot	Guild Adept content! Adds 37 new creatures to your <i>Tomb of Annihilation</i> games; includes new options for dinosaur racing and hunting in Chult.
DDHC-TOA-4	1-4	HC	Cellar of Death	Guild Adept content! Intended for 1st level characters as an introduction to <i>Tomb of Annihilation</i> .
DDHC-TOA-5	1-11	HC	Encounters in Port Nyanzaru	Guild Adept content! A collection of short 90- to 120-minute game sessions to help develop Port Nyanzaru.
DDHC-TOA-6	5-10	HC	Heart of the Wild	Guild Adept content! Features Artus Cimber.
DDHC-TOA-7	1-16	HC	Ruins of Mezro	Guild Adept content! Specific adventure tiers are detailed in chapter 3 of this product.
DDHC-TOA-8	1-4	HC	Return of the Lizard King	Guild Adept content! The <i>Tree Spirit Weapon</i> and <i>darkling necklace</i> are replaced with a <i>+1 weapon</i> and a <i>cloak of elvenkind</i> for AL play, unless specific campaign documentation is acquired.
DDHC-TOA-9	5-10	HC	Ruins of Matolo	Guild Adept content! Undead themes.
DDHC-TOA-10	11-16	HC	Ruins of Hisari	Guild Adept content! Yuan-ti themes.
DDHC-TOA-11	1-4	HC	Hunter	Guild Adept content! That cover... just marvel at it.
DDHC-TOA-12	n/a	n/a	Encounters in the Jungles of Chult	Guild Adept content! This can be used as a random encounter source for any DDHC-TOA content, including Guild Adept content.
DDHC-TOA-13	11-16	HC	The Risen Mists	Guild Adept content! Adds the 'Trapped by the Mists' story award at the start of play; players should be informed of this up-front.
DDHC-TOA-14	1-4	HC	Xanathar's Lost Notes to Everything Else	Guild Adept content! Only the adventure and Appendix A are legal for AL play. None of the character content is valid for AL play.
DDHC-TOA-15	11-16	HC	Maze of Shadows	Guild Adept content!
DDEP07-01^	1-4, 5-10	4	Peril at the Port	
DDEP07-02^	1-4, 5-10, 11-16, 17-20	4	Drums of the Dead	
DDAL07-01	1-4	5 adventures at 1 hour ea.	A City on the Edge	Designed for use as intro adventures for levels 1-4 (tier 1).
DDAL07-02	5-10	5 adventures at 1 hour ea.	Over the Edge	Designed for use as intro adventures for levels 5-10 (tier 2).
DDAL07-03	1-4	2	A Day at the Races	

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Adventurers League Content Catalogue v9.02



SEASON 7. ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDAL07-04	1-4	2	A Walk in the Park	
DDAL07-05	1-4	2	Whispers in the Dark	
DDAL07-06	5-10	2	Fester and Burn	
DDAL07-07	5-10	2	Rotting Roots	
DDAL07-08	5-10	2	Putting the Dead to Rest	
DDAL07-09	11-16	4	Unusual Opposition	
DDAL07-10	11-16	4	Fire, Ash, and Ruin	
DDAL07-11	11-16	4	A Lesson in Love	
DDAL07-12	11-16	4	In Search of Secrets	
DDAL07-13	11-16	4	Old Bones and Older Tomes	
DDAL07-14	11-16	4	The Fathomless Depths of Ill Intent	
DDAL07-15	17-20	4	Streams of Crimson	Broken Chains, pt. 1
DDAL07-16	17-20	4	Pools of Cerulean	Broken Chains, pt. 2
DDAL07-17	17-20	4	Cauldron of Sapphire	Broken Chains, pt. 3
DDAL07-18	17-20	4	Turn Back the Endless Night	Broken Chains, pt. 4

[^]: will not be released on dmsguild.com

*: available in print but not via dmsguild.com

WHAT'S A GUILD ADEPT?

A Guild Adept is a highly proficient content creator that was chosen by Wizards of the Coast to provide supplemental material for the hardcover adventure. This content can take many forms, and while not all of that content will be approved for organized play, it can still be used for great home games and inspiration for your players and you, the Dungeon Master! In most cases, Guild Adept content counts as part of the hardcover



SEASON 8. DRAGON HEIST & DUNGEON OF THE MAD MAGE

Waterdeep is the biggest city in the Forgotten Realms and is full-to-bursting with adventuring opportunities... and you're there, too. The famed Volothamp Gedarm, fresh from some far-flung travel, has extended a job offer to you – one that will either cement your status as a hero of the Realms as you unravel a villainous plot, or that will see you dead (or worse).

Later, you have the opportunity to delve into the famed halls of Undermountain. This place is the home of the Mad Mage Halaster Blackcloak and contains tricks, traps, adversaries and allies that you've never imagined!

DRAGON HEIST & DUNGEON OF THE MAD MAGE OPTIONAL SUPPLEMENTS

Audience	Product
All	Player & DM Pack
All	Volo's Waterdeep Enchiridion
All	Dragon Heist dice

DID YOU KNOW?

Waterdeep: Dragon Heist actually has 4 distinct play opportunities contained inside its covers. Each season of the year and new villain brings a completely different feel to the City of Splendors and your roleplaying opportunities!

Dungeon of the Mad Mage was written by the D&D Adventurers League administrators with the aid of several trusted allies. You can expect to see some familiar sights, shocking twists, and intermingled story hooks that may take you well beyond your ordinary game night.





SEASON 8. DRAGON HEIST & DUNGEON OF THE MAD MAGE GUIDANCE

The treasures of the City of Splendors are plentiful – especially for the villains that have set their sights on them! Explore the wards of Waterdeep as you unravel a plot that will either see you part of history or erased from it entirely.

STORY ITEMS AND NEW ITEMS

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

- *Azuredge*
- *Blackstaff*
- *Blast Scepter*
- *Caladorn's plate armor*
- *Dragonstaff of Ahghairon*
- *Lord's Ensemble*
- *Nimblewight detector*
- *Professor Orbs*
- *Shield of the Uven Rune*
- *Stardock Rod*
- *Stone of Golorr*
- *Tearuli (Sword of Sharpness)*
- *Vault Keys (see below)*

ITEMS AVAILABLE ONCE FOUND IN WATERDEEP: DRAGON HEIST AND DUNGEON OF THE MAD MAGE

ITEM

Paper bird, ring of truth telling, smokepowder

Feather of diatryma summoning

Badge of the watch

Bracer of flying daggers, knave's eye patch

Armor of resistance (hide)

Black crystal tablet

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.



PART 1. PLAYING DRAGON HEIST

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.

ARRESTING CHARACTERS

The Waterdeep Dragon Heist book contains excellent guidance on methods a DM can use when a character might be arrested. While we strongly encourage DMs to engage their players with roleplaying opportunities and to let them shine, we realize that one or more characters may be arrested during the running of this adventure. Should this happen refer to the Renown appendix in the ALPG.

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

This portion of the primer contains significant spoilers. Do not read if you're playing the adventure!

GENERAL GUIDANCE

Any reference to monetary treasure or mundane equipment is ignored per the ALDMG unless specifically stated below.

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 Esloon'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:

OBTAINING THE STONE OF GOLORR

The stone is a story item. Any character present when it's given to the characters may use it while playing *Dragon Heist*.

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 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 DDHC-WDH-02 *Unseen Waterdeep*), they can avoid imprisonment and are rewarded with as much gold as would bring the character to their GP Limit and one of the following:

- 1 A rare magic item of their choice from Magic Item Table G or F, or
- 2. 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'l 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.

Tournament Wagers. A winning wager pays two times the wager but is subject to gp limits as normal..

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 Cassalander's special *alarm* spell. Removing any of it from the vault without first speaking the command word (known only to the Cassalanders) 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 Cassalander 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.

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 DMG. Alternatively, character proficient in smith's tools can craft bullets using the rules in the PHB.

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 permanent magic item towards your magic item limit.

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

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 PHB – it cannot be resold.



PART 3. RUNNING 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

DUNGEON	TIER
LEVELS	
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.

