



D&D® ADVENTURERS LEAGUE

DUNGEONCRAFT DESIGN GUIDE:

RAVENLOFT ADVENTURES

Effective Date: December 19, 2022. Version 1.0.

You can create your own *Dungeons & Dragons*® adventures for the D&D Adventurers League Ravenloft Campaign. To create your own adventures, you'll need *Van Richten's Guide to Ravenloft*. 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 RAVENLOFT

GENERAL GUIDELINES

Adventures in the Ravenloft campaign must take place in the Domains of Dread and may not cross over into other settings. The plot of your adventure must include some aspect of Ravenloft as an integral part. Using monsters from *Van Richten's Guide to Ravenloft* 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.

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 to 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 If you do not publish your adventure, you can continue to Dungeon Master it for one year from the first time you run it. After that time, unpublished adventures are no longer available in the D&D Adventurers League.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), *Van Richten's Guide to Ravenloft*, *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 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 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.

Ravenloft Lineages as NPCs. For this series of adventures, NPC stat blocks that have the requirement that the creature is humanoid may also swap to hexblood in addition to any humanoid races.

Adventure Setting. Your adventure must take place in the domains of Ravenloft, whether that is in an existing domain, or a Domain of Dread of your own creation. Ravenloft stories typically include dark mysteries, gothic horror, or monster hunts. Your adventure is not required to have specific connections to previously published *Ravenloft: Mist Hunters* campaign adventures.

Additional Resources. The tarokka deck is a common trope in Ravenloft stories. A digital version is available [online](#) along with other resources. In addition, Ravenloft stories frequently deal with mature themes. As such, you are encouraged to take advantage of the [Mist Hunters Safety Kit](#) to prepare yourself with tools and information to minimize chances of negative experiences for your players.

CREATING YOUR OWN DOMAIN OF DREAD

If you chose, you may create your own Domain of Dread and Darklord using the rules provided in Chapter Two of *Van Richten's Guide to Ravenloft*.

REWARDS

Below you will find four tables of magic items. Consumables can be from any allowed Ravenloft Campaign source (most are in the *Dungeon Master's Guide*) Only one consumable per adventure can be *smokepowder* (Which is awarded in a packet of five shots and includes bullets. While the bullets are not magical, in this instance they are included with the smokepowder. To simplify accounting deduct 6 gp (the cost of 20 bullets) from the portable item budget explained below when awarding this consumable.). 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 or uncommon consumables.
- 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.

Firearms. You can include a mundane pistol or musket as treasure or as equipment on NPCs (which the characters can keep). These are not magical items. The value of the firearm is included in the adventuring gear budget discussed above.

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

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

- 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.
- You and up to one co-designer can create a Domain of Dread for use for your adventures. No one else, including other co-designers, may use the setting of that Domain of Dread for future Dungeoncraft adventures.
- 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 **RV-DC** code to identify it as a Dungeoncraft Adventure intended for use as part of the Ravenloft 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 of Dread name so people can quickly find them. For example: RV-DC-DAG-01 for the first adventure in series set in a created in a Domain of Dread called Daggerton.)
- 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.

MAGIC ITEM REWARDS

TABLE A: UNCOMMON ITEMS

D12	Item
1	<i>Goggles of night</i>
2	<i>Bag of holding</i>
3	<i>Harkon's bite (VRG)</i>
4	<i>Sword of vengeance (VRG)</i>
5	<i>Hat of disguise</i>
6	<i>Cloak of Protection</i>
7	<i>Rod of the pact keeper +1</i>
8	<i>Eyes of minute seeing</i>
9	<i>Figurine of wondrous power (silver raven)</i>
10	<i>Pearl of power</i>
11	<i>Lantern of revealing</i>
12	<i>Pipes of the sewers</i>

TABLE B: COMMON ITEMS

D12	Item
1	<i>Boots of false tracks (XGE)</i>
2	<i>Candle of the deep (XGE)</i>
3	<i>Cloak of many fashions (XGE)</i>
4	<i>Instrument of scribing (XGE)</i>
5	<i>Dark shard amulet (XGE)</i>
6	<i>Masquerade tattoo (TCE)</i>
7	<i>Instrument of Illusions (XGE)</i>
8	<i>Hat of vermin (XGE)</i>
9	<i>Pipe of smoke monsters (XGE)</i>
10	<i>Dread helm (XGE)</i>
11	<i>Talking doll (XGE)</i>
12	<i>Horn of silent alarm (XGE)</i>

TABLE C: RARE ITEMS

D12	Item
1	<i>Cape of the mountebank</i>
2	<i>Cloak of the bat</i>
3	<i>Ioun stone of awareness</i>
4	<i>Staff of withering</i>
5	<i>Instrument of the bards (canaith mandolin)</i>
6	<i>Chime of opening</i>
7	<i>Mace of terror</i>
8	<i>Robe of eyes</i>
9	<i>Wand of binding</i>
10	<i>Armor +1 (light & medium only)</i>
11	<i>Ring of protection</i>
12	<i>Weapon +2 (no firearms, weapon type must be specified, may use weapon types from any official D&D adventure allowed in Adventurers League)</i>

TABLE D: VERY RARE ITEMS

D12	Item
1	<i>Ghost step tattoo (TCE)</i>
2	<i>Mirror of life trapping</i>
3	<i>Ring of telekinesis</i>
4	<i>Nine lives stealer</i>
5	<i>Staff of thunder and lightning</i>
6	<i>Bloodwell vial +3 (TCE)</i>
7	<i>Cauldron of rebirth</i>
8	<i>Dancing sword</i>
9	<i>Animated shield</i>
10	<i>Blast scepter</i>
11	<i>Wand of the warmage +3</i>
12	<i>Cloak of arachnida</i>

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Last updated 10/20/22

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