



D&D® ADVENTURERS LEAGUE

ADAPTATION GUIDE

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WHAT IS THIS?

The *D&D Adventurers League Adaptation Guide* (ALAG) provides adaptation information on some Dungeons & Dragons™ adventures for play in a public setting, such as a convention or at a scheduled event at your local game store, school, library, or D&D adventurer's League organized play.

The ALAG doesn't list all adventures available for D&D Adventurers League organized play, only those needing adaptations (for more information on AL playable adventures see Appendix A in the *D&D Adventurers League Player Guide's*, ALPG). Guidance provided in the ALAG supersedes conflicting guidance from the adventures' text and general guidance from the ALPG and *D&D Adventurers League Dungeon Master's Guide's* (ALDMG). If there is no ALAG guidance, follow the ALDMG, then ALPG, and then the adventure.

ABBREVIATIONS USED HERE

AL. This is the abbreviation for D&D Adventures League, D&D's organized play program.

ALAG. This document (*D&D Adventurers League Adaptation Guide*) provides the most specific guidance for running these adventures in AL.

ALDMG. The [D&D Adventurers League Dungeon Master's Guide](#) is used by AL Dungeon Masters for running games and general rules guidance.

ALPG. The [D&D Adventurers League Player's Guide](#) is used by players and DMs in D&D Adventurers League organized play.

DM. This is the abbreviation for a Dungeon Master.

DT. Downtime is earned at a session's end and are spent in exchange for benefits from Downtime activities (see the ALPG). Spend one DT for each day (8 hours) described in the activity.

GP. Gold pieces are the most common currency listed in adventures' treasure rewards.

NPC. This is a non-player character.

QUESTIONS AND MORE INFO

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

- [Official AL Discord](#). Join in discussion and get help from fellow players, Dungeon Masters, event organizers, and your AL admin. This is the exclusive location where the community reviews upcoming guidance updates before guides are released onto D&D Beyond.
- [Official AL Article Hub](#). Learn all the latest news, dive into the whys and hows, and see what the staff is talking about.

MULTI-CAMPAIGN ADVENTURES

CURSE OF STRAHD

CAMPAIGNS AVAILABLE

Ravenloft and Forgotten Realms campaigns.

ADVANCEMENT

A character may choose to gain one level for playing each chapter in the *Curse of Strahd*.

LEAVING BAROVIA

Curse of Strahd characters are restricted from leaving Barovia (ALPG). This modification no longer affects play of the AL one-shot modules.

CHAPTER SPECIFICS

Chapter 1: Into the Mists

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 characters 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. In addition to the DMG "Marks of Prestige" guidance on letters of recommendation, characters with the Noble background gain advantage on any Charisma related skill checks they make when using the letter on the Sword Coast.

Zhentarim Special Favor from Davra Jassur. In exchange for returning the head of Kiril Stoyanovich (see "Pack Attack," Page 171), 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 has one use which may be

redeemed for one of the following: one *Spell Scroll (Common)*, two Basic Poison, five Holy Water, or one *Silvered Weapon*.

Chapter 2: The Lands of Barovia

Tser Pool Encampment. There are six tents and four wagons. 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. For added flavor, you may give non-mechanical descriptions (e.g. "Inside the *Potion of Fire Breath* a smoldering chunk of coal floats within transparent red fluid. Warmth can barely be felt though the thick glass.")

TSER POOL ENCAMPMENT TREASURE

D20 Roll	Item Found
1-5	<i>Potion of Greater Healing.</i>
6	<i>Potion of Fire Breath.</i>
7	<i>Ten Bolts, +1.</i>
8	Four doses of <i>Keoghtom's Ointment</i> . When used the creature smells like freshly dug earth for 1 hour.
9	<i>Potion of Hill Giant Strength.</i>
10	<i>Mithral Half Plate</i> . Its green woolen cape never catches on burrs or branches while traveling through forests.
11	<i>Potion of Resistance (Lightning).</i>
12	<i>Bag of Holding</i> . When opened, it lets forth a scream, audible within 100 feet.
13	<i>Dust of Sneezing and Choking.</i>
14	<i>Helm of Comprehend Languages.</i>
15	<i>Potion of Resistance (Necrotic).</i>
16	<i>Oil of Slipperiness</i> . The oil reeks of rotting fish and kelp, that cannot be cleaned or masked while the oil is in effect.
17	<i>Spell Scroll of Hold Person.</i>
18	<i>Elemental Gem.</i>
19	<i>Potion of Growth.</i>
20	<i>Spell Scroll of Haste.</i>

Chapter 13: The Amber Temple

Amber Sarcophagi Sidebar. Add the following text to the sections listed in the headers.

ADD 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.

WARN PLAYERS PRIOR TO DECISIONS TO ACCEPT A DARK GIFT

Accepting a gift from an entity of pure, ancient evil doesn't 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. Once your decision is made, there is no turning back. Do you accept the gift?

ADD 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 log. 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 TO THE LAST PARAGRAPH

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 Zhentarm, 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 AL 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 character would never actively seek to change themselves back. Characters that fail their saving throw gain the following story award:

CONSUMED BY ABSOLUTE DARKNESS STORY AWARD

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 AL 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.

REWARDS

Magic Item Adaptations

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 (K74h). The weapon's +1 enchantment as well as several other abilities are available. It is treated as if it were a Very Rare item.

DRAGON DELVES

CAMPAIGNS AVAILABLE

Forgotten Realms, Dragonlance, and Eberron campaigns.

OPTION 3: HOARD MAGIC ITEMS

The Hoard Magic Items awarded under this option may be steeped in *Dragon Delves* adventures, as described. The resulting item must be a tier appropriate rarity after steeping. Year-long steeping, steeping between sessions or in other adventures without AL-specified steeping guidance, and Hoard Item Quirks are not available. When a dragon is slain, use the steeping information from *Fizban's Treasury of Dragons* ("Hoard Magic Item").

Inform Players. If needed, warn players that attacking friendly NPCs is an evil act, makes magic items obtained this way Unavailable, goes against etiquette guidance (ALPG), and could be disruptive (ALDMG). Also, inform them that the listed magic items lose power if unattended for 30 days (*Fizban's Treasury of Dragons*); when unattended, players must log each session's days and count DT spent.

GIANTS OF THE STAR FORGE

CAMPAIGNS AVAILABLE

Forgotten Realms and Eberron campaigns.

REWARDS

Contest Winners' Consumables. Characters winning one of the contests gain an extra one of that consumable item, in addition to the one the party found.

Theldin's Favor. The character may select any Rare armor or weapon from a campaign-available source.

JOURNEYS THROUGH THE RADIANT CITADEL

CAMPAIGNS AVAILABLE

Any D&D Adventurers League campaign.

Characters may move between adventures in *Journeys through the Radiant Citadel* and other AL adventures if they meet the level requirements.

ADVANCEMENT

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

ADVENTURE SPECIFICS

Salted Legacy

Conclusion. Kusa and Lamai pool their money and hand over two purses (25 GP to each character, in addition to the promise of free meals from their stalls).

