



# D&D® ADVENTURERS LEAGUE

## DUNGEONCRAFT DESIGN GUIDE:

### EBERRON ADVENTURES

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You can create your own *Dungeons & Dragons*® adventures for the D&D Adventurers League Eberron Campaign. To create your own adventures, you'll need *Eberron: Rising from the Last War*. You also need the adventure template and style guides used for the Dungeoncraft program. They can be found on the Wizards Discord in the D&D Adventures League section and on the [official Wizards webpage](#).

## CREATING AN ADVENTURE IN EBERRON

### GENERAL GUIDELINES

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Adventures in the Eberron campaign must take place in the world of Eberron. They may not cross over into other settings. The plot of your adventure must include some aspect of Eberron as an integral part. Using monsters from *Eberron: Rising from the Last War* does not fulfill that requirement by itself.

### TECHNICAL INFORMATION

A template is provided for use, including the Community Created D&D Adventurers League logo. You must use this template and follow the formatting standards as presented in the template. This logo must appear on your adventure (see "Additional Guidelines" below). You should be familiar with the D&D Style Guide (also provided) as well. Please review the Wizards and the DMsGuild Content Guidelines. Only you (or a co-designer) can Dungeon Master your adventure until it is published in the Dungeon Masters Guild.

**Publishing.** You have the option to publish your adventure on the Dungeon Masters Guild. If you choose to do so, it must appear for sale within six months of when you first run it for players (not play-testers). There are no exceptions to this rule. If you do not publish your adventure, you can continue to Dungeon Master it for one year from the first time you run it. After that time, unpublished adventures are no longer available in the D&D Adventurers League.

**Accessibility.** There is also the option for producing a more accessibility-friendly version of your adventure, to be included when posting to the DMsGuild.com.

**Art and Graphic Design.** Your adventure must follow the template provided for layout, but may include art and other graphic design elements subject to the terms and conditions of the [DMsGuild support site](#), which has information on content, format, art, and various other common creator questions.

### CRAFTING YOUR ADVENTURE

**Adventure Duration.** Your adventure should ideally be written for a two-hour or four-hour play time. Adventures with shorter playtimes are not allowed, and while longer adventures are allowed, they are treated as four-hour adventures for purposes of rewards. You must note your adventure play time in the description of the adventure.

**Using Monsters.** Monsters from *Monstrous Compendium Vol 1* (D&D Beyond exclusive), *Eberron: Rising from the Last War*, *Fizban's Treasury of Dragons*, the *Monster Manual*, and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs. Stat blocks must appear as printed. Note that if you are using an NPC stat block and need to add racial abilities, you can annotate it in the body text similarly to as follows: "Hurgett is a gnome **cult fanatic** with the following characteristics: size Small, speed 25 feet, darkvision 60 feet, and knows the languages Gnomish and Common." If a monster possesses spells and you want to swap one or more spells of equivalent level, the new spells must come from the *Player's Handbook*. Innate spellcasting features cannot have their spells swapped.

Include the spell changes in your annotated summary of changes – do not change the stat block. This information may also be presented as a sidebar below the stat block. Changes that impact the challenge rating of the monster/NPC are not allowed nor are new creatures. You must use the most recent version or any errata of a product.

**Adventure Setting.** Your adventure must take place in the world of Eberron, whether that is on the continent of Khorvaire or any of the distant lands on that world. These stories must all occur in the current timeline of that world, post-Last War. Eberron stories typically include pulp adventure, noir intrigue, or occasionally war stories focused on the aftermath of the Last War on lands and people. Your adventure is not required to have specific connections to previously published *Eberron: Oracle of War* campaign adventures.

### REWARDS

Below you will find four tables of magic items. Consumables can be from any allowed Eberron Campaign source (most are in the *Dungeon Master's Guide*). Choose the magic item rewards for your adventure from these tables using the following restrictions:

- 2-hour tier 1 (levels 1-4): choose 1 item from table A and up to 3 common consumables or 1 uncommon consumable.
- 4-hour tier 1 (levels 1-4): choose 1 item from table A, 1 from table B and up to 3 common consumables or uncommon consumable.
- 2-hour tier 2 (levels 5-10): choose 1 item from table C and up to 3 common consumables or 1 uncommon consumable.
- 4-hour tier 2 (levels 5-10): choose 1 item from table C, 1 from table B and up to 3 common or uncommon consumables.
- 2-hour tier 3 (levels 11-16): choose 1 item from table B & 1 from table C and up to 3 common or uncommon consumables.
- 4-hour tier 3 (levels 11-16): choose 1 item from table D, 1 from table B and up to 3 uncommon or rare consumables

You may add 1 minor property or quirk to each non-consumable magic item (see the *Dungeon Master's Guide*, page 143). Properties must come from the tables in the *Dungeon Master's Guide*. You are permitted to add these properties if you're using adventure seeds (see "Option 2").

Treasure such as coins, gems, art objects, and any other portable mundane valuables with no other practical use than as currency count toward the gold rewards listed. Other portable items listed in the Equipment section of the *Player's Handbook* may also be obtained during the adventure (weapons, armor and tools). Any spellbook included should only include the spells listed in the NPC stat block. The portable budget for these items is 1,000 gp per tier of play for a four-hour adventure, and 500 gp per tier of play for a two-hour adventure. Trade goods, mounts, and vehicles are story items when placed in adventures.

