



D&D® ADVENTURERS LEAGUE DUNGEONCRAFT DESIGN GUIDE

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You can create your own *Dungeons & Dragons*® adventures for many of the D&D Adventurers League Campaigns. Each campaign has slightly different selections of Resource books, useable monsters, and magic items rewards. However, there are some aspects that are the same for all Dungeoncraft adventures. The first section of this document addresses those issues, followed by sections unique to each campaign. To create your adventure, you also need the adventure template and style guides used for the Dungeoncraft program.

Familiarize yourself with the D&D Adventurers League Player's Guide and D&D Adventurers League DM's Guide.* D&D Adventurers League Resources & Links can be found in the D&D Beyond forum. Community members on the [official D&D Discord server](#) have early access to guidance updates and an opportunity to review documents before their release on D&D Beyond.

CREATING A DUNGEONCRAFT ADVENTURE

GENERAL GUIDELINES

Dungeoncraft adventures must take place in the world of the featured campaign setting. They may not cross over into other settings or worlds unless specifically included in that campaign's rules, as listed below. Using a dreamscape or mindscape is not allowed unless the option is included in the specific campaign setting description. **While characters suffering from poor choices is certainly reasonable, adventures should not foster an atmosphere of competition between the DM and the players.***

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 Master's Guild.

Definitions. In Dungeoncraft, a designer is the creative decision-maker who authors the story and game design. There are other roles that polish the designers' words though layout, art, translating, editing, playtest suggestions, et cetera, but designers decide how or if they'll make those changes. Designers have creative control and the final say in their adventure.

Playtesting by Others. You can have one DM at a time run a playtest of your adventure at the same location (including online). They cannot playtest as part of a special event (convention, charity event, etc.).*

Publishing. You have the option to publish your adventure on the Dungeon Masters Guild. If you choose to do so, some Dungeoncraft campaigns have specific end dates; those without an end date 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. When there is a deadline, the time/date given is for the Eastern US time zone. 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. All versions must be sold together, such as translations, accessible, and VTT. If there is an issue with a specific VTT version including a pdf then you need to add a link to your DMsGuild pdf version.

Accessibility. You may create accessible versions in your upload. The template must be one of your downloads, adjusted to use tags, bookmarks, alt text, and accessibility improvements that don't change anything about the appearance. Additionally, you may create a version that does not use the template, using fonts, sizing, formatting, and layout as advised by accessibility experts.

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, not both. Longer adventures are allowed, but they are treated as four-hour adventures for purposes of rewards. You must note your adventure play time in the description of the adventure. **One-hour long adventures are limited to Tier 1 (levels 1-2). They may be bundled together when published but should also have separate DC codes.***

Using Monsters. Each campaign has a list of allowed resources for monsters. **However, if a monster is included in the *Monster Manual 2024* that version must be used, this includes using the Monster Conversion list. Those monsters/NPCs that appear in an allowed resource (for a campaign) and have not been included can be used, however if a Campaign Setting is updated and includes monsters those versions are to be used.*** Note that if you are using an NPC stat block and need to add racial abilities and /or access to your adventure's magic item, 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. *A rope of climbing* is within her reach." 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 2024** as well as being of the same level. 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. If you are including Sidekicks in your adventure, they must be from that DC campaign's available resources and appear as published.

Adventure Setting. Your adventure must take place in the setting designated and cannot destroy major locations or NPCs. Most campaign worlds can have villages/small towns added. **If Wizards of the Coast publishes a new version of the campaign setting you are writing in, then that version becomes useable on the day it is available globally.***

Adventure APL. Adventures are created for a specific tier and APL. The APL for Tier 1 adventures (levels 1-4) is APL 3, for Tier 2 (levels 5-10) it is APL 8, Tier 3 (levels 11-16) it is APL 13, and for Tier 4 (levels 17-20) it is APL 18.

The Book of Many Things. The traps, riddles and puzzles can be used in any Dungeoncraft. The Deck can be used as inspiration for any adventure. Rules with game effects, like Inspiration Hand, cannot be used. The adventure locations cannot be DC settings.

Ghosts of Saltmarsh. The equipment, ships and monsters described in this book can be used in any DC setting.