Advancement. Level 1 characters may gain a level after participation in three Market Games as noted in the adventure. At the conclusion of "Salted Legacy," all characters (including those that leveled after the Market Games) may gain a level.

Written in Blood

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

Sins of Our Elders

Memory of the Ancestors. The 9 days that a possessed weapon is a *Weapon of Warning* end at the end of or leaving *Journey through the Radiant Citadel*.

KEYS FROM THE GOLDEN VAULT

CAMPAIGNS AVAILABLE

Forgotten Realms campaign, with select adventures playable in the **Eberron** and **Ravenloft campaigns** as listed in the table below.

Adventure	Campaign
The Murkmire Malevolence	FR, EB
The Stygian Gambit	FR, EB
Reach for the Stars	FR, EB, RV
Prisoner 13	FR
Tockworth's Clockworks	FR, EB
Masterpiece Imbroglia	FR, EB, RV
Axe from the Grave	FR, EB, RV
Vidorant's Vault	FR, EB
Shard of the Accursed	FR, EB, RV
Heart of Ashes	FR, EB, RV
Affair on the Concordant Express	FR
Party at Paliset Hall	FR, EB
Fire and Darkness	FR, EB

USING THE GOLDEN VAULT

In exchange for completing their Golden Vault contract, during each adventure each character receives a magic item of their choice of a specific rarity as payment. The item is delivered to the characters the next day. This item must be campaign-available without permanently an ability score changes or granting wishes.

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

ADVENTURE SPECIFICS

Shard of the Accursed

X4: Great Chamber. There is one chunk of raw oztocanite that can be used as a focus per character.

Heart of Ashes

S9: Parlor. Jalynvyr gives the characters your (DM) choice of one Rare potion or scroll, or two of a lesser

rarity (potions or scrolls, or one of each) from the *DMG* or the adventure.

Affair on the Concordant Express

E2: Abacus Car. Change effect 8 to read: “8: The character chooses an effect from 1-7.”

Party at Paliset Hall

Meeting Fifel. Of the items being offered as payment, each character may only choose one.

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

Fire and Darkness

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

PERIL IN PINEBROOK

CAMPAIGNS AVAILABLE

Dragonlance or **Forgotten Realms** campaigns.

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

ADVENTURE SUMMARY

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

ADVANCEMENT

Characters may gain a level when they complete the adventure.

REWARDS

For playing this adventure, each character receives 53 GP.

QUESTS FROM THE INFINITE STAIRCASE

CAMPAIGNS AVAILABLE

Forgotten Realms campaign, with select adventures playable in the **Critical Role**, **Eberron**, **Dragonlance**, and **Ravenloft** campaigns as listed in the table below.

Adventure	Campaigns
The Lost City	FR, DL
When a Star Falls	FR, EB
Beyond the Crystal Cave	FR, DL, EB
Pharoh	FR, DL, EB, RV
The Lost Caverns of Tsojcanth	FR, DL, EB, RV, CR
Expedition to the Barrier Peaks	FR, DL, EB

WISHES FROM THE INFINITE STAIRCASE

For completing a mission for Nafas, a character can be rewarded a *Charm of Darkvision*, *Feather Falling*, *Heroism*, or *Vitality*. Nafas doesn't grant wishes.

ADVENTURE SPECIFICS

Chapter 2: The Lost City

B5: Treasure Room of Gorm. On a successful Intelligence (Nature) check, characters harvest one dose per character of the healing honey story item.

Chapter 3: When a Star Falls

If a character begins playing this in tier 1 and levels up into tier 2 during the adventure, they may keep playing until they complete this adventure or begin another.

Chapter 5: Pharoh

In the Ravenloft campaign, Pharaoh is set in the domain of Har'Akir.

Chapter 6: The Lost Cavern of Tsojcanth

G21: Inner Sphere. Among the tomes, there's a *Manual of Bodily Health* but no other magical books in Iggwilv's hoard.

VECNA ADVENTURES

Vecna: Eve of Ruin & **Nest of the Eldritch Eye**

CAMPAIGNS AVAILABLE

Dragonlance, Eberron, Forgotten Realms, and Ravenloft campaigns.

VECNA: EVE OF RUIN

CHAPTER SPECIFICS

Chapter 1: Return from Neverdeath Graveyard

What's Next? Lord Neverember rewards each character with a large house in Neverwinter. This house may be flavored to be a Bastion, otherwise owning the house gives no mechanical benefit beyond offering a place to stay during adventures that occur in Neverwinter.

Chapter 4: 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.

Chapter 7: Tomb of Wayward Souls

T20a–T20b: Void Closets. The *Spheres of Annihilation* story items only work in the tomb.

Chapter 11: Eve of Ruin

Eve of Ruin Conclusion. Characters who failed to stop the ritual are permanently retired.

CRITICAL ROLE CAMPAIGN (CR)

MULTI-CAMPAIGN ADVENTURES

- [Journeys through the Radiant Citadel](#) (CR, DL, EB, FR, RV)
- [Quests from the Infinite Staircase](#) (CR, DL, EB, FR, RV)

EXPLORER'S GUIDE TO WILDEMOUNT

The four adventures may take multiple sessions (see *ALDMG's* "Facilitator of Fun"). Tell your players to keep detailed character logs (e.g. "discovered a secret door in area...", "a path leads south, we went north," "ended session in area..."), so you and other DMs can plan sessions.

CAMPAIGNS AVAILABLE

Critical Role campaign.

CONTINUING TO CALL OF NETHERDEEP

These adventures presents an "on-ramp" to *Call of Netherdeep*, which begins play at level 3. It's recommended that a character play only one of these adventures; more won't present a sufficient challenge.

ADVANCEMENT

Characters gain the option to level as noted by the adventure (leveling no higher than its listed "Character Advancement"), rather than at the end of a session.

CALL OF NETHERDEEP

These chapters may take multiple sessions (see *ALDMG's* "Facilitator of Fun"). Tell your players to keep detailed character logs (e.g. "discovered a secret door in area...", "a path leads south, we went north," "ended session in area..."), so you and other DMs can plan sessions.

CAMPAIGNS AVAILABLE

Critical Role campaign.

LEVEL REQUIREMENTS

It's recommended that a level 1 characters play at least one of *Explorer's Guide to Wildemount's* adventures before playing *Critical Role: Call of the Netherdeep*.

CHARACTER CREATION

If limited on time, it's recommended that players of lower level characters complete temporary leveling to level 3, before the event.

ADVANCEMENT

Except where noted below, characters gain the option to level once each chapter, rather than at the end of each session.

CHAPTER SPECIFICS

Chapter 1: A Fateful Competition

Rewards: Medals of Merit Cards. Only the individual characters who earned magical medals from a contest may keep the medals at the session's end.

Chapter 2: The Leave-Taking

After the Festival. players in the party have different resolutions for chapter 1, use whichever resolution best fits most of the characters (e.g. use the Heroic Quest hook if most the characters witnessed the vision and have a friendly relationship with the rival group).

Chapter 3: Bazzoxan

Advancement. Due to the number of sessions this chapter may take, advancement may be earned at the end of the session that completes areas B5-B7 and at this chapter's end. Each character advances no higher than level 7.