**Gold Rewards.** These are based on tier and time. The amounts listed below are for a four-hour adventure. This is total gold for the group, not individual rewards. Treasure such as gems, coins, art objects, and anything else portable that isn't adventuring gear counts towards the gold rewards listed.

#### GROUP MONETARY REWARDS BY ADVENTURE TIER

##### (2-HOUR PLAY)

Tier	Min.	Max.
1	50 gp	250 gp
2	500 gp	2500 gp
3	5000 gp	25,000 gp

#### GROUP MONETARY REWARDS BY ADVENTURE TIER

##### (4-HOUR PLAY)

Tier	Min.	Max.
1	100 gp	500 gp
2	1000 gp	5000 gp
3	10,000 gp	50,000 gp

## MAGIC ITEM REWARDS

**Story Awards.** These can never provide a mechanical benefit or be used to get around limits to rewards listed above. Frequently it is better to have a note in a sequel adventure for the DM (if the character has played X then they know Y) than to give the player a story award.

## ADDITIONAL GUIDELINES: THE FINE PRINT

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- At your option, you can publish your adventure on the Dungeon Masters Guild. Until published, only the designers (maximum two individuals) can run the adventure.
- The D&D Adventurers League Content Managers do not need to review your adventure for you to run or publish it.
- Please include stat blocks for any monster you use in your adventure that does not appear in the *Monster Manual*.
- Adventures must use the template provided.
- When published on the Dungeon Masters Guild (or listed in an event program), your adventure must use the **EB-DC** code to identify it as a Dungeoncraft Adventure intended for use as part of the Eberron campaign. This code should appear in the upper left corner of your cover. (If you intend to write multiple adventures, then we suggest that you consider using a three-letter identifier in you code such as the domain name so people can quickly find them. For example: EB-DC-WAR-01 for the first adventure in series set during a minor border war between Breland and Thrane.)
- The DDAL Community Created logo and the DMsGuild logo must appear on the cover. No other logos should appear on the cover.
- All Dungeoncraft Adventures published on the DM's Guild must abide by the rules provided by the DM's Guild in terms of content that can be published in that marketplace.
- Adventures must be written for a single table of players. These cannot be epics/multi-table events.

**IMPORTANT:** Dungeoncraft Adventures can be removed from the DMsGuild at any time for failing to meet these standards, those prescribed by the DMsGuild, or for any other reason deemed necessary by Wizards of the Coast. Additionally, any designer(s) publishing a Dungeoncraft Adventure on the Dungeon Masters Guild or running one that does not follow these rules can have their ability to continue to create and publish sanctioned content under these rules suspended or revoked.

**TABLE A: UNCOMMON ITEMS**

D12	Item
1	<i>Goggles of night</i>
2	<i>Bag of holding</i>
3	<i>Finder's goggles (E:RLW)</i>
4	<i>Periapt of health</i>
5	<i>Hat of disguise</i>
6	<i>Javelin of lightning</i>
7	<i>Rod of the pact keeper +1</i>
8	<i>Ring of Warmth</i>
9	<i>Rope of climbing</i>
10	<i>Pearl of power</i>
11	<i>Earworm (E:RLW)</i>
12	<i>Wand of Magic Detection</i>

**TABLE B: COMMON ITEMS**

D12	Item
1	<i>Armblade (E:RLW)</i>
2	<i>Cleansing stone (E:RLW)</i>
3	<i>Everbright lantern (E:RLW)</i>
4	<i>Feather fall token (E:RLW)</i>
5	<i>Imbued wood focus (E:RLW, which wood must be specified in the adventure)</i>
6	<i>Orb of shielding (E:RLW, which planar material must be specified in the adventure)</i>
	<i>Prosthetic limb (E:RLW)</i>
8	<i>Shiftweave (E:RLW)</i>
9	<i>Spellshard (E:RLW)</i>
10	<i>Wand sheath (E:RLW)</i>
11	<i>Cast-off armor (XGE)</i>
12	<i>Mystery key (XGE)</i>

**TABLE C: RARE ITEMS**

D12	Item
1	<i>Ventilating lungs (E:RLW)</i>
2	<i>Belt of Dwarvenkind</i>
3	<i>Ring of feather falling</i>
4	<i>Bracers of defense</i>
5	<i>Portable hole</i>
6	<i>Staff of healing</i>
7	<i>Gem of Seeing</i>
8	<i>Shield +2</i>
9	<i>Periapt of proof against poison</i>
10	<i>Armor +1 (light &amp; medium only)</i>
11	<i>Docent (E:RLW, all properties must be listed in the adventure)</i>
12	<i>Weapon +2 (no firearms, weapon type must be specified, may use weapon types from any official D&amp;D adventure allowed in Adventurers League)</i>

**TABLE D: VERY RARE ITEMS**

D12	Item
1	<i>Ghost step tattoo (TCE)</i>
2	<i>Ioun stone (agility)</i>
3	<i>Arcane propulsion arm (E:RLW)</i>
4	<i>Dyrrn's tentacle whip (E:RLW)</i>
5	<i>Kyrzin's ooze (E:RLW)</i>
6	<i>Instrument of the bards (Anstruth harp)</i>
7	<i>Ring of regeneration</i>
8	<i>Living armor (E:RLW)</i>
9	<i>Speaking stone (E:RLW)</i>
10	<i>Oathbow</i>
11	<i>Carpet of flying</i>
12	<i>Staff of fire</i>

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## CHANGE LOG

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