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). 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.

Shield of the Uven Rune. If its runic ability is used on another item, that item also becomes a story item.

PART 4. ADDITIONAL ADVENTURES

DDHC-WDH-P. WATERDEEP: DRAGON HEIST, PLATINUM EDITION

The Platinum Edition of Waterdeep: Dragon Heist includes some additional content. The following guidance applies:

BONUS ENCOUNTERS

The Demon Show. The *tiny drum of the pink flumph* counts as a common magic item and can be kept at the completion of this encounter. This item is unique to this adventure, and its effects are detailed therein.

I Smell a Rat. Neither Calla's thieves' tools nor her assassin's blood poison are magical.

Tratix's Ruse. Renaer's reward cannot carry a gp value, nor can it result in the permanent ownership of any item with a gp value. In addition to the listed options, this favor may be used to borrow one piece of equipment worth 25 gp or less from the tables in the *Player's Handbook*.

PREGEN CHARACTERS

The pregen characters included with the Platinum Edition are not suitable for D&D Adventurers League play.

DDHC-WDH-01. WATERDEEP CITY ENCOUNTERS

These encounters can be used to further develop the city of Waterdeep (or some other major city, with a little adjustment).

DDHC-WDH-02. UNSEEN WATERDEEP

This content isn't intended as a standalone adventure and instead presents the DM with another choice of villain for use with the *Dragon Heist* adventure. If you decide to use Hlaavin and the Unseen, the following guidance applies:

CHAPTERS 5 THROUGH 8 OF DRAGON HEIST

As with choosing another villain, the remaining chapters are not available to the characters if Hlaavin is the villain.

HLAAVIN'S REWARD

Should the characters complete the Dragon Heist adventure and surrender the gold, they receive the same reward s listed above in the Dragon Heist section of this document. This replaces any other reward that Hlaavin offers (refer to the Graveyard Brawl section for the original offer).

DDHC-WDH-03. BLUE ALLEY

This adventure works best when inserted during chapter 2 of Waterdeep Dragon Heist:



SEASON 8. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDHC-WDH*	1-5	HC	Waterdeep: Dragon Heist	
DDHC-WDH-P*	1-5	HC	Waterdeep: Dragon Heist, Platinum Edition	It's Dragon Heist, but AMPED UP! Produced by Beadle & Grimm, this boxed set includes physical props, a ton of minis, maps, and a whole lot more – including some exclusive additional content!
DDHC-WDH-01	1-5	HC	Waterdeep Encounters	Guild Adept content! Over 100 encounters to drop into your Waterdeep adventures – or any urban adventure setting.
DDHC-WDH-02	1-5	HC	Unseen Waterdeep	Guild Adept content! This content adds another villain and holiday option to Waterdeep and supplements the hardcover. It is not a standalone adventure.
DDHC-WDH-03	1-5	HC	Blue Alley	Guild Adept content! Works best when played during chapter 2 of Dragon Heist
DDHC-WDH-04	n/a	HC	Durnan's Guide to Tavernkeeping	Guild Adept content! Appendix B (excluding backgrounds) isn't available for D&D Adventurers League play.
DDHC-DMM*	5-20	HC	Dungeon of the Mad Mage	
DDEP08-01^	1-4	3	Chaos in the City of Splendors	A WDH adventure
DDEP08-02^	1-4, 5-10, 11-16	3	Stardock Under Siege	
DDEP08-03^	1-4, 5-10, 11-16, 17-20	3	Last Orders at the Yawning Portal	
DDAL08-00	1-4	4	Once in Waterdeep	A WDH adventure
DDAL08-01	1-4	2-4	The Map with No Names	A WDH adventure
DDAL08-02	1-4	2-4	Beneath the City of the Dead	A WDH adventure
DDAL08-03	1-4	2-4	Dock Ward Double Cross	A WDH adventure
DDAL08-04	1-4	2-4	A Wrinkle in the Weave	A WDH adventure
DDAL08-05	1-4	2-4	Hero of the Troll Wars	A WDH adventure
DDAL08-06	1-4	2-4	Purging the Blood	A WDH adventure
DDAL08-07	5-10	2-4	Into the Dark	A DMM adventure
DDAL08-08	5-10	2-4	Crypt of the Dark Kiss	A DMM adventure
DDAL08-09	5-10	2-4	Fangs and Frogs	A DMM adventure
DDAL08-10	5-10	2-4	The Skull Square Murders	A DMM adventure
DDAL08-11	5-10	2-4	Poisoned Words	A DMM adventure
DDAL08-12	5-10	2-4	Xanathar's Wrath	A DMM adventure
DDAL08-13	11-16	4-6	The Vampire of Skullport	A DMM adventure
DDAL08-14	11-16	4-6	Rescue from Vanrakdoom	A DMM adventure
DDAL08-15	11-16	4-6	Forge of Fangs	A DMM adventure
DDAL08-16	17-20	4-6	A Change of Address	A DMM adventure
DDAL08-17	17-20	4-6	The Tower of Ahghairon	A DMM adventure
DDAL08-18	17-20	4-6	Moving Day	A DMM adventure

[^]: will not be released on dmsguild.com

^{*}: available in print but not via dmsguild.com

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Adventurers League Content Catalogue v9.02



SEASON 9. BALDUR'S GATE: DESCENT INTO AVERNUS

Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

STORY ITEMS AND NEW ITEMS

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

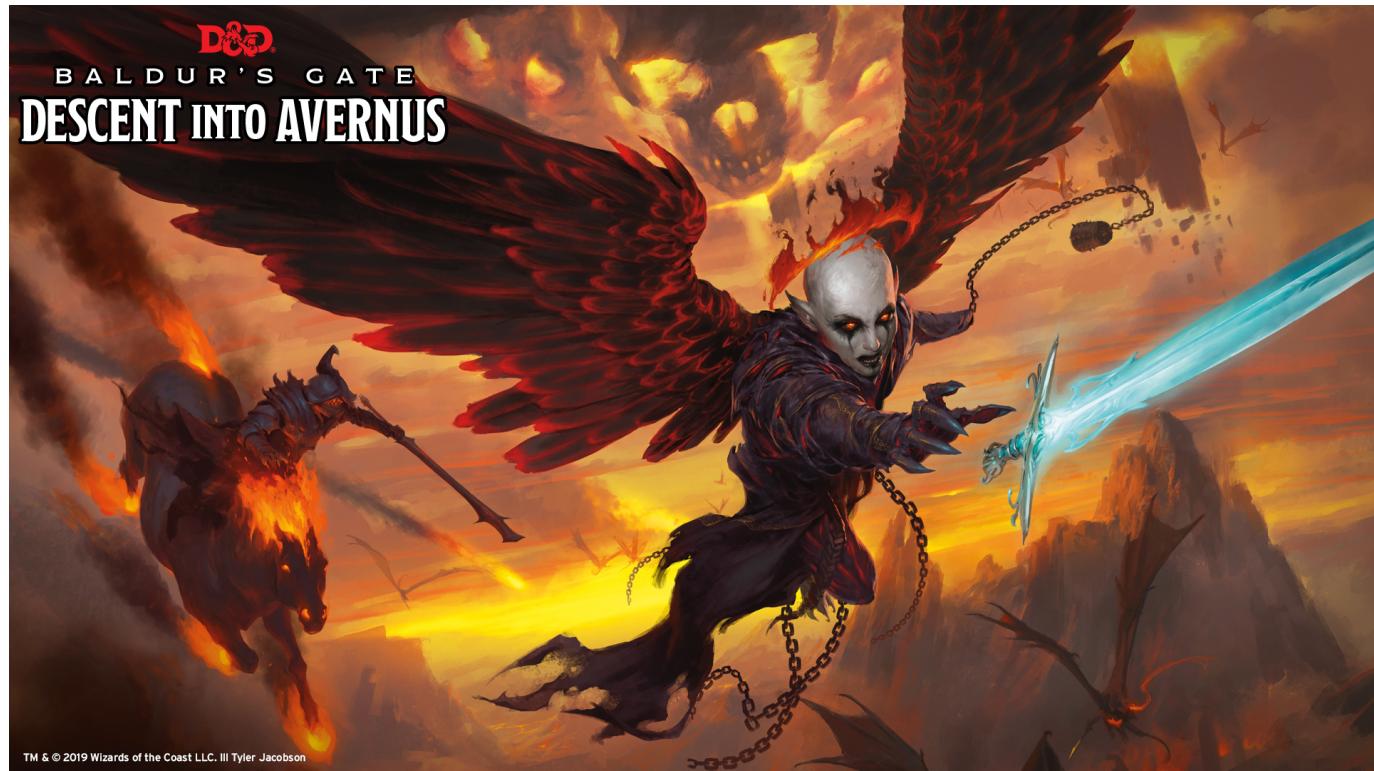
- *Adamantine rods* (*Wrecked Flying Fortress*)
- *Infernal Puzzle Box*
- *Infernal War Machines*. *Infernal war machines can't be removed from the Nine Hells.*
- *Orb of Dragonkind*
- *Shield of the Hidden Lord*
- *Sword of Zariel*
- *Uncivil Serpent*