Betrayer's Rise. Ignore the “Expanding the Betrayer’s Rise” treasure tables.

Chapter 4: The Jewel of Hope

Advancement. Due to the number of sessions this chapter may take, the options for advancement may be earned after completing the first two missions and at this chapter’s end. Each character advances no higher than level 9.

Faction Story Tracks. It’s recommended that events running the faction story tracks ensures that players are able to accomplish missions for their chosen faction. Otherwise, proceed with the first three missions for the faction that most of the characters joined. Forewarning, this may lead to players feeling a loss of agency or importance.

Players can play the three missions repeatedly with the same character if they choose, though they must play a different faction’s story track each time. At the end of each session, they are invited to join the faction (*ALPG*).

Faction Mission 4. Only characters formally invited to join a faction can participate past the three missions, and may only proceed in their chosen faction’s story track.

Chapter 6: The Netherdeep

Advancement. This chapter might take several sessions to complete. Each character advances no higher than level 12.

Fragments of Suffering. While a character can absorb up to three Fragments of Suffering, only one character in the group can possess a given fragment; if two characters at the table possess the same fragment, roll a die to determine who possesses it for the session. The other character loses the benefit and drawback of the Fragment but can use it in a future session.

Chapter 7: The Heart of Despair

Best Ending: A World that Remembered. Each character receives a blessing of their choice (see “Supernatural Gifts,” *DMG* and the *ALPG*).

DRAGONLANCE CAMPAIGN (DL)

MULTI-CAMPAIGN ADVENTURES

- [Dragon Delves](#) (DL, EB, FR)
- [Journeys through the Radiant Citadel](#) (CR, DL, EB, FR, RV)
- [Peril in Pinebrook](#) (FR, DL)
- [Quests from the Infinite Staircase](#) (CR, DL, EB, FR, RV)
- [Vecna: Eve of Ruin](#) (DL, EB, FR, RV)
- [Vecna: Nest of the Eldritch Eye](#) (DL, EB, FR, RV)

DRAGONLANCE:

SHADOW OF THE DRAGON QUEEN

CAMPAIGNS AVAILABLE

Dragonlance campaign.

LEVEL REQUIREMENTS

For the difficulty level of “Shadow of War”, it is recommended that tier 1 characters are level 3 or 4.

ADVANCEMENT

Characters gain levels when noted in the adventure’s chapters.

CHAPTER SPECIFICS

Chapter 4: Shadow of War

Reporting for Duty. Characters may take two weapons and one suit of armor. If caught trying to sell them, they must pay back the armory. If lost or destroyed during a mission, they may be replaced.

Chapter 7: Siege of Kalaman

S4: Chemosh’s Shrine. The alter story item cannot be removed without destroying it.

EBERRON CAMPAIGN (EB)

MULTI-CAMPAIGN ADVENTURES

- [Dragon Delves](#) (DL, EB, FR)
- [Giants of the Star Forge](#) (EB, FR)
- [Journeys through the Radiant Citadel](#) (CR, DL, EB, FR, RV)
- [Keys from the Golden Vault](#) (EB, FR, RV by adventure)
- [Quests from the Infinite Staircase](#) (CR, DL, EB, FR, RV)
- [Vecna: Eve of Ruin](#) (DL, EB, FR, RV)
- [Vecna: Nest of the Eldritch Eye](#) (DL, EB, FR, RV)

AL EBERRON STORYLINES

The *Oracle of War* storyline (DDAL-EB), *Embers of the Last War* storyline (DDAL-ELW), and the Eberron epic adventures (DDAL-EBEP)

CAMPAIGNS AVAILABLE

Eberron campaign.

ADVANCEMENT

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

REWARDS

Aberrant Dragonmark. Characters with an aberrant dragonmark do not roll for an Epic Boon.

Salvage Mission Adventures. Adventures not listing gold values use the *ALDMG*'s "Unspecified Treasure Allowance Per Session" table for rewarding gold.

MY UNDYING HEART (DDAL-EB-11)

REWARDS

Magic Item Adaptations

Armor, +1/Barding. It can be of druid-friendly materials.

SONG OF THE SKY (DDAL-EB-07)

REWARDS

Magic Item Adaptations

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

FORGOTTEN REALMS CAMPAIGN (FR)

MULTI-CAMPAIGN ADVENTURES

- [Curse of Strahd](#) (FR, RV)
- [Dragon Delves](#) (DL, EB, FR)
- [Giants of the Star Forge](#) (EB, FR)
- [Journeys through the Radiant Citadel](#) (CR, DL, EB, FR, RV)
- [Keys from the Golden Vault](#) (EB, FR, RV by adventure)
- [Peril in Pinebrook](#) (DL, FR)
- [Quests from the Infinite Staircase](#) (CR, DL, EB, FR, RV)
- [Vecna: Eve of Ruin](#) (DL, EB, FR, RV)
- [Vecna: Nest of the Eldritch Eye](#) (DL, EB, FR, RV)

BALDUR'S GATE: DESCENT INTO AVERNUS

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHAPTER SPECIFICS

Chapter 1: A Tale of Two Cities

Traxigor's Tower. One trinket is found in the tower.

Chapter 2: Elturel has Fallen

Elturel Hazards: Falling. Falling from Elturel causes the character to be slain and their body is unrecoverable. Warn players of this potential consequence beforehand.

G3. Chapel of Mourning. The *Weapon*, +2 weapon type chosen when it was found is the form that is available for characters at the session's end.

Battle of Elturel. A character wading into the middle of a pitched battle between devils and demons is quickly overwhelmed and slain.

Chapter 3: 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 level 5 or higher characters may gain effects that grant a fly speed (reroll, if needed).

OPTIONAL RULES

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

Pervasive Evil. Not available in AL play.

Test Run 221. Only the individual character that sucks up the most souls during the test run keeps the Soul Coin offered by Bazelsteen as a reward at the session's end.

The Wandering Emporium. Characters that break Mahadi's rules regarding fighting get this story award:

NO EXCEPTIONS! STORY AWARD

You've broken Mahadi's only rules: "No fighting! No spellcasting! No exceptions!" By choosing to break the rules, you've been kicked out of Mahadi's emporium. Now you must survive in the wastes without its safe shelter. You start any tier 2 season 9 official AL adventure at half hit points and with a level of exhaustion that can't be removed.

Burney the Barber. Burney provides spellcasting services (*ALDMG*).

Arkhan's Tower: Treasure. The "other treasures" found here are limited to campaign-available Rare items and Very Rare consumables.

Chapter 4: Sword of Zariel

The Scab: S8 Hag's Lair. The characters may keep the poisons found here.

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.

CANDLEKEEP MYSTERIES

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CANDLEKEEP LOCATIONS

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

Chamber of Lost Lore. A character needs to learn of the Chamber and somehow be granted access before using it, only once per adventure.

ADVENTURE SPECIFICS

Mazfroth's Mighty Digressions

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

Book of the Raven

The Scarlet Sash: Joining the Scarlet Sash: After the curse is removed (ALPG's "Death, Disease, & Curses"), the Scarlet Sash is an available faction (ALPG).