Vecna Eye of Ruin. This adventure takes place across several campaign worlds. The Monster descriptions in Appendix A: Bestiary include lore that indicates which world (and thus which campaign) they belong to. For example, while both the **warforged warrior** and **whirling chandler** are constructs the former creature is described as being created originally in Eberron, while the latter is not described as such. The stat block for the warforge warrior can only be used in the Eberron campaign while the whirling chandler can be used in any DC campaign. Creatures not described as being from a specific campaign world/location can be used in any DC.

Quests from the Infinite Staircase. All constructs and those creatures whose lore connects them to the Cynidicean civilization specifically are not allowed in any DC. All others are available for any DC except Zargon the Returner which is limited to FR DC.*

REWARDS

All campaigns use one of the reward options below for rarity of item awarded (no firearm magic items). In addition, all adventures may reward a Common magic item. Tier limits for each campaign are listed in that campaign appendix.* Consumables can be from any allowed resource for that campaign. **The lists below dictate the number and rarity of the magic rewards for the adventure. You may choose a lower rarity item but keep players' enjoyment in mind.***

Reward Option.

- 1-hour tier 1 Intro (levels 1-2): choose 1 **Common permanent magic item or 1 healing potion and gold is limited to 25 gp.***
- 2-hour tier 1 (levels 1-4): choose 1 **Uncommon permanent magic*** item and up to 3 common consumables or 1 uncommon consumable

- 4-hour tier 1 (levels 1-4): choose 1 **Uncommon permanent magic*** item and up to 3 common consumables or 1 uncommon consumable.
- 2-hour tier 2 (levels 5-10): choose 1 **Rare permanent magic*** item and up to 3 common consumables or 1 uncommon consumable.
- 4-hour tier 2 (levels 5-10): choose 1 **Rare permanent magic*** item, and up to 3 common or uncommon consumables.
- 2-hour tier 3 (levels 11-16): choose 1 **Rare permanent magic*** item and up to 3 common or uncommon consumables.
- 4-hour tier 3 (levels 11-16): choose 1 **Very Rare permanent magic*** item, and up to 3 uncommon or rare consumables.
- 2-hour tier 4 (levels 17-20): choose 1 **Very Rare permanent magic*** item and up to 4 rare (or lower) consumables.
- 4-hour tier 4 (levels 17-20): choose 1 **Legendary or Very Rare permanent magic*** item, and up to 4 rare (or lower) consumables.
- Blessings/Charms. You may replace 2 rare consumables with a blessing or charm. Only 1 blessing or charm may be awarded in the adventure. The blessing/charm cannot permanently increase an ability or grant access to *wish* or a similar spell. These **blessing/charms*** are restricted to those in the *Dungeon Master's Guide 2024** or *The Book of Many Things*. However, the *Charm of Many Things* and *Blessing of Unearned Riches* are not allowed.
- Rewarding items of lower rarity: If for some reason you feel it is necessary for plot/logical reasons to reward an item of lower rarity than allowed you may do so on a 1 for 1 basis. This is not recommended.

You may add 1 minor property or quirk to each non-consumable magic item (see the *Dungeon Master's Guide 2024*, page 223*). Properties must come from the tables in the *Dungeon Master's Guide 2024*.* Rewards cannot include *wish* or similar spells, nor can they permanently increase an ability score. If a designer adds a minor property to an item, you must include all necessary information (for example, if using the **"key" minor property you must specify which container, chamber, vault, or door it unlocks**)*.

Determining which Magic Item to choose.

All Dungeoncraft campaigns now use the Random Magic Items tables in the DMG 2024 that start on page 326 when choosing which item to include.

Consider your adventure plot when determining the item. Is the item something that is found in the lair of the villain or is it part of the reward from the NPC that hired the party to solve a problem/perform a task? The *Monster Manual 2024* includes a Treasure Theme listing for each monster/NPC and can be used as a guide for what would be appropriate for similar creatures/NPCs that are not included. The item chosen cannot include *wish* or similar spells, nor can they permanently increase an ability score.

- If a Treasure Theme is listed, then you choose an item from the appropriate theme and rarity.
- If it lists "Any" then you can use any of the tables of the appropriate rarity in that section.
- If it lists Individual the coins/gems found are part of the Gold Reward (see section below)

Hoard/Lair Reward Option (4-hour adventures only). If the villain is fought in its lair and the creature used has a Treasure listed (some creatures don't) then you can offer more than one item. These items must come from the creature's treasure list. The item cannot permanently increase an ability or grant access to *wish* or a similar spell. Note these do not automatically duplicate. For example, if you have a T2 adventure you can offer up to 3 items (items A, B and C) if there are 5 players 2 of them might choose A, 1 chooses B and the other two choose C. This information and explanation MUST be included in the adventure.