ITEMS AVAILABLE ONCE FOUND IN DESCENT INTO AVERNUS

- *Battle Standard of Infernal Power*
- *Gauntlets of Flaming Fury*
- *Fane-Eater*
- *Hellfire Weapon*
- *Helm of Devil Command*
- *Matalotok*
- *Obsidian Flint Dragon Plate*
- *Soul Coin* (*consumable magic item*)

PROBLEMATIC ITEMS

- *Infernal Tack*
- *Hand of Vecna*



SOUL COINS

In season 9 adventures, characters have begun to collect soul coins. This infernal currency made from evil souls has a value to some fiends. Beyond the magical abilities that can be activated by spending one of the three charges each coin has, characters of tier 2 or higher have the opportunity to spend these coins in Avernus. In addition to specific opportunities that present themselves in adventures, three individuals are willing to accept these coins.

- Mahadi, Master of the Wandering Emporium, is willing to barter goods and services for them
- Dara, Chosen of Ilmater, seeks to destroy them and free the trapped souls within
- Fai Chen, of Fai Chen's Fantastical Faire, will trade for them at conventions where he is present. (In Store Purchase Only: All potions, scrolls, magic items, and vanity items must come from Fai Chen's current stock. Must be present to buy. Those conventions that offer Fai Chen's will have more information.)

The following table lists what Mahadi and Dara are willing to give you based on the number of charges on a coin that you trade to them. All spellcasting services may be acquired at the beginning or end of an adventure, or during the adventure if the NPC is present.

- **Limits Are Limits:** Bonus gold from Mahadi is subject to the maximum gold for your level.
- **A Stain Upon Your Soul:** Redeeming soul coins with Mahadi or Fai Chen requires that you note the number of *Soul Coin Charges Used* on your character's logsheet. You do not need to track charges spent with Dara.

Charges	Mahadi	Dara
1	Free Spellcasting Service from ALDMG (100 gp or less)	Free Spellcasting Service from ALDMG (40 gp or less)
1		<i>Aid</i> cast on targets you designate
3	Free Spellcasting Service from ALDMG (1000 gp or less)	Free Spellcasting Service from ALDMG (100 gp or less)
3	<i>Hero's Feast</i>	<i>Potion of Greater Healing</i>
3	100 gp	
3	Gain a level	
6	Free Spellcasting Service from ALDMG (3000 gp or less)	Free Spellcasting Service from ALDMG (1000 gp or less)
6	Yugoloth Charm (as <i>Summon Greater Demon</i> , but you get a Merrenoloth)	Gain a level
9		<i>Conjure Celestial</i> Charm (You get a pegasus)
9	500 gp	<i>Commune</i>
27	5000 gp	<i>True Resurrection</i>



RUNNING DESCENT INTO AVERNUS

CHAPTER 1: A TALE OF TWO CITIES

Characters in Adventurers League play advance in level upon reaching milestones. Milestones aren't reached according to the amount of time spent playing this chapter. They're instead reached as described in the hardcover -- with further guidance in each specified entry, below.

ELFSONG TAVERN

With Friends Like These. The characters can keep the Uncivil Serpent as a story item.

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.

ESCAPING THE SIEGE

Climbing Down. 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.

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-Basement 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 Avernus Rising 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 ALDMG.

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 conversion is irrevocable--even by means that would normally return 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.

APPENDIX A: DIABOLICAL DEALS

Deals with Devils: The following guidance applies:

- The gold gained can't exceed the character's GP Limit.
- Archdevil charms count against the characters Magic Item Limit.



SEASON 9. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDHC-DIA*	1-13	HC	Baldur's Gate: Descent into Avernus	
DDHC-DIA-P*	1-13	HC	Baldur's Gate: Descent into Avernus, Platinum Edition	Produced by Beadle & Grimm, this boxed set includes physical props, a ton of minis, maps, and a whole lot more.
DDAL09-01	1-2	4 1-hour adventures	Escape from Elturel	
DDAL09-02	1-4	2-4	Stopped at the Gate	
DDAL09-03	1-4	2-4	Hungry Shadows	
DDAL09-04	1-4	2-4	Day of the Devil	
DDAL09-05	5-10	4-6	Faces of Fortune	
DDAL09-06	5-10	4-6	Infernal Insurgency	
DDAL09-07	5-10	4-6	Diabolical Dive	
DDAL09-08	5-10	4-6	In the Garden of Evil	
DDAL09-09	5-10	4-6	Ruined Prospects	
DDAL09-10	5-10	4-6	Tipping the Scales	
DDAL09-11	5-10	4-6	Losing Fai	DMsGuild Release: February 11, 2020
DDAL09-12	11-16	4-6	The Breath of Life	DMsGuild Release: March 10, 2020
DDAL09-13	11-16	4-6	The Swarmed Heart	DMsGuild Release: March 10, 2020
DDAL09-14	11-16	4-6	The Vast Emettiness of Grace	DMsGuild Release: March 10, 2020
DDAL09-15	11-16	4-6	Maddening Screams	DMsGuild Release: April 28, 2020
DDAL09-16	11-16	4-6	Honors Unforseen	DMsGuild Release: April 28, 2020
DDAL09-17	11-16	4-6	In the Hand	DMsGuild Release: April 28, 2020
DDEP09-01^	1-4, 5-10	4	Infernal Pursuits	Minimum number of tables: 4
DDEP09-02^	1-4, 5-10	4	Hellfire Requiem	Minimum number of tables: 4
DDEP09-03^	1-4, 5-10	4	Liar's Night	Minimum number of tables: 4

[^]: will not be released on dmsguild.com

^{*}: available in print but not via dmsguild.com



EMBERS OF THE LAST WAR

The fan-favorite Eberron campaign setting roars into Dungeons & Dragons 5th edition!

This adventure path is a complete narrative that begins with in the final days of the Last War and sees some tremendous advances in plot, storytelling, and action for the Adventurers League. You can expect to see the familiar sights of Sharn, the City of Towers, as well as airships, well-groomed goblins, dragonmarks, warforged, and many others – and a few surprises, to boot.