A Deep and Creeping Darkness

A Stake in the Mine. The characters may not acquire a stake in the mine discussed in this sidebar.

The Price of Beauty

Magic Treatments. Any characters may accept the hags' offer. Unless the character's painting is destroyed, the benefit last for a year from the date of the session. After that year or immediately after the character

renounces the gift, the following dark reflection transformations replace the initial gift.

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

Sarah of Yellowcrest Manor

Retribution of the Ancients. If the characters return the book to Candlekeep, the avowed reward them with a *Potion of Watchful Rest* and *Potion of Greater Healing*.

Kandlekeep Dekonstrucktion

B3. Stonky's Study. Only one creature can gain the *Charm of the Heroes' Feast*, bestowed by the *Heroes' Feast: A Cookbook* found here.

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

Zikran's Zephyrean Tome

Conclusion. Instead of casting *Wish*, Gazre-Azam gives the party a *Censer of Controlling Air Elementals* that only summons him as an air elemental. He does not enchant the book, so the characters can return it to Candlekeep.

The Book the Inner Alchemy

Aftermath. A character taking their reward in transcribed spells, uses House of the Binder pricing.

Gloves of Soul Catching. This item cannot be crafted. Attempting the ritual is a deeply evil act.

The Scrivener's Tale

The Scrivener's Mark. You may not change the rate of the mark's progression or change the saving throw DC. If a player ends their play of the adventure before the curse is removed, refer them to the ALPG's "Death, Disease, & Curses" section.

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

Alkazaar’s Appendix

Treasure Hoard B. The chwinga grants the character that freed it their choice of a *Charm of the Mirage* or a *Charm of the Water Bearer*, and then is never seen again.

Xanthoria

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

DRAGON OF ICESPIRE PEAK

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

ADVANCEMENT

Character Options. Character creation isn’t limited to the adventure’s guidance; use the *ALPG*’s rules.
Running for Multiple Players. Sidekicks are only used if your group has one player. Groups of two players are only specifically permitted for this adventure.

CHAPTER SPECIFICS

Gnomengard

Wild Magic. On a result of a 20, you may combine two of the above effects to invent their own without a mechanical property.
G6. Barrel Crabs. There can be no more than two barrel crabs used in a given session of the adventure. The barrel crab story items only function in Gnomengard.

Tower of Storms

T10 – T14. Shipwrecks. The treasure found aboard the *Star-Crossed Lover* is one *Weapon of Warning* with the DM’s choice of battleaxe, longbow, mace, or shortsword weapon type.

DRAGONS OF STORMWRECK ISLE

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

LEVELS OF PLAY

This adventure is for characters no higher than level 4.

GHOSTS OF SALTMARSH

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.
When playing *Ghosts of Saltmarsh* as part of the AL 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.
Dreams of the Red Wizards Adventures. You may base *Ghosts of Saltmarsh* in Turmish, but we suggest placing the fishing village of Saltmarsh east of Alaghon, near the base of the Aphrunn Mountains.
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 SPECIFICS

Chapter 1. Saltmarsh

Downtime Activities. The Downtime activities in *Ghosts of Saltmarsh* are available only to characters spending DT during *Ghosts of Saltmarsh* sessions.
Downtime Activities: Buying and Selling Magic Items. Xendros has taken on a business partnership with Fai Chen. She facilitates trade and sells magic items, but doesn’t buy.
To purchase, the item may not granting a permanent stat boost or meeting the *ALPG*’s Unavailable Magic Item criteria. The most-current item description must be used. And the character must pay 30 DT and the GP cost from the table below. If the character is purchasing a random item, roll on the below table for rarity and cost.

Item Rarity	Gold Cost
Common	100 GP
Uncommon	400 GP
Rare	4,000 GP
Very Rare	40,000 GP

Chapter 2. The Sinister Secret of Saltmarsh

22. Sanbalet's Private Quarters. If your players 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 DT before succeeding on the Intelligence (Arcana) check made in your presence. 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.

Chapter 3. Danger at Dunwater

39. Minister's Sleeping Quarters. *Lizard Language* and *Common Tongue Grammar* allows you to find a Mark of Prestige trainer to learn the Draconic language for 30 DT. Only one character can keep and benefit from this book.

Chapter 4. Salvage Operation

Salvagers Wanted. You may include a tier-appropriate magic item from the DMG's Armament-Uncommon table (not granting a permanent stat boost or meeting the ALPG's Unavailable Magic Item criteria) in Salvage Operation to incentivize adventurers.

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

Chapter 5. Isle of the Abbey

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

The Survivors. The golden medallion worn by Ozymandias is a story item only useable within chapter 5.

Chapter 6. The Final Enemy

Approach by Sea. The keelboat story item can only be used during this chapter of the adventure.

18. Secret Room. Replace the *Mithril Armor (Plate)* with *Scale Mail, +1* made of magically strengthened driftwood with coral embellishments.

35. Prayer Room. If your players consist 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

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.

APPENDIX A. OF SHIPS OF SEA

Ship Stat Blocks. A player that purchases a vessel needs to provide you with a copy of the most current stat block, if needed. If it 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 (10 DT per week of work) to apply any desired upgrade, in addition to the listed GP price and any other costs indicated.

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

Alien Island Story Hooks. Replace line 1 with "The leader can cast *True Resurrection* as per the spellcasting services activity in the ALPG."

Cursed Island Story Hooks. Add the following 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 AL play.

Wild Island Features. Add the following 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 to entry 2:

The djinni will perform a single favor a character in exchange for that character spending 30 DT 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.

HEROES' FEAST: SAVING THE CHILDREN'S MENU

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

ADVENTURE SUMMARY

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

ADVANCEMENT

Characters may gain a level when they complete the adventure.

ICEWIND DALE: RIME OF THE FROSTMAIDEN

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHARACTER SECRETS

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

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

Slaad Host. This secret isn't used.

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

CHWINGA CHARMS

If a chwinga bestows a charm upon a character, you determine the charm bestowed by rolling on this table.

d20	Charm
1 – 2	Charm of Cold Resistance
3 – 4	Charm of Biting Cold
5 – 6	Charm of Bounty
7	Charm of Animal Conjuring
8	Charm of Vitality
9	Charm of the Slayer
10	Charm of Restoration
11	Charm of Traveler's Haven
12	Charm of Darkvision
13	Charm of Heroism
14	Charm of Feather Falling
15 – 16	Charm of the Snow Walker
17 – 18	Charm of the Ice Troll
19-20	Charm of Snowball Strike

CHAPTER SPECIFICS

Chapter 1: Ten-Towns

Magic in Ten-Towns. Only *Potions of Healing* and *ALDMG* Spellcasting Service may be purchased.

Easthaven: The Cauldron Caper. Instead of gems, Speaker Danneth Waylen offers each character a Common magic item of their choice from the *DMG* Armaments-Common table (not granting a permanent stat boost or meeting the *ALPG*'s Unavailable Magic Item criteria), though he still needs 48 hours to acquire them. Armor obtained in this way is limited to leather, scale, or chainmail.