- Tier 1: 2 Uncommon permanent magic items
- Tier 2: 3 Rare permanent magic items
- Tier 3: 4 Very Rare permanent magic items
- Tier 4: 3 Very Rare items and 2 Legendary permanent magic items*

Reward consumables in the same amount and rarity as those listed by hours and tier in "Rewards Option." *

Treasure. 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 2024** may also be obtained during the adventure (weapons, armor, and tools). 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. *Adventuring Gear* from the *PH 2024* valued at less than 50 gp may be awarded. *Mounts* listed in the *PH 2024* valued at less than

100 gp may be awarded. The value of these items in total cannot exceed the budget for that tier. Mundane equipment listed in your adventure's stat blocks should also not exceed the budget or be noted in the adventure as not rewardable.*

Trade goods and vehicles are **story items** when placed in adventures.

Gold Rewards. These are based on tier and time. 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. **Note that the max gold for a 1-hour adventure is 25gp.***

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
4	25,000 gp	50,000 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
4	50,000 gp	100,000gp

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.

Spellbooks. If a creature is an arcane caster, the spells in their book must reflect those in the stat block. If the creature used is from the *Monster Manual 2024* and the creature is CR6 or above you can add 2 spells to their book that is not listed (max spell level of 5) in the stat block.*

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.

- 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 an adventure code that reflects the setting; for example, an adventure code that starts with **EB-DC** code identifies 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 your code, such as the domain name, so people can quickly find them. For example, EB-DC-WAR-01 for the first adventure in a 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.

DRAGONLANCE

You can create your own *Dungeons & Dragons*® adventures for the D&D Adventurers League Dragonlance Campaign. To create your own adventures, you'll need *Dragonlance Shadow of the Dragon Queen* in addition to the *Dungeon Master's Guide*. The plot of your adventure must include some aspect of the current situation in Krynn as an integral part. Using monsters from *Dragonlance Shadow of the Dragon Queen* does not fulfill that requirement by itself.

The Adventure code Dragonlance Dungeoncraft must start with DL-DC.

ALLOWED RESOURCES

Monsters *Dragonlance Shadow of the Dragon Queen*, *Monstrous Compendium Vol 1* and *Vol 2* (D&D Beyond exclusive), *Fizban's Treasury of Dragons*, *the Monster Manual 2024*,* and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs.

Adventure Setting. Your adventure must take place in the world of Krynn, whether that is on the continent of Ansalon or any of the distant lands in that world. These stories must all occur in the current timeline of that world as presented in *Dragonlance Shadow of the Dragon Queen*. Your adventure is not required to have specific connections to previously published novels or campaign adventures. However, your adventure also cannot kill major NPCs presented in the hardcover adventure or other published adventures.

Tiers. Adventures can be created for either Tier 1, 2, or 3 in this campaign.

Rewards. Consumables can be from *Dragonlance Shadow of the Dragon Queen*, *Fizban's Treasury of Dragons*, *the Dungeon Master's Guide 2024*,* *Tasha's Caldron of Everything* and *Xanathar's Guide to Everything*. **Rare and lower rarity permanent magic items from *Fizban's Treasury of Dragons* may be used instead of an item from the tables in the *DMG2024*.***

Gear from page 188 of *Dragonlance Shadow of the Dragon Queen* can be included in the mundane item budget.*

The *Kagonesti Forest Shroud* can be used instead of picking an item from the *Implements-Rare* table.* Rewards **of any type*** cannot include *wish* or similar

spells, nor can they permanently increase an ability score.

EBERRON

To create your own adventures for the D&D Adventurers League Eberron Campaign, you'll need *Eberron: Rising from the Last War*. 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.

The Adventure code for Eberron must start with EB-DC.

ALLOWED RESOURCES

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 2024*,* *Mordenkainen Presents: Monsters of the Multiverse*, *The Book of Many Things* and *Bigby Presents: Glory of the Giants* can be sources for creatures and NPCs.

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.

Tiers. Adventures can be created for either Tier 1, 2, 3 or 4 in this campaign.