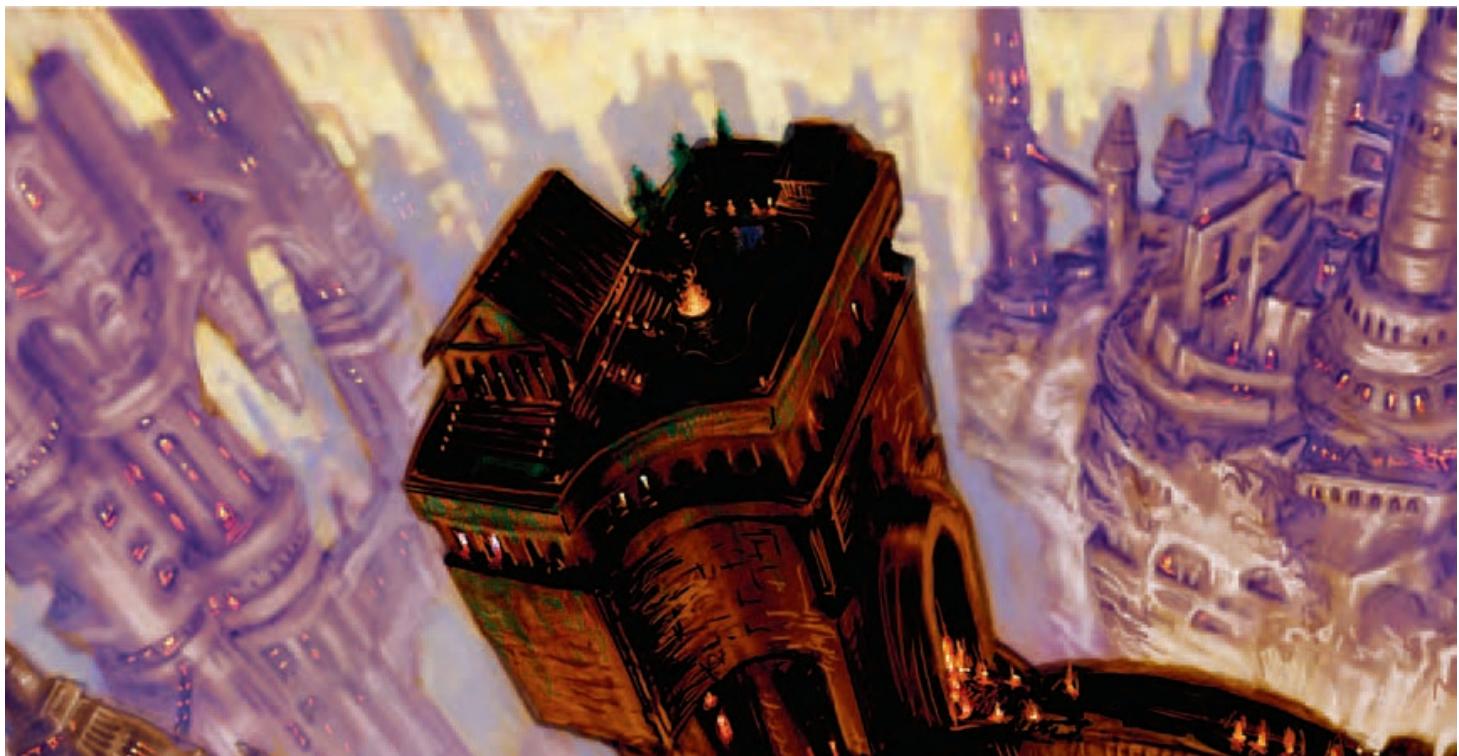
EMBERS OF THE LAST WAR OPTIONAL SUPPLEMENTS

AUDIENCE ITEM

All	Wayfinder's Guide to Eberron
All	Sharn, the City of Towers (v3.5)

DID YOU KNOW?

The authors of this series were all chosen from the ranks of the Guild Adepts.





EMBERS OF THE LAST WAR GUIDANCE

Rising from inauspicious beginnings in the final days of the Last War, a group of friends accidentally discover a plot that would shake the very foundations of Sharn. As the years go on, you explore the mysteries of Eberron – and who knows just what you'll discover!

STORY ITEMS

There are no story items for *Embers of the Last War*.



EMBERS OF THE LAST WAR. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDAL-WGE-01	1-4, 5-10	n/a	Encounters in Sharn	This supplement uses the same rules for rewards and advancement as a hardcover adventure does
DDAL-ELW00	0	2-4	What's Past is Prologue	Requires the use of the included level 0 pregens
DDAL-ELW01	1-4	2-4	Murder in Skyway	
DDAL-ELW02	1-4	2-4	Boromar Ball	
DDAL-ELW03	1-4	2-4	The Cannith Code	
DDAL-ELW04	1-4	2-4	Jack of Daggers	
DDAL-ELW05	5-10	2-4	Against the Lightning	
DDAL-ELW06	5-10	2-4	A Holy Visit	
DDAL-ELW07	5-10	2-4	Blades of Terror	
DDAL-ELW08	5-10	2-4	The Kundarak Job	
DDAL-ELW09	5-10	2-4	Searching for Secrets	
DDAL-ELW10	5-10	2-4	The Killing Blade	
DDAL-ELW11	5-10	2-4	Secrets Below	

CAMPAIN COMPLETE.

The Embers of the Last War series is based on the [Wayfinder's Guide to Eberron](#). The rules and adventures for this campaign are distinct from those in Oracle of War and the characters used here cannot be used elsewhere (in other Adventurers League campaigns).



COMMUNITY-CREATED CONTENT

The Community-Created Content – or “CCC” - project is something that we, the D&D Adventurers League administrators, feel very strongly about: it gives a measure of creative control of the Moonsea region and a significant amount of personal ownership of the campaign to the players and DMs that use this content. Conventions and similar venues are invited to apply for permission to create and develop new CCC adventures. This creates new play experiences for people all over the world while driving attention to their own convention or event (and may make them a little coin in the process).

The CCC adventure design process is fairly open in that the AL administrators provide review for major plot and thematic elements but only rarely provide full critique of the submission. Some things to keep in mind during your creation process:

- Adventures must be appropriate for all audiences; some parental guidance is okay
- CCC adventures aren't eligible for some DM Rewards
- Adventures must be 2 or 4 hours in duration
- Adventures must be based in the greater Moonsea area; refer to the image below for a general sense of available places

CCC LINKS

Audience	Item
Organizers	DDAL Event Information + Requests
Authors	Facebook group for CCC authors
Authors	Templates and stock art
Authors	CCC Creators Pack

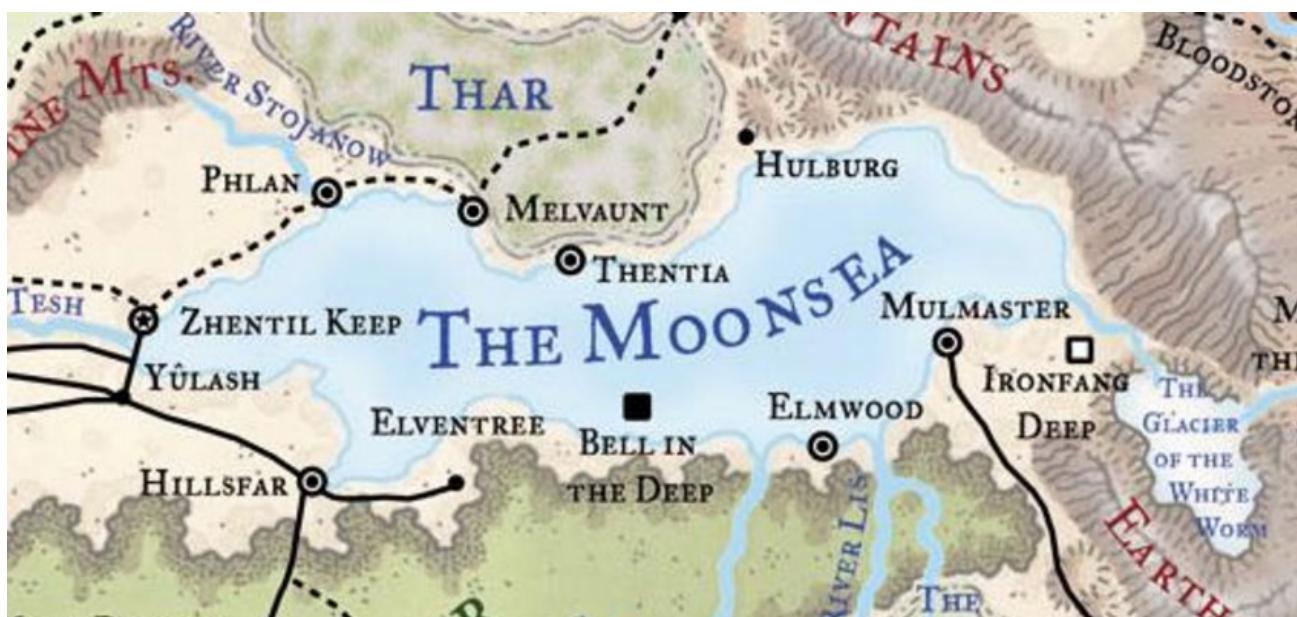
DID YOU KNOW?