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

Lonelywood: E4. Sarcophagus and Crystal Pillars. If its loyalty is acquired, Sahnar faithfully serves the characters during Chapter 1's sessions.

Character Advancement. Each character advances no higher than level 4 by playing Chapter 1.

Chapter 2: Icewind Dale

Icewind Dale Quests: Provisions for Macreadus. Mishann provides one free casting of *Cure Wounds* each day to a character while in Macreadus.

Icewind Dale Quests: Dragon Bone Stew. Creatures that eat the stew have the following flaw until the madness is cured:

My gold and gems are my most treasured possessions; those close to me are plotting to steal them away.

Dark Duchess Locations: D9. Hold. The fake “Wand of Orcus” is a trinket.

Id Ascendant. This area outlines a group of gnomish ceremorphs that crash landed in Faerûn and are protagonists in the Tier 2 series of official [DDAL10 AL adventures](#). If you anticipate running these adventures, plan accordingly.

Nautiloid Down: Roleplaying the Gnome Ceremorphs. A character can keep one of the pistols given to the group as a reward for giving them a *Psi Crystal*. The other pistol must be claimed by another character. See “Firing and Reloading a Laser Weapon” below. If the characters find and take the rifles in N2, the ceremorphs don’t give them the pistols as a reward.

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

FIRING AND RELOADING A LASER WEAPONS

Figuring out how to fire and reload a laser rifle or pistol requires two successful Intelligence checks (one to figure out how to fire it, another to figure out how to load it, at advantage if they observed a ceremorph use the laser firearm). After four failures the weapon breaks; it’s no longer functional and can’t be sold. This check must be made during a session in your presence.

Nautiloid Locations: N5. Maintenance. If none of the characters possess the *Psi Crystal* found during Chapter 1, you may add a *Psi Crystal* to any Chapter 2 encounter after the characters receive the psi crystal detector.

Lost Spire of Netheril: P11. Upside-Down Laboratory. The small brass key story item is only useable within Chapter 2.

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

Character Advancement. Each character advances no higher than level 7 by playing Chapter 2.

Chapter 3: Sunblight

Character Advancement. Each character advances no higher than level 6 by playing Chapter 3.

Xardorok’s Fortress: X37. Xardorok’s Quarters. The *Piwafwi* is an Uncommon magic item.

Chapter 4: Destruction’s Light

Each character advances no higher than level 7 by playing Chapter 4.

Chapter 5: Auril’s Abode

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

Chapter 6: Caves of Hunger

H30 Vlagomir’s Spark. This story item effect is removed at the end of Chapter 6.

Chapter 7: Doom of Ythryn

Y4. Tower of Abjuration: Anvil of Disjunction. Characters can be rid of a cursed item and its associated curse by destroying it with the anvil.

Y19e. Liquefaction Chamber. A character turned into a brain in a jar is removed from play until returned to life (ALPG’s “Death, Disease, & Curses”).

Y21. Obelisk. If the staff is used to activate the obelisk, any character present during the session is removed from play.

Appendix D: Magic Items

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

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

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

Knuckleheads & Other Such Curiosities: A Travelers’ Guide to Icwind Dale

The arrows made from the “ten bird’s feathers” are consumable magical ammo.

OUT OF THE ABYSS

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHAPTER SPECIFICS

Chapter 2

Abusher 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 Sending Stones

Mad Creature Possessions.

d20	Discovery
18-19	A Spell Scroll of Spare the Dying
20	<i>Goggles of Night</i> made out of wood, leather, and smoky-gray glass

Raider Leader Possessions.

d20	Discovery
20	A <i>Potion of Hill Giant Strength</i>

Chapter 3

Duergar Keelboat Cargo.

d20	Discovery
20	A locked iron chest containing 3d6 x 100 GP and a suit of <i>Mariner’s Armor (Studded Leather)</i>

Chapter 6

Entémoch’s Boon. After finding Entémoch’s Boon, the characters are allowed to make a group check to improve the attitude of the deep gnomes in Blingdenstone, as described in “Changing Svirfneblin Attitudes.” This boon

has no effect beyond this adventure and this guidance is retroactive.

Chapter 9

4B. Drow Warehouse. Replace the paragraph following the Treasure subheading with:

Each storage building contains 2d6 vials of carrion crawler mucus (see *DMG* “Poisons”). 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*.

5B. Drow Warehouse. 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).

6B. Svirfneblin Warehouse. Replace the paragraph following the Treasure subheading with:

Halfway up the southeast wall is a hidden compartment. Finding it requires a successful DC 19 Wisdom (Perception) check. The compartment contains a *Quaal’s Feather Token (Swan Boat)*, an *Elixir of Health*, and a *Scroll of Protection (Fey)*.

Chapter 15

Goblin Tunnel.

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

Chapter 16

Death Tyrant. Replace the paragraph following the Treasure subheading with:

If the characters defeat the death tyrant, they receive a *Potion of Stone Giant Strength*, a *Spell Scroll of Greater Invisibility*, and a *Chime of Opening*.

Chapter 17

Gauntlgrym. 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.

- **Title.** The character gains 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.
- **Property.** The character is gifted a manor in the city of Gauntlgrym. While in the city, you pay only half the normal lifestyle expenses incurred while spending DT.
- **The Great Forge.** The character may keep a suit of Adamantine Armor or Mithral Armor of a type of their choosing (ALPG “Player Choice Magic Item”). It have the following addition.

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.

Or 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.

Bane of the Tradeways (DDEX3-05)

This is a 2-hour adventure.

PHANDELVER AND BELOW: THE SHATTERED OBELISK

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

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

ADVANCEMENT

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

CHAPTER SPECIFICS

Chapter 4: Wave Echo Cave

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

Chapter 6: The Shattered Obelisk

Quest: Missing Miners. If the characters rescue the miners, the party earns 300 GP, to be divided amongst the characters, for the next 12 chapters or adventures their character plays.

Chapter 7: Rifts in Reality

Gnawbles. Each character can keep no more than one gnawble pet.

Chapter 8: Beyond a Lightless Star

B5: Tumor Garden. Varakhta’s silver greatsword is a Greatsword, +3.

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

PLANESCAPE AND ADVENTURE ATLAS

PLANESCAPE ADVENTURES IN THE MULTIVERSE—TURN OF FORTUNE’S WHEEL

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

ADVENTURE SUMMARY

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

ADVANCEMENT

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

CHAPTER SPECIFICS

Beginning of the End

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

Chapter 3: Fortune Favors the Bold

F7: Fortune's Wheel: Crown. No ability gained by becoming a quasi-deity can have any mechanical game effect. The character never gains any additional mechanical benefits from gaining worshippers.

Chapter 4: Into the Outlands

W6: Castellan Chamber. The *Necklace of Prayer Beads* found behind the secret door has 4 beads.

Chapter 14: Behind the Wheel

P4: Fiend's Ante. The value of the infernal document noting the character's right to invade the material worlds is hard to determine. While it is the main reward of the game, it's not of much use without an interplanar army. At best, the party can sell the document to a friendly deva for 60 GP per character or a less friendly devil for 120 GP per character.