Rewards. Consumables can be from *Eberron: Rising from the Last War*, *Fizban's Treasury of Dragons*, *the Dungeon Master's Guide 2024*,* *Tasha's Caldron of Everything*, *Xanathar's Guide to Everything*. **Permanent Uncommon, Rare and Very Rare magic items from *Eberron: Rising from the Last War* can be used instead of the lists in the *DMG2024*.*** Rewards **of any type*** cannot include *wish* or similar spells, nor can they permanently increase an ability score.

FORGOTTEN REALMS

To create your own adventures for the D&D Adventurers League Forgotten Realms Campaign you may need a number of books, including the *Sword Coasts Adventurer's Guide*. Not all of those listed in the Allowed Resource section are necessary for any individual adventure. Adventures set in the Forgotten Realms campaign must take place in the world of Toril. The plot of your adventure must include some aspects of Forgotten Realms as an integral part. The purpose of this part of the Dungeoncraft program is to explore the world of the Forgotten Realms.

The Adventure code for Forgotten Realms Dungeoncraft must start with FR-DC.

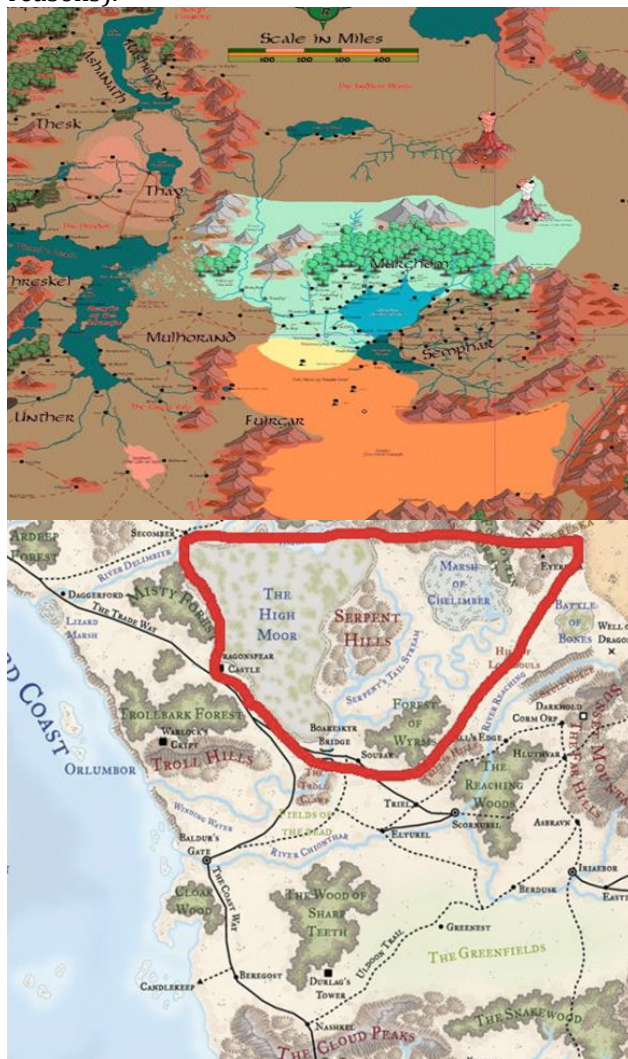
While Spelljammer and Planescape campaigns may cross over into Toril these adventures may not cross into those or any other settings. All Adventures must be set after 1489.

ALLOWED RESOURCES.

Monsters. *Fizban's Treasury of Dragons*, *the Monster Manual 2024*,* *The Book of Many Things*, *Bigby Presents: The Glory of Giants*, and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs. Creatures that appear in a Forgotten Realms hardcover adventure may also be used.

Adventure Setting. The *Sword Coast Adventurer's Guide*, and any *Wizards of the Coast 5e* adventure or Starter Set that occurs in a location within the Forgotten Realms can be used. The criteria for determining if the book is included for setting purposes is: does it describe a location that is exclusive to the Forgotten Realms setting? If that book also includes locations that did not originate in the Forgotten Realms, then those locations, while available for campaign play, are not available locations for FR-DC. Other Forgotten Realms Campaign setting sources published on the DMsGuild may also be used as long as they do not contradict official products. Your adventure is not required to have specific connections to previously published Forgotten Realms campaign adventures. There are a few regions in the Forgotten Realms where you may not place your adventure, the Moonshae Isles, the Border Kingdoms, Evereska, Najara and Murghôm. Additional areas may be added to this list, but adventures already published will be grandfathered in that instance. Hardcover adventures that may be included in the DDAL

Forgotten Realms campaign but as such are not included. Also note that the *Acquisitions Incorporated* book is not included (for legal reasons).