The general vicinity of the Moonsea is eligible for CCC proposals, but you are not limited to only those cities, towns, and dungeons that are on the current maps – why not make your own? Or craft a community-centric event as part of your pitch? The Moonsea is a wild place, rife with change and cultural shifts – base your adventure on those shores and let your imagination run wild.

We offer communication avenues, official certificate generation, resource and plot assistance, and more. Just reach out!

The sky's the limit, so let's make this memorable for players all over the world!

This content list only reflects content that has been released to dmsguild or has been previously cited in this document. **This list is not exhaustive.**



CCC ADVENTURE LIST



CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-3MAGS-01	1-4	7	Vormestrands Scroll	5 1-hour mini adventures plus a 2-hour bonus
CCC-AETHER01-01	1-4	2-4	The Heir of Orcus: Verse I	
CCC-AETHER01-02	1-4	4	The Heir of Orcus: Verse II	
CCC-ALMOG-01	1-4	4	TALES01-01 What Lies Beneath	
CCC-ALMOG-03	11-16	4	TALES03-01 Claws of Fury	
CCC-AMER-01	1-4	4	Asleep and Awake	AMERICA's Cup 2018, New Zealand
CCC-AN-01	1-4	4	Secrets of Golden Fire	
CCC-AN-02	1-4	2	The Wrathful Deity of Khurovogo	
CCC-AN-03	5-10	4	Winter Wonderland	
CCC-APL-01-01	1-4	4	It's Not Easy Being Gene	All author proceeds from this module will be donated to the Leukemia & Lymphoma Society of America
CCC-ANIME1-1	1-4	2	Legend of the Sword Bandit Surprise	
CCC-ANIME1-2	5-10	2	Let's Find the Sword, GO!	
CCC-ANIME1-3	5-10	2	Star Sword Return	
CCC-BLD-11	1-4	2	Bleeding Gate: Pandemonium	Gamestorm 2017
CCC-BLD-12	1-4	2	Bleeding Gate: Amalgamation	Gamestorm 2017
CCC-BLD-0103	5-10	4	Bleeding Gate: Lineage	Rose City Comic Con 2017
CCC-BMG-MOON	n/a	n/a	Moonshae Isles Region Guide	Region guide to the Moonshae Isles!
CCC-BMG-MOON1-1	1-4	1-2	Moonshae Treasure Hunt	4 90-minute mini adventures
CCC-BMG-MOON2-1	1-4	2-4	Defenders of Caer Moray	
CCC-BMG-MOON2-2	1-4	2-4	Army of the Unseen	
CCC-BMG-MOON2-3	1-4	2-4	The Eye in the Mist	
CCC-BMG-01	1-4	4	CORE1-1 A Scream in the Night	Origins 2016
CCC-BMG-02	1-4	4	CORE1-2 A Cog in the Wheel	Origins 2016
CCC-BMG-03	1-4	4	CORE1-3 A Hole in the World	Origins 2016
CCC-BMG-04	1-4	4	CORE2-1 Tales of Good & Evil	Gen Con 2016
CCC-BMG-05	1-4	4	CORE2-2 Songs of Law & Chaos	Gen Con 2016
CCC-BMG-06	1-4	4	CORE2-3 Edicts of Neutrality	Gen Con 2016
CCC-BMG-07	5-10	4	HULB1-1 Hulburg Rebuilding	Gen Con 2016
CCC-BMG-08	5-10	4	HULB1-2 Hulburg Burning	Gen Con 2016
CCC-BMG-09	5-10	4	HULB1-3 Hulburg Rising	Gen Con 2016
CCC-BMG-HULB1S^	5-10	4	HULB1-S Extinction	"Special"/ Interactive format
CCC-BMG-10	5-10	4	HILL1-1 Arrival	Origins 2016
CCC-BMG-11	5-10	4	HILL1-2 Exodus	Origins 2016
CCC-BMG-12	5-10	4	HILL1-3 Resurgence	Origins 2016
CCC-BMG-HILL1S^	5-10	4	HILL1-S Onslaught	"Special"/ Interactive format

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-BMG-13	11-16	4	PHLAN1-1 Sepulture	Gen Con 2016
CCC-BMG-14	11-16	4	PHLAN1-2 Enemy of my Enemy	Gen Con 2016
CCC-BMG-15	11-16	4	PHLAN1-3 Subterfuge	Gen Con 2016
CCC-BMG-PHLAN1S^	11-16	4	PHLAN1-S Uprising	"Special"/ Interactive format
CCC-BMG-16	5-10	4	ELM1-1 The Sage of Cormanthor	Dragon Con 2016
CCC-BMG-17	5-10	4	ELM1-2 The Lost Sanctum	Dragon Con 2016
CCC-BMG-18	5-10	4	ELM1-3 The Battle of Elmwood	Dragon Con 2016
CCC-BMG-19	5-10	4	HULB2-1 Winter's Frosty Kiss	Winter Fantasy 2017
CCC-BMG-20	5-10	4	HULB2-2 Winter's Frigid Wrath	Winter Fantasy 2017
CCC-BMG-21	5-10	4	HULB2-3 Winter's Sharp Bite	Winter Fantasy 2017
CCC-BMG-HULB2S^	5-10	4	HULB2-S Winter's Feast	"Special"/ Interactive format
CCC-BMG-22	11-16	4	PHLAN2-1 Demagogue	Winter Fantasy 2017 (was numbered as PHLAN2-2 at Winter Fantasy 2017)
CCC-BMG-23	11-16	4	PHLAN2-2 Hatemaster	Winter Fantasy 2017 (was numbered as PHLAN2-1 at Winter Fantasy 2017)
CCC-BMG-24	11-16	4	PHLAN2-3 The Royal We	Winter Fantasy 2017
CCC-BMG-PHLAN2S^	11-16	4	PHLAN2-S Damnation	"Special"/ Interactive format
CCC-BMG-25	1-4	4	CORE3-1 The Spectral Incursion	
CCC-BMG-26	1-4	4	CORE3-2 The Ghostly Infestation	
CCC-BMG-27	1-4	4	CORE3-3 The Spirited Infestation	
CCC-BMG-28	5-10	4	HILL2-1 The Red Gathering	
CCC-BMG-29	5-10	4	HILL2-2 The Red Herring	
CCC-BMG-30	5-10	4	HILL2-3 The Red Death	
CCC-BMG-31	1-4	4	Phlan3-1 The Conventicle of Chaos	
CCC-BMG-32	1-4	4	Phlan3-2 The First Rule	
CCC-BMG-33	1-4	4	Phlan3-3 Spinning on the Edge	
CCC-BMG-34	5-10	4	ELM2-1 Tendrils in the Fog	
CCC-BMG-35	5-10	4	ELM2-2 Mists of the Moonsea	
CCC-BMG-36	5-10	4	ELM2-3 Vestiges of Darkness	
CCC-BMG-37	11-16	4	Weakness of Rock	
CCC-BMG-38	11-16	4	Dead Canaries	
CCC-BMG-39	11-16	4	Darkest Vein	
CCC-BMG-40	11-16	4	HULB 4-1 Whispers from the Deep	
CCC-BMG-41	11-16	4	HULB 4-2 Voices from the Deep	
CCC-BMG-42	11-16	4	HULB 4-3 Call of the Deep	
CCC-BMG-43	5-10	4	PHLAN 4-1 Ghoulies and Ghosties	