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

Old Story Awards. If the player is using a level 3 AL character that they had previously leveled before beginning *Turn of Fortune's Wheel*, any forgotten story awards are regained.

Heroic Equipment. In addition to the equipment the character has when their true self is freed, they choose magic items from the *DMG* as directed. The character may not choose an Unavailable Magic Item (*ALPG*), *Cubic Gate*, any item that is named with a proper noun (such as *Blackrazor*), is sentient, or a *Wish*-granting item.

Chapter 15: Echoes of Delusion

T2: Beherit's Head. While Beherit's skull agrees to help the characters in exchange for help, it stops helping them after the adventure ends. If the character does not spend 10 DT fulfilling their promise, it refuses to further aid the character no matter what the character does. It uses *Dominate Monster* three times every day to target the character and order them to carry it to the Nine Hells.

PRINCES OF THE APOCALYPSE

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHAPTER SPECIFICS

Chapter 6

Aftermath. Replace the entire "Aftermath" section 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 (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 *Weapon*, +2 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 *Maul*, +1 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.
- An item from the *ALPG's* Magic Item Replacement guidance.

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

THE HOWLING VOID (DDEX2-13)

This is a 4-hour adventure.

RETURN TO THE GLORY

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

SPELLJAMMER:

ADVENTURES IN SPACE:

LIGHT OF XARYXIS

CAMPAIGNS AVAILABLE

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

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

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

ADVANCEMENT

Unless noted below, characters may gain a level at the end of each adventure part, instead of at the end of each session.

PART SPECIFICS

Part 1: Seeds of Destruction:

Chapter 2: Attack of the Star Moth

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

Advancement. The characters may gain a level upon completing this chapter.

Chapter 3: Treacherous Salvage

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

Advancement. The characters may gain a level upon completing this chapter.

Part 2: Terrors of the Void:

Chapter 6: Grave Alliance

Ship of the Dead. In the unlikely event that a character is slain and rises as a vampire, they are removed from play (*ALPG's* "Death, Disease, & Curses").

Part 4: Saviors of the Multiverse:

Chapter 12: Light of Xaryxis

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

SPELLJAMMER ACADEMY

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

LEVEL REQUIREMENTS

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

STORM KING'S THUNDER

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

ANCIENT RELIC

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

THE IRON BARON (DDEP05-01)

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

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

These adventures are optimized for five level 3 characters.

TALES FROM THE YAWNING PORTAL

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHAPTER SPECIFICS

Chapter 3: The Hidden Shrine of Tamoachan

Berserker axe (Tamoachan). This is a Very Rare magic item.

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

Rusty dagger. This is an Uncommon magic item.

Chapter 4: White Plume Mountain

Wave, *Whelm*, and *Blackrazor* aren't replaced with a Magic Item Replacement, as described in the *ALPG*. At the end of each session that an Artifact is found, if characters return it to the NPCs, they earn the following rewards. See also "Escaping the Dungeon" below.

First Weapon Returned. The party receives 5000 GP, in addition to the gold value treasure found in the adventure. Each character may also choose five Rare consumables (ammunition count as described in the *ALPG*). A character could, for example, choose 2 *Potions of Healing (Superior)*, 2 *Spells Scroll (Greater Restoration)*, and 5 *Bolts*, +2.

Second Weapon Returned. Each character may choose one of the following items: *Arrow-Catching Shield*; *Instrument of the Bards (Canaith Mandolin)*; *Necklace of Prayer Beads (6 beads)*; *Staff of the Woodlands*, or an *ALPG* Magic Item Replacement from the Artifact option (Very Rare or lower).

Third Weapon Returned. Each character may choose one Magic Item Replacement from the Artifact options

(any rarity), in addition to one *Blessing of Protection* or *Blessing of Weapon Enhancement* (player choice).

Escaping the Dungeon. Characters choosing “Escaping the Dungeon” are retired from play until they return each Artifact, not receiving the item’s rewards above or a Magic Item Replacement for the Artifact.

Chapter 5: Dead in Thay

Loadstone. Magic items cannot be sold.

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.

Chapter 6: Against the Giants

This sprawling chapter contains three adventures, Steading of the Hill Giant Chief, The Glacial Rift of the Frost Giant Jarl, and Hall of the Fire Giant King.

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 the *DMG* Implements-Uncommon table (not granting a permanent stat boost or meeting the *ALPG*’s Unavailable Magic Item criteria).

Steading of the Hill Giant Chief

23. Cavern of the Carrion Crawlers. The treasure hoard includes three magic items: two magic items of their choice from the *DMG* Implements-Uncommon table, and one magic item of their choice from the *DMG* Arcana-Rare table. The items may not grant a permanent stat boost or meet the *ALPG*’s Unavailable Magic Item criteria..

The Glacial Rift of the Frost Giant Jarl

2. Guardroom Ice Cave. The treasure hoard also includes one magic item of their choice from the *DMG* Arcana-Uncommon table, and one magic item of their choice from the *DMG* Armaments-Rare table. The items may not grant a permanent stat boost or meet the *ALPG*’s Unavailable Magic Item criteria.

Hall of the Fire Giant King

Entrance Level Area 3. Throne Room and Audience Chamber. Snurre’s cape is a Rare magic item.

9. King Snurre’s Treasure Cave. Chest includes four items from the *DMG* Implements-Common table, two from the Armaments-Uncommon table, one from the Armaments-Very Rare table, and one from the Arcana-Very Rare table. Use the most updated versions of these

items. The items may not grant a permanent stat boost or meet the *ALPG*’s Unavailable Magic Item criteria.

Second Level Area 7. Torture Chamber. The Headsman’s Greataxe, +2 is a Very Rare magic.

8. Secret Room. 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 level 5. These Spell Scrolls are awarded to the party immediately.

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

Third Level Area 7. Treasure Trove Cave. In place of any GP, gems, or art objects, the hoard awards two consumables per character. These consumables may be from the Arcana-Rare or lower tables. Use the most updated versions of these items. The items may not grant a permanent stat boost or meet the *ALPG*’s Unavailable Magic Item criteria.

20. Council Chamber and Drow HQ. The spellcasting bolts are Rare magical ammunition.

Chapter 7: Tomb of Horrors

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 level 5 or lower, and all permanent items must be from Arcana-Rare or lower rarity tables. The items may not grant a permanent stat boost or meet the *ALPG*’s Unavailable Magic Item criteria, and may include up to one *Manual* or *Tome*—it seems that the demilich’s library has long ago rotted away). Use the most updated versions of these items.

Cursed Gem. The cursed gem will invariably harm those that try to 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 AL play.

TOMB OF ANNIHILATION

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

DEATH CURSE

The Death Curse no longer affects play of the DDAL07 adventures but does apply to play of *Tomb of Annihilation*.