Tiers. Adventures can be created for either Tier 1, 2, 3, or 4* in this campaign.

Rewards. Consumables can be from *Phandelver and Below: The Shattered Obelisk*, *The Book of Many Things*, *Sword Coasts Adventurer's Guide*, *Fizban's Treasury of Dragons*, the *Dungeon Master's Guide 2024*,* *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. Permanent magic items that are Very Rare and below from *Tasha's Cauldron of Everything* or items that are Rare and below from *Phandelver and Below: The Shattered Obelisk* may be substituted for an item from the Random Magic Item tables.* Rewards of any type* cannot include wish or similar spells, nor can they permanently increase an ability score.

PLANESCAPE

To create your own adventures for the D&D Adventurers League Forgotten Realms Campaign you need *Planescape: Adventures in the Multiverse*. The Adventure code for Planescape Dungeoncraft must start with PS-DC.

Planescape is considered to be part of the larger Forgotten Realms campaign for Player Characters. Dungeoncraft adventures must focus on the Planescape setting. Encounters on Toril are limited to Adventure Hooks, Call to Action, and Conclusions. The focus should be on Sigil and the Outlands, though travel to other planes can be included. Remember, IP that belongs to other companies, such as Blizzard Entertainment's Azeroth, or author's IP, such as Terry Pratchett's Ankh-Morpork, can't be used.

The Adventure code for Planescape Dungeoncraft must start with PS-DC.

ALLOWED RESOURCES

Monsters. *Morte's Planar Parade*, *Fizban's Treasury of Dragons*, *and the Monster Manual 2024*.^{*} *The Book of Many Things*, *Bigby Presents: Glory of the Giants*, and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs.

Adventure Setting Resources. Planescape: Adventures in the Multiverse is your source for this campaign setting; however, you should not be writing adventures that intersect with the adventure in the set. While earlier Planescape books can be used for flavor or inspiration, do not contradict the information presented in the current version. Also, do not destroy a plane. Consider the themes presented and the philosophies of each plane when creating your adventure.

Tiers. Adventures can be created for either Tier 1, 2, 3, or 4 in this campaign.

Rewards. Consumables can be from *Planescape: Adventures in the Multiverse*, *the Dungeon Master's Guide 2024*, *The Book of Many Things*, *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. **Uncommon or Rare permanent items from *Planescape: Adventures in the Multiverse*, may be used instead of an item from the tables in the DMG2024.**^{*} Rewards of any kind^{*} cannot include wish or similar spells, nor can they permanently increase an ability score.

RAVENLOFT

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.

The Adventure code for Ravenloft Dungeoncraft must start with RV-DC.

ALLOWED RESOURCES

Monsters. Monsters from *Monstrous Compendium Vol 1* (D&D Beyond exclusive), *Van Richten's Guide to Ravenloft*, *Curse of Strahd*, *Fizban's Treasury of Dragons*, the *Monster Manual 2024*, *The Book of Many Things (Undead Only, no Grim Champions)*,^{*} *Mordenkainen Presents: Monsters of the Multiverse*, *Bigby Presents: Glory of the Giants* and *Tomb of Annihilation* can be sources for creatures and NPCs. If a monster/NPC has been updated the most recent version must be used.

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 Resources. Your adventure must take place in the domains of Ravenloft, as described in *Van Richten's Guide to Ravenloft*, or a Domain of Dread of your own creation using **the rules provided in Chapter Two of that book**. Your adventure is not required to have specific connections to the previously published DDAL *Ravenloft: Mist Hunters* campaign adventures.

Additional Concerns. Ravenloft stories frequently deal with mature themes. As such, you are encouraged to use safety tools and discuss with your players ways to minimize the chances of negative experiences for you and your players.

Tiers. Adventures can be created for either Tier 1, 2, or 3 in this campaign.