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-BMG-44	5-10	4	PHLAN 4-2 Long Leggy Beasties	
CCC-BMG-45	5-10	4	PHLAN 4-3 Things That Go Bump in the Night	
CCC-BMG-46	5-10	4	HILL 3-1 Shepherd the Weak	
CCC-BMG-47	5-10	4	HILL 3-2 Suffer the Children	
CCC-BMG-48	5-10	4	HILL 3-3 Spare the Rod	
CCC-BWM-001	5-10	4	Howling on the Moonsea	
CCC-BWM-002	5-10	4	The City in the Depths	
CCC-BWM-003	11-16	4	A Tale of Two Towers	
CCC-BWM-06	1-4	5	Introduction to Adventuring	5 1-hour mini adventures
CCC-CIC-01	1-4	4	The Vault of the Devourer	Milwaukee Summer Revel, July 2016
CCC-CIC-02	5-10	4	The Clockwork Laboratory	Dan's Con of the Vale, October 2016
CCC-CIC-03	5-10	4	The Desolate Undercroft	Dan's Con of the Vale, October 2016
CCC-CIC-04	5-10	4	Best Friends Forever	Conflagration, February 2017
CCC-CIC-05	5-10	4	Donum Vitae	Milwaukee Summer Revel, July 2017
CCC-CIC-06	1-4	4	End of the Line	Milwaukee Summer Revel, July 2017
CCC-CIC-07	5-10	4	Pieces of You	Dan's Con of the Vale, October 2017
CCC-CIC-08	1-4	4	The Last Voyage of the Woolgathering Tidsoptimist	Dan's Con of the Vale, October 2017
CCC-CIC-09	1-4	2-4	Steamy Shores of Danger	Conflagration, February 2018
CCC-CIC-10	5-10	4	Terror at Soward Manor	
CCC-CIC-11	5-10	4	Death at Peril Island	
CCC-CIC-12	5-10	4	Redemption at Talos Sound	
CCC-CNE-01	5-10	4	The Treasure Beneath	Part 1 of the Shadow of Northkeep Trilogy
CCC-CNE-02	5-10	4	Before The Hatch	Part 2 of the Shadow of Northkeep Trilogy
CCC-CNE-03	5-10	4	Into The Depths	Part 3 of the Shadow of Northkeep Trilogy
CCC-COTN-01-01	1-4	2	By The Seashore: A Red War Tale	
CCC-DDSC-01	1-4	4	Murder at the Stop	SoonerCon 2017
CCC-DDSC-02	1-4	2	A Fool and His Gold	SoonerCon 2017
CCC-DES01-02	5-10	4	A Sanity Never Questioned	
CCC-DRUID-01	5-10	4	The Scourge Unseen	
CCC-ELF-01	1-4	4	Life's A Party	
CCC-ELF-02	1-4	4	An Adventuring Party Walks Into A Bar	
CCC-ELO-01	1-4	4	For the Kids!	
CCC-FC3-01-02	5-10	4	Tales of Estirwald: Corruption of the Elderoak	Part 2 of 3 of Tales of Estirwald.
CCC-FC3-03	11-16	4	Tales of Estirwald: The Fun House	Part 3 of 3 of Tales of Estirwald.
CCC-FXC-01	1-4	2	Nothing Happens in Elmwood	

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-GAD01-01	5-10	2-4	Broken Blade	
CCC-GAD01-02	5-10	2-4	Red War: Black Phoenix	
CCC-GARY-01	5-10	2	A Night to Remember	GaryCon 2017
CCC-GARY-02	5-10	2	To Find a Way Out	GaryCon 2017
CCC-GARY-03	5-10	2	Oh, We're In It Now	GaryCon 2017
CCC-GARY-04	1-4	2	A Darkness in the Mountains	
CCC-GARY-05	1-4	2	The Shadows of the Trees	
CCC-GARY-06	1-4	2	The Death Beneath the Roots	
CCC-GARY-07	5-10	2	The Mirror Cities of Gulthias	
CCC-GARY-08	5-10	2	That Which Lies Buried	
CCC-GARY-09	5-10	2	The Witch Maiden	
CCC-GEL-01	1-4	2	Bedlam at the Benefit	
CCC-GHC-BORDER	n/a	n/a	Border Kingdoms Region Guide	Region guide to the Border Kingdoms!
CCC-GHC-01	5-10	2	Tharaera Lost	Gamehole Con 2016
CCC-GHC-02	5-10	2	Skulljaw Hill	Gamehole Con 2016
CCC-GHC-03	5-10	2	Facing the Dark	Gamehole Con 2016
CCC-GHC-04	5-10	2	Shade of the Dark	Gamehole Con 2017
CCC-GHC-05	5-10	2	Trail of Treachery	Gamehole Con 2017
CCC-GHC-06	5-10	2	What You Wish For	Gamehole Con 2017
CCC-GHC-07	11-16	2	The River Runs Red	Gamehole Con 2017
CCC-GHC-08	11-16	2	Death in the Ruins	Gamehole Con 2017
CCC-GHC-09	11-16	2	Swamp of Death	Gamehole Con 2017
CCC-GHCBK1-01	1-4	2	Into the Border Kingdoms	
CCC-GHCBK1-02	5-10	4	The Tithes That Bind	
CCC-GHCBK1-03	5-10	4	The Darkest Knight	
CCC-GHCBK1-04	5-10	4	I am the Fire	
CCC-GHCBK1-05	5-10	4	For the Glory of Bloutar!	
CCC-GHCBK1-06	1-4	2-4	Legacy and Virtue	
CCC-GHCBK1-07	1-4	2-4	The Peculiar Case of the Selptan Felines	
CCC-GHCBK1-08	1-4	2	The Hunt for Cutter Jack	
CCC-GHCBK1-09	1-4	2-4	Scavengers	
CCC-GHCBK1-10	11-16	4	The Heart of Shadow	
CCC-GLIP-0101	1-4	2	Glip Dak	
CCC-GLIP-0102	1-4	2	Beneath Glip Dak	
CCC-GLIP-0103	1-4	4	Citadel of Vlaakith	
CCC-GLIP-0201	5-10	2	Blue Scales	

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-GOC-0101	1-4	2	Tree Rot	
CCC-GOC-0102	5-10	2	Cairns of Rot	
CCC-GOC-0103	5-10	3-4	Winds of Rot	
CCC-GSP-0101	1-4	4	A Dragon's Breath	
CCC-HAL-01	1-4	4	Fate of the Nighthawks	
CCC-HAL-02	5-10	4	Six Striking Swords	
CCC-HAL-03	5-10	4	Six Swords Unbound	
CCC-HATMS01-01	5-10	4	Threatening Tides	Holiday Around the Moonsea 2018
CCC-HATMS01-02	5-10	4	Prophecy's Promise	Holiday Around the Moonsea 2018
CCC-HATMS01-03	5-10	4	Destiny Defied	Holiday Around the Moonsea 2018
CCC-HATMS02-01	5-10	4	Illithid Activities	
CCC-HATMS02-02	11-16	4	Something Vile This Way Comes	
CCC-HATMS02-03	11-16	4	A Vile Wake	
CCC-IFK-01	5-10	2	Shadow of Greed	Chupacabra Con 2017
CCC-IFK-02	5-10	2	Shadow of the Weave	Chupacabra Con 2017
CCC-IFK-03	5-10	4	Shadow of the Dusk Queen	Role Play Rally II 2017
CCC-JGD-01	11-16	2-4	Left Black & Blue	A Red War Story
CCC-KUMORI-0101	1-4	2	Wreckers	Kumoricon 2017
CCC-KUMORI-0102	1-4	2	Wretches	Kumoricon 2017
CCC-KUMORI-02-02	1-4	2	School Magic	
CCC-KUMORI-0204	1-4	2	To Be the Very Best	
CCC-LINKS-01	5-10	4	Champion of the People	LinksCon, June 2017
CCC-LINKS-02	11-16	4	The Secrets We Keep	LinksCon, June 2017
CCC-MACE-01	1-4	4	The Blight of Geoffrey	
CCC-MACE-02	1-4	4	A Panther's Peril	
CCC-MACE-03	1-4	4	Haunted Memories	ConCarolinias 2018
CCC-MCX-01	1-4	2	All in a Day's Work	
CCC-MCX01-02	1-4	2	The Rescue	
CCC-MIND-01	11-16	4	Lost in Thought	Tidewater Comicon 2018
CCC-MIND-02	11-16	4	Mind Trip	Tidewater Comicon 2018
CCC-MIND-03	11-16	4	Dream Walkers	Tidewater Comicon 2018
CCC-MMT01-01	1-4	2-4	Secrets of Imaginary Friends	Common Ground Gives 2019
CCC-MMT02-01	5-10	2-4	The Stuff of Memories	Common Ground Gives 2019
CCC-MYR-01	5-10	4	Friends in Need	
CCC-NBDD01-01	5-10	2	Clever	North Bay Dungeon Day 2019