WHEN THE DEATH CURSE IS APPLIED

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

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

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

THE DEATH CURSE'S EFFECTS

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

- The souls of humanoid creatures who die while subject to the curse are trapped. Typical means of avoiding this do not function.
- No spell or effect (mortal or divine) can return the dead to life; the soul remains trapped, and any attempts 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 DT 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. Leveling increases their hit points as normal.
- Characters whose souls are trapped within the Soulmonger run the risk of their soul being devoured (see "Soul Devouring," below).

Surrogate Characters

Characters who die while subject to the curse may continue playing using a surrogate—a temporary pre-generated character of the same tier. Available surrogates are downloaded from the *Dungeon Masters*

Guild. Surrogates can't be played outside of *Tomb of Annihilation* or the season 7 official AL 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 continues the adventure with another non-surrogate character, the original character's soul is devoured.

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 AL adventure, the surrogate arrives at the beginning of the next session—though you still rolls to determine if the original character's soul is devoured as normal (see *Soul Devouring*, below).

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

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

Transferring/Keeping/Rewards. Once free of the curse, rewards accumulated by the original character's surrogate(s)—including the pregen's up-to-date gear list—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.

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, you 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 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. These unfortunate characters—along with their possessions—are removed from play.

YKLWA

The yklwa mundane weapon can be acquired in the adventure or purchased from the merchant princes.

CHAPTER SPECIFICS

Chapter 1. Port Nyanzaru

Downtime Activity: The Merchant Princes. The following apply to the listed Merchant Princes:

While the merchant princes are happy to sell the items over which they hold monopoly, doing so can be time consuming. Characters wishing to purchase goods from the merchant princes must spend 10 DT arranging a meeting, negotiating prices, and coordinating for impartial intermediaries to accept, transfer GP 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 DT during *Tomb of Annihilation* or DDAL07 adventures.

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

EKENE-AFA

This Merchant Prince has a small selection of magic items (p.25) readily available for a modest price. These items can't be traded. The character may purchase a single item or no more than 5 pieces of *Ammunition*, +1 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 *PH*.

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

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

Chapter 2: The Land of Chult

Wyrmeheart Mine Area 14. Tinder's Lair. Characters may keep Bob and its Magic Item Minor Properties, as described.

Chapter 4: Fane of the Night Serpent

4. Armory. The tortoise-shell shield mundane item can be purchased by one character for the price of a shield as listed in the *PH*.

Chapter 5: Tomb of the Nine Gods

Spirits of the Nine Trickster Gods. For AL usage, the spirits of the dead trickster gods also follow the *ALPG*'s Story Item rules on which character it is assigned to and abilities not functioning outside of the tomb. 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.

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.

Dungeon of Deception Area 19. Gravity Ring. The peculiar curse on Devlin's *Staff of Striking* does not prevent it from being acquired or used. Be sure to read the item's description carefully for the player to log.

23. Bottled Genie. The adventure text in *Tomb of Annihilation* calls out a specific GP value in gems that Yaka (story award) must consume before he leaves the characters alone. For AL purposes, Keshma al-Wazir the dao can create this amount of treasure or the characters can provide it to Yaka. In addition to potentially offering spellcasting, Keshma may grant one *Wish* to break the curse of Yaka, the Golden Skull.

A CITY ON THE EDGE (DDAL07-01)

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

TYRANNY OF DRAGONS

CAMPAIGNS AVAILABLE

Hoard of the Dragon Queen (HotDQ) and *Rise of Tiamat* (RoT) are **Forgotten Realms campaign** adventures.

WHAT IS +1 WHITE DRAGON SCALE?

While listed as +1 Scale in *Hoard of the Dragon Queen*, the listed item has been upgraded to *Dragon Scale Mail* (White).

WATERDEEP ADVENTURES

WATERDEEP: DRAGON HEIST & WATERDEEP: DUNGEON OF THE MAD MAGE

Waterdeep: Dragon Heist

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

LIFE IN WATERDEEP

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.

CHAPTER SPECIFICS

Chapter 2: Trollskull Alley

Tavern Keeping Expenses. 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 your presence. Downtime costs are spent in equal amounts by all characters, with rewards and penalties split equally among those that contributed.

Chapter 3: Fireball

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

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.

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.

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. If the characters remove the gold from the vault, the Masked Lords of Waterdeep discover their identities, apprehend them, and charge each character with robbery as indicated in the book. They demand the characters surrender the treasure (along with anything purchased with those funds) to Laeral Silverhand, Jarlaxle, or Hlaavin ([DDHCWDH-02 Unseen Waterdeep](#)) or be imprisoned and fined.

If they surrender the treasure, the party is awarded 50,000 GP and one of the following:

- A Rare magic item of their choice from the *DMG* Random Magic Items tables (not items meeting the *ALPG* "Unavailable Magic Item" criteria or needing the magic item adaptation from the *ALPG*).
- Or Spell Scrolls totaling no more than 5 levels worth of spells.

If they refuse to surrender the treasure, each character spends 30 DT in prison, must return the treasure, and pays an additional 500 GP or (if the character's gold cannot cover that amount) all the character's monetary wealth and mundane equipment. The character will be permitted to retain one weapon and a suit of armor and a spellbook (if they use one).

Characters refusing either option and managing to escape are immediately retired from play until they surrender the treasure, at which point they're imprisoned as above.

Chapters 5 - 8

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

Chapter 5: Spring Madness

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.

Chapter 6: Hell of a Summer

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

C29. Secret Vault. Any GP in this chamber is affected by the Cassalanter's special *Alarm* spell. Removing any of it from the vault without first speaking the command word (known only to the Cassalanter's) triggers the alarm

and summons the City Watch from far and wide.

Additionally, the GP is magically teleported back to the vault five minutes later.

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

Chapter 8: Winter Wizardry

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

E12. Manshoon's Quarters. Laeral's gift to the party of one sailing ship (*PH*) may be kept by a character but not sold.

WATERDEEP: DUNGEON OF THE MAD MAGE

LEVEL REQUIREMENTS

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

STARTING QUESTS

Hunt for Magic Items and Spellbooks. Obaya Uday is only willing to purchase magic items and spellbooks.

Throne of the Coronal. The reward given by the elves may be retained by the characters.

FUTURE QUESTS

Retrieve a Runestone Fragment. If the characters decide to accept Mirt's offer none of them may keep the *Luck Blade*.

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 available, tier-appropriate item from an FR sourcebook for trade (player choice) with one exception; House Moonstar will not trade away any of its Moonblades. This Downtime activity can only be done once per character.

SPECIAL TRAINING

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

A VISIT TO 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.

LEVEL SPECIFICS

Level 1: Dungeon Level

4. With Sword in Hand. This Common magic weapon cannot be removed once acquired unless the character receives a *Remove Curse* spell or successfully completes the level.

THE WILD BEYOND THE WITCHLIGHT

Below is the most necessary adaptation information from *The Wild Beyond the Witchlight Adaptation Guide*. The guidance not included are those that match the *ALPG*, *ALDMG*, or adventure text, or are suggestions for time-limited play. For more in-depth guidance, use *The Wild Beyond the Witchlight Adaptation Guide* found on the D&D Beyond [AL Resources & Links](#) forum page.

CAMPAIGNS AVAILABLE

Forgotten Realms campaign.

