

Adaptation Guide: Vecna: Eve of Ruin



CREDITS

Adaptation: Greg Marks

Editing: Chris Tulach

Graphic Design: Meagan Kenreck

D&D Adventurers League Wizards Team: Chris Tulach

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

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ADAPTING THIS PRODUCT

The following sections provide guidance on adapting *Vecna: Eve of Ruin*, a Dungeons & Dragons™ adventure for play as a part of the D&D Adventurers League.

D&D ADVENTURERS LEAGUE SPECIFICS

What follows is guidance particular to play in the D&D Adventurers League. If you're not playing this adventure as a part of the official organized play campaign, you may still use these as suggestions if desired.

CAMPAIGNS AVAILABLE

This adventure is available for play in the Dragonlance, Eberron, Forgotten Realms, and Ravenloft campaigns. Characters attached to other campaigns may not play this adventure. The adventure begins in the Forgotten Realms, so characters from other campaigns will need to determine how they arrived there. All characters return to their home plane (and campaign) at the conclusion of the adventure.

Vecna: Eve of Ruin occurs in several D&D Adventurers League campaign worlds. The following rule exceptions apply to this adventure:

- Characters from the Dragonlance, Eberron, Forgotten Realms, and Ravenloft campaigns can play this event.
- Parties may be comprised of characters from a mix of these campaigns as long as they are the same tier. Characters of different tiers may not sit at the same table.
- Characters from different campaigns may not trade magic items, though they may share magic items during play.

LEVEL REQUIREMENTS FOR PLAY

Vecna: Eve of Ruin is intended for play at specific character levels. However, you can bring a character that may be a different level, within the adventure's limitations of tiers of play. The DM should use the guidance provided in the adventure to adjust accordingly. Each of the adventure's chapters are designed for play of characters of a particular level, as follows:

CHAPTER NAME	LEVELS	TIER RANGE
"Return from Neverdeath Graveyard"	10	2
"The Wizards Three"	11	3
"The Lambent Zenith's Last Voyage"	12	3
"The Ruined Colossus"	13	3
"Death House"	14	3
"Night of Blue Fire"	15	3
"Tomb of Wayward Souls"	16	3
"The Dragon Queen's Pride"	17	4
"The Betrayer Revealed"	18	4
"The War of Pandesmos"	19	4
"Eve of Ruin"	20	4

CHARACTER CREATION

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

CHARACTER ADVANCEMENT

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

RETURN FROM NEVERDEATH GRAVEYARD

WHAT'S NEXT?

Lord Neverember rewards each character with a large house in Neverwinter. Owning the house gives no mechanical benefit beyond offering a place to stay during adventures that occur in Neverwinter.

THE WIZARDS THREE

S3: WORKSPACE

The item that Alustriel allows the character to borrow must be one that is legal for the Forgotten Realms campaign and cannot be kept at the end of the adventure. Borrowing the item does not grant access to the item.

W12: SACRED WEB HALL

The first piece of the *rod of seven parts*, and all pieces as well as the completed rod, are **story items** and cannot be taken out of the adventure.

NEXT STEPS

Malaina can only retrieve consumable magic items normally purchasable in the Forgotten Realms campaign.

THE RUINED COLOSSUS

L11: WORKSHOP

The *repair paste* also loses its magical properties after 1 minute if removed from the vat and not used in some way other than the dispensing faucet. The paste becomes non-magical if the vat is removed from Landro.

TOMB OF WAYWARD SOULS

T20A–T20B: VOID CLOSETS

The *spheres of annihilation* become non-magical if removed from the tomb.

THE DRAGON QUEEN'S PRIDE

N2: ENCHANTING ARCANA

Freeing a character of the curse from any of the magic items simply allows the character to drop the cursed item. The item itself remains cursed, and a character can become cursed again by reclaiming the item.

EVE OF RUIN

CONCLUSION

Characters that fail to stop Vecna's ritual are permanently retired.

At the end of the adventure, the *rod of seven* parts disappears, scattering itself across the multiverse yet again. No character gains access to this artifact.

APPENDIX B: CHARACTER DOSSIER

ALUSTRIEL SILVERHAND

Characters may not acquire Alustriel's *staff of Silvermoon*.

KAS THE BETRAYER

Characters may not acquire Kas' *crown of lies*.

TASHA

Characters may not acquire Tasha's *robe of the archmagi*.

VECNA

Characters may not acquire Vecna's dagger *Afterthought*.