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CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-NUKE-0101	1-4	4	The Blighted Sun	
CCC-NUKE-0102	1-4	4	Hide and Seek	
CCC-OCC-01	11-16	4-6	Red War: Housekeeping	Red War tie-in!
CCC-OCC-02	1-4	2-4	Feast of the Moon	
CCC-ODFC-0101	1-4	4	Hammer and Anvil	1d4 Con 2017
CCC-ODFC-0102	5-10	4	Black Blades, Black Wings	1d4 Con 2017
CCC-ODFC-0103	11-16	4	Elder's Eyes Upon You	1d4 Con 2017
CCC-ODFC-0201	1-4	4	Serenade of Pain	
CCC-ODFC-0202	5-10	4	Palace of the Efreeti	
CCC-ODFC-0203	11-16	4	Night's Bright Dawning	
CCC-OHAYOCON-01-03	5-10	2-4	Fiendly Competition	
CCC-PDXAGE-0101	1-4	2	The White Well	PDXAGE
CCC-PDXAGE-0201	5-10	2	The Dark Hunt	PDXAGE
CCC-PHA-01	5-10	4	Six Summoned Swords	
CCC-PPTDD01-01	1-4	2	Trouble Under Winton	
CCC-PRETZ-PLA01	1-4	2-4	The Mystery at Coppertop Manor	Pretzcon 2019
CCC-PRETZ-PLA02	1-4	2-4	A Mine of Their Own	Pretzcon 2019
CCC-PRIORY-01	1-4	2	Maritime Mayhem	Pretzcon
CCC-PRIORY-02	1-4	2	Prison Pitfalls	Pretzcon
CCC-PRIORY-03	1-4	2	Truths in Time	Pretzcon
CCC-QCC-2017	11-16	4	Delusions of Grandeur, Dreams of Revenge	QCC 2017
CCC-QCC2018-01	11-16	2	Of Gods and Monsters	
CCC-QCC2018-02	5-10	2	Heart and Soul	
CCC-REAP-01	5-10	4	Red War: Lost Ashes of a Wayward Gnome	Red War tie-in!
CCC-ROZK-0101	11-16	4	Binder's Torment	Origins 2017; Druids & Dragons 2017
CCC-ROZK-0102	11-16	4	Zhentarim's Lament	Origins 2017; Druids & Dragons 2017
CCC-ROZK-0103	11-16	4	Necromancer's Ascent	Origins 2017; Druids & Dragons 2017
CCC-RPR-01	1-4	4	Eyes of Blood	Role Play Rally 2018
CCC-RPSG-01	1-4	4	Ooze There	
CCC-SAC-01	11-16	4	A Light in the Dark	
CCC-SAC-02	11-16	4	Fun with Fey	
CCC-SALT-01-01	1-4	2	Rumors of Riches	SaltCON 2017
CCC-SALT-01-02	1-4	2	Moor Trouble	SaltCON 2017
CCC-SALT-01-03	1-4	4	Broken Halls of Goldahroud	SaltCON 2017
CCC-SALT-02-01			Mulmaster's Meddlings	Level & duration not in product description
CCC-SALT-02-02			Tower in the Valley	Level & duration not in product description
CCC-SALT-0205	5-10	4	The Darkness Never Forgets	

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-SCAR01-01	1-4	4	Corrupted Artery	SCARAB; Part 1 of Kossuth's Kiss
CCC-SCAR01-02	1-4	4	Glister by Light	SCARAB; Part 2 of Kossuth's Kiss
CCC-SCAR02-01	1-4	4	Glister By Dark	SCARAB; Part 3 of Kossuth's Kiss
CCC-SFBAY-0101	5-10	8	Plots in Motion	KublaCon 2017
CCC-SFBAY-0201	5-10	4	Old Enemies Arise	
CCC-SFBAY-0202	5-10	4	Rise of the Ogre King	
CCC-SFBAY-0203	5-10	4	The Risen Minotaur Lord	
CCC-SFBAY-0401	1-4	4	The Cornflower Hive	FarWest MiniCon
CCC-SFBAY-0402	5-10	2	Under Earth & Stone	FarWest MiniCon
CCC-SFBAY-0403	1-4	2	The Ashen Scar	Kublacon 2018
CCC-SHINY-02	1-4	2	An Open Secret	
CCC-SHINY-04	5-10	4	Elusion of Grand Yore	
CCC-SKULL01-01	5-10	4	A Murder Most Foul	
CCC-SKULL01-02	5-10	4	Not All Who Are Lost Should Be Found	
CCC-SKULL01-03	5-10	4	Who Pulls the Strings	
CCC-SQC-001	5-10	4	The Woodland Sage	
CCC-SQC-0201	5-10	4	None the Wiser	
CCC-SQC-0202	5-10	4	Last Gasp	
CCC-SRCC-0101	1-4	2	Trouble in the Old City	Snake River Comic Con 2017
CCC-SRCC-0102	1-4	2	Down the River of Snakes	Snake River Comic Con 2017
CCC-SRCC-0103	1-4	2	Altar of the Smoldering Eye	Snake River Comic Con 2017
CCC-ST2-1	5-10	4	Red War: Embassy of Evil	Red War tie-in!
CCC-STORM-01	5-10	4	The Barrows of Solina	
CCC-STORM-02	5-10	2-4	Swamp of Sorrow: Bloodpurge Village	
CCC-SVH01-01	11-16	4	Dawn of the Raven Lord	
CCC-SVH01-02	11-16	4	Raven Lord's Aerie	
CCC-SVH01-03	11-16	4	Vault of the Raven Lord	
CCC-TAROT-0101	1-4	2	Awakening of Fates	
CCC-TAROT-0102	1-4	2	By the Light of the Moon	
CCC-TAROT-0103	1-4	2	A Martyred Heart	
CCC-TAROT-0104	1-4	2	Tangled Woods	
CCC-TAROT-0105	1-4	2	The Lost Apprentice	
CCC-TAROT-0106	1-4	2	Lies in the Moonlight	
CCC-TAROT-0107	1-4	4	The Seat of the Ruler	
CCC-TAROT-02-01	5-10	4	A Sunk Cost	

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CCC ADVENTURE LIST CONT.