CHARACTER LOGS

Remind players that they must keep a legible log of significant play details. In this adventure there are many such details, including events around their lost things, investigation, and achievements.

ADVENTURE HOOK

Lost Things. D&D Adventurers League characters must only use this hook.

REWARDS

Magic Item Adaptations

Neither Mister Witch nor Mister Light are ready to hang up their hats, so characters don't have the ability to be their successors or use their magic items. They are plot devices bound to this adventure and, when the adventure text gives instructions for theft, it is a story item (*ALPG*'s "Unavailable Magic Items" and "Story Items").

Lost Things Found. Some locations will be noted below to only allow a character to keep a found magic item if the NPC created it from their lost thing. If the characters created their own lost thing, instead of rolling on the table in the adventure's Introduction, the lost thing takes the form one of the magic items below; you can determine the item randomly or choose one that you feel is thematically related to the character's lost thing:

- *Wand of Secrets*
- *Wand of Smiles*
- *Pipe of Smoke Monsters*
- *Talking Doll*
- *Instrument of Scribing* (of a random kind)
- *Orb of Direction*
- *Cloak of Many Fashions*
- *Pole of Collapsing*

CHAPTER SPECIFICS

Chapter 1: Witchlight Carnival

Bubble-Pop Teapot. A character can obtain only one pouch of Scatterleaf Tea in this way.

Mystery Mine. The character is haunted by nightmares for 1d8 long rests.

Chapter 2: Hither

Brigands' Tollway. If Agdon escapes, any items stolen from the characters may be found among the booty piled around his throne.

D10. Trinket, Bauble, and Charm's. If the characters steal the rain cloud balloon, it bumbles uncontrollably around Hither 50 feet off of the ground. Alternatively, a character can steer the craft with a successful DC 15 Intelligence check, but can't leave the splinter-realm with it. A character proficient with air vehicles adds their proficiency bonus to this check. If the balloon plummets to the ground, each character in the basket must make a DC 11 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

B1. Preserving Pool. If the darkmantle escapes, any items purloined by the darkmantle can be found in a random room in the cottage.

B19. Bavlorna's Hoard. Use the "Lost Things Found" guidance above.

Chapter 3: Thither

CONTENT WARNING: CHILDHOOD HARDSHIP

This chapter of the adventure features a number of children as young as 8 years old imprisoned by a cruel hag. While most of them are in no actual danger, they're clearly suffering and unhappy. Discuss depictions such as these with your players and modify the adventure as is appropriate to address situations that might make your players feel uncomfortable.

Fairy Rings. If more than one character is successful in teaching the campestris a new song, they bestow the Charm of Heroism on whichever character hasn't received a charm in this way before. If more than one character hasn't received a charm in this way, determine who receives the charm randomly.

Characters transported by a fairy ring wind up in a similar ring of toadstools in a dense forest someplace in Faerûn—days' travel away from civilization.

Random Encounters: Doomed Dryad. The seeds can be kept by the characters, but they must decide who receives them. Their magic fades 24 hours after being removed from Prismeer.

Owlbear and Chariot. Juniper doesn't leave Thither.

Nib's Cave. Each character receives only one item from Nib and only the item that was made specifically for them. Nib can make campaign-available magic items from the *DMG*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything* upon request. Use the most-current guidance.

L5. Granny Nightshade's Garden. The fungi found here can be divided among the characters and kept. They lose their special properties 24 hours after leaving Prismeer.

L6. Rocking Horse. Each character loses the unicorn horn story item upon it being used to restore Elidon to his natural form.

L13. Granny Nightshade's Kitchen. Rubin is in the cage if any of the characters have the Rubin Ran story award.

Elkhorn immediately recognizes his *Longsword*, +1 should he notice it in the characters' possession. If he's rescued, he begrudgingly offers it as a reward for his freedom, citing the Rule of Reciprocity (though he asks nicely for a "loaner" sword until he's able to get another of his own).

L16. Granny Nightshade's Bedroom. Use the "Lost Things Found" guidance above.

Chapter 4: Yon

Pageant Wagon. The invitations are unique story items that each character receives. The normal limit on

how many can be present during the session don't apply to them.

Performing Perytons. A character that lights the beacons and returns home can't return to Prismeer; this adventure is over for them. Before they enter, Amidor offers them a single warning that they may not be able to return to recover their lost thing.

M7. Oracular Library: Tales from the Gloaming Court, Vol. 3. A character that finds and removes the vial of mummy dust before opening the book it's hidden in, can keep the vial. Once, as an action, the vial can be thrown, duplicating the effects of the dust as if it had been dropped at a point within 30 feet of the thrower. The dust loses its potency after leaving Prismeer. This book is a story item.

M17. Prison: Tales from the Gloaming Court, Vol. 8. This book is a story item.

M20. Paper Birds and Hidden Belfrey: Bottled Lightning. The bottles found here can be divided among the characters and kept. They lose their special properties 24 hours after leaving Prismeer.

Hidden Belfrey. If the characters mount the cranes, they leave Yon. Note that Amidor won't leave Yon until he's fulfilled his commitment to Gleam and Glistar, so the characters may find themselves unable to return to Yon.

M22. Endelyn's Room. Use the "Lost Things Found" guidance above.

Chapter 5: Palace of Heart's Desire

P15. Servant's Quarters. The onyx ring and its butterfly illusionary additional text is approved as a trinket reward.

P23. Round Table. Ringlerun doesn't surrender his Staff of Power willingly.

P27. Armory. Each character can keep one weapon from the cabinet.

P30. Sludge-filled Tower. Characters transformed into manes are removed from play until the transformation is reversed.

P31. Throne Room. As an alternative to the listed price, Warduke's loyalty can be bought for a magic item of Rare or greater rarity, but only if the item is a martial weapon or suit of armor. If his loyalty is bought, he does not surrender his *Flame Tongue Longsword* willingly.

P42. Laboratory. The bean pods can be divided among the characters and kept, but lose their properties 24 hours after leaving Prismeer.

P47. Destroyed Study. Strongheart won't willingly surrender Steel.

P50. Vault. Snicker-Snack is a story item.

Ending the Story: To Be Young Again! Characters returning home as children are removed from play, but can be rebuilt as new level 1 characters (without any of the rewards they've accrued).

RAVENLOFT CAMPAIGN (RV)

MULTI-CAMPAIGN ADVENTURES

- [Curse of Strahd](#) (FR, RV)
- [Journeys through the Radiant Citadel](#) (CR, DL, EB, FR, RV)
- [Keys from the Golden Vault](#) (EB, FR, RV by adventure)
- [Quests from the Infinite Staircase](#) (CR, DL, EB, FR, RV)
- [Vecna: Eve of Ruin](#) (DL, EB, FR, RV)
- [Vecna: Nest of the Eldritch Eye](#) (DL, EB, FR, RV)

CHANGE LOG

November 2025. Extensive edits were made to this version, so red text and asterisks to denote changes were not used.

- Updated to 2025 guidance changes, terms, and formatting.
- Removed guidance covered in the ALPG or ALDMG, and timing suggestions.
- Added WBW guidance.