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-THENT-0101	1-4	2	Beneath the Surface	Conclave of Gamers 2017
CCC-THENT-0102	1-4	2	Those That Dwell Beneath	Conclave of Gamers 2017
CCC-THENT-0103	1-4	4	The Dreaming Relic	Conclave of Gamers 2017
CCC-TRI-01	11-16	4	Into the Darkness	TotalCon 2017
CCC-TRI-02	11-16	4	Impression Left Behind	TotalCon 2017
CCC-TRI-03	5-10	2	Fences and Swords	
CCC-TRI-04	5-10	2	Birds of a Feather	
CCC-TRI-05	5-10	4	Hunt of Malar	Available in TRI Nightmare Series Bundle
CCC-TRI-06	5-10	4	Haggard Heroes	Available in TRI Nightmare Series Bundle
CCC-TRI-07	5-10	4	Beneath the Moonsea	Available in TRI Nightmare Series Bundle
CCC-TRI-08	5-10	4	Dreadful Wail	Available in TRI Nightmare Series Bundle
CCC-TRI-09	1-4	4	Tinhammer Falls	Prelude to the Beholder Corps series
CCC-TRI-10	11-16	4	Contact	Part One of the Beholder Corps Series
CCC-TRI-11	1-4	4	Flooded Dreams	Part One of the Olma Series
CCC-TRI-12	1-4	4	I'll Met in Ylraphon	Part Two of the Olma Series
CCC-TRI-13	1-4	4	What Lies beneath Ylraphon	Part Three of the Olma Series
CCC-TRI-14	11-16	4	The Voice in the Night	TotalCon 2018
CCC-TRI-15	11-16	4	The Dark of the Hive	TotalCon 2018
CCC-TRI-16	1-4	4	Ph'theev, the Despondent	Part 1 of the Psionic Menace Series
CCC-TRI-17	1-4	4	Ph'teev, Unbound!	Part 2 of the Psionic Menace Series
CCC-TRI-18	1-4	4	Pros & Cons	
CCC-TRI-19	1-4	4	Dead Men's Tales	KantCon 2018
CCC-TRI-22	11-16	4	On the Baron's Trail	Part One of the Storm Series
CCC-TRI-23	11-16	4	Sub Rosa	Part Two of the Storm Series
CCC-TRI-24	11-16	4	Knight Errand	Part Three of the Storm Series
CCC-TRI-25	5-10	4	Dead Men's Treasure	
CCC-TRI-29	11-16	4	Tidefall	Fall Mepacon 2018
CCC-TRI-30	1-2	5	Remnants of a Dream	5 1-hour mini adventures
CCC-TRI-31	5-10	4	Out of Time	PAX Unplugged 2018
CCC-TRI-32	1-4	2	Casks and Caskets	Part One of the DAGGR Series
CCC-TRI-33	1-4	2	Matters of Life and Death	Part Two of the DAGGR Series
CCC-UCON-01	5-10	4	Blood & Fog	U-Con, November 2016
CCC-UK-1	1-4	4	Call of the Elvenflow	
CCC-UK-2	1-4	4	The Wayward Wives	

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CCC ADVENTURE LIST CONT.



CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-WWC-01	1-4	2	In the Face of Fear	Winter War 2018
CCC-WWC-02	1-4	2	Dark Waters of Hate	Winter War 2018
CCC-WWC-03	1-4	2	Tyrant of the Forgotten Forge	Winter War 2018
CCC-WWC-04	1-4	4	The Black Hand	Winter War 2018
CCC-WYC1-1	5-10	4	Back to the Burning	
CCC-WYC1-2	5-10	4	Where Rock and Fire Meet	
CCC-WYC1-3	5-10	4	The Dawn Heresy	
CCC-YLRA01-01	5-10	4	Her Dying Wish	Strategicon 2017
CCC-YLRA01-02	5-10	4	Uneasy Lies the Head	Strategicon 2017
CCC-YLRA01-03	5-10	4	Bound by Duty	Strategicon 2017

CHANGELOG

V9.02

ORACLE OF WAR

- added adventure listings

SEASON 0

- added guidance for *Infernal Machine Rebuild*
- added guidance for *Locathah Rising*

SEASON 6

- updated guidance for potions and spells in *Tomb of Horrors: Acererak's Hoard*

SEASON 7

- *DDAL07-17 Turn Back the Endless Night* - no magic items for snakebellies
- updated guidance for Dragonbait's Holy Avenger

SEASON 9

- added adventure listings
- added guidance for Soul Coin purchases by Mahadi and Dara
- updated guidance for *BG:DiA* story items: *infernal puzzle box* and *orb of dragonkind*
- updated guidance for *Sword of Zariel*

V9.01

SEASON 0

- updated adventure listings

SEASON 9

- guidance for *Baldur's Gate: Descent into Avernus*
- updated adventure listings

GENERAL

- updated campaign guidance from ACP/TCP

V8.09

SEASON 0

- *Ghosts of Saltmarsh* downtime activity clarification
- added guidance for *Dragon of Icespire Peak*
- added guidance for *leather golem armor*

V8.08

GENERAL

- *Philter of love* added to problematic items list

DREAMS OF THE RED WIZARDS

- added campaign description and adventure listings

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SEASON 0

- *Ghosts of Saltmarsh*
- added several new AOs

SEASON 8

- added guidance for *armor of resistance (hide)* and *black crystal tablet*
- added DDAL08-13 through DDAL08-18

COMMUNITY-CREATED CONTENT

- so many!

V8.07

SEASON 0

- added several new AOs
- added *Winter's Splendor* and *Lost Laboratory of Kwalish*
- revised layout of rulings section to simplify process

SEASON 5

- added *robe of serpents* to unlock table

SEASON 8

- added guidance for WDH Platinum Edition
- adjusted DDAL08-07 through -09 to be DMM adventures, not WDH & DMM
- added guidance for “no advancement” option

COMMUNITY-CREATED CONTENT

- so many!

V8.05 & V8.06

GENERAL

- text

SEASON 8

- added campaign guidance for Dungeon of the Mad Mage, including story item (*blast scepter*)
- v8.06: added text for *professor orb*, *propeller helm*, *shield of the uven rune*, and *Stardock rod*

COMMUNITY-CREATED CONTENT

- so many!

V8.04

GENERAL

- removed deprecated information in the I'm New sidebar
- adjusted position of armor +1 on evergreen table

SEASON 0

- adjustment to DDAO-20 description
- slight adjustment to *flurried furs* description, to bring it in-line with the current version of the cert in the adventure download (a small number of downloads received an incorrect cert)
- for *Window to the Past*, adjusted 'immediately' to 'as treasure checkpoints and tier allow'.
- Added a note about unlocking items from DDIA-MORD

SEASON 2 ELEMENTAL EVIL

- formatting and spelling fixes
- added note about healing ember in DDEP2

SEASON 3 RAGE OF DEMONS

- clarified the purpose of changes to item in DDEX03-07
- add Orcsplitter's magic item table assignment

SEASON 6 TALES FROM THE YAWNING PORTAL

- clarified date of White Plume Mountain guidance

SEASON 8 WATERDEEP: DRAGON HEIST

- revised "Pistols and Smokepowder" section
- added note referring to the fact that joining some factions may lead to storytelling obstacles in other adventures
- added guidance for when characters get arrested by the Waterdeep City Watch
- corrected adventure code for Dungeon of the Mad Mage
- clarified a bit about downtime and rewards/penalties per character in Open for Business section
- added note for unlock in Waterdeep Encounters

COMMUNITY-CREATED CONTENT

- many CCCs added

v8.03

GENERAL

- minor format, case, and spelling adjustments throughout

EVERGREEN MAGIC ITEMS

- added 5th level *spell scrolls* to magic item table C, as they were erroneously omitted
- added notes on acquiring magic padded leather, hide, and ring mail armor

SEASON 0

- DDHC-MORD-04 Pudding Faire
- DDHC-MORD-05 Escape from Wheloon

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- Adjusted text on *staff of defense*

SEASON 1 TYRANNY OF DRAGONS

- added special magic items: *Draakhorn*, *Dragongleam*, *tankard of plenty*, *Wiglof's cauldron*
- added story items: *Blagothkus' flying castle*

SEASON 2 ELEMENTAL EVIL

- added a note about Elizar's nonmagical pipe

SEASON 3 RAGE OF DEMONS

- added a note about recovering lost gear in chapter one
- adjusted text in Chapter 9: Drow Warehouse, Area 4B and Chapter 16: Death Tyrant Encounter

SEASON 5 STORM KING'S THUNDER

- removed giant-sized *staff of the magi* from the story items list, as it's already on the banned list
- removed *Gurt's greataxe* from the story item list, as after much internal discussion we've decided that its cost combined with its usage (size restrictions, etc) balanced out.
- Added a note about rewards in DDAL05-04

SEASON 6 TALES FROM THE YAWNING PORTAL

- added *rusty dagger*
- removed sleeping gas entry. Spell services, yo!

SEASON 7 TOMB OF ANNIHILATION

- DDHC-TOA-15 Maze of Shadows

SEASON 8 WATERDEEP: DRAGON HEIST

- all the hardcover guidance
- DDHC-WDH-02 Waterdeep Encounters
- DDHC-WDH-03 Unseen Waterdeep