Rewards. Consumables can be from any allowed Ravenloft Campaign source. Only two consumables 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 in the Creating a Dungeoncraft Adventure, Rewards section above when awarding this consumable. **Uncommon permanent items from *Van Richten's Guide to Ravenloft* may be used instead of an item from the tables in the DMG2024.**^{*}

Firearms. See *PH2024* for mundane firearms that may be included. The value of the firearm is included in the adventuring gear budget discussed above.^{*}

SPELLJAMMER

You can create your own Dungeons & Dragons® adventures for the D&D Adventurers League Forgotten Realms Campaign using *Spelljammer: Adventures in Space*. To create your own adventures, you'll need the *Astral Adventurer's Guide* and *Boo's Astral Menagerie* from that product. **The Adventure code for Spelljammer Dungeoncraft must start with SJ-DC.***

ALLOWED RESOURCES

Monsters. Monsters from *Monstrous Compendium Vol 1* (D&D Beyond exclusive), *Boo's Astral Menagerie* (part of the *Spelljammer: Adventures in Space* product), *Fizban's Treasury of Dragons*, *The Book of Many Things*, *Bigby Presents: Glory of the Giants*, the *Monster Manual 2024*,* and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs. You are allowed to add "Unusual Nature: Creature does not need air" to a creature (as stated in *Boo's Astral Menagerie*) without changing CR. This change should not be made in the stat block as per normal.

Spelljammer Races as NPCs. For this series of adventures, NPC stat blocks that have the requirement that the creature is humanoid may also swap to any of the following races in addition to any humanoid races: autognome, plasmoid, and thri-keen.

Adventure Setting. While your adventure might start or end in the Forgotten Realms, traveling to places outside of Toril via Wildspace and/or the Astral Sea must be a primary aspect of the adventure. You may use Realmspace, a Wildspace system(s) you create, or the ones presented in the *Spelljammer* adventure. The adventure could take place entirely in Wildspace or the Astral Sea.

Tiers. Adventures can be created for either Tier 1, 2, or 3 in this campaign.

Rewards. Consumables can be from *Spelljammer: Adventures in Space*, the *Dungeon Master's Guide 2024*,* *The Book of Many Things*, *Tasha's Cauldron of Everything*, and *Xanathar's Guide to Everything*. Only **two*** consumables 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 in the Creating a Dungeoncraft Adventures, Rewards section above when awarding this consumable. **The following items from *Spelljammer: Adventures in Space* may be substituted for an item of that rarity from the Random Magic Item tables: Wildspace Orrery (Uncommon) or Fish Suit (Very Rare).*** Rewards of any type* cannot include *wish* or similar spells, nor can they permanently increase an ability score.

Firearms. See *PH2024* for mundane firearms that may be included. The value of the firearm is included in the adventuring gear budget discussed above.*

THE WILD BEYOND THE WITCHLIGHT

The original Dungeoncraft season for this adventure included an experiment for some design elements which had some uneven results for everyone involved. New adventures in the Feywild can be set in the areas described in *The Wild Beyond the Witchlight* adventure, a domain you previously published or a more generic Feywild location. However, new WBW adventures have restrictions:

- No Fey Pacts
- No new Domains. If you created a Domain and published the adventure, you can continue using it
- No new archfey

When published on the Dungeon Masters Guild (or listed in an event program), your adventure must use the **WBW-DC** code to identify it as a Dungeoncraft Adventure.

Monsters. You can use monsters suggested in the Domain Denizens table that are in the *Monster Manual 2024*, *The Book of Many Things (Fey only)*, *Mordenkainen Presents: Monsters of the Multiverse*,* and *The Wild Beyond the Witchlight*. You cannot use the archfey presented in *Domains of Delight*.

Canonical Elements. It is important to note that while your adventure can use locations presented in the TWBTW adventure, you cannot significantly change locations or major NPCs.

Tiers. Adventures can be created for either Tier 1, 2, or 3 in this campaign.*

Rewards. Consumables can be from *The Wild Beyond the Witchlight*, *The Book of Many Things*, *Fizban's Treasury of Dragons*, the *Dungeon Master's Guide 2024*, *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. Permanent magic items that are Rare and below from *The Wild Beyond the Witchlight* may be substituted for an item from the Random Magic Item tables.* Rewards of any type* cannot include wish or similar spells, nor can they permanently increase an ability score

*CHANGE LOG

April 2025

- Replace all references of DMG to DMG2024
- Replaced all references of PH to PH2024
- Replaced all references of MM to MM2024
- In General section: updated effective date,
- Added option for 1-hour adventures with guidance for bundling when published.
- Updating guidance on magic items for tier & length of adventure using DMG2024
- Guidance for magic item selection based on MM2024 and DMG2024
- Added option for 1 hour tier 1 adventures.
- Added option for hoard treasure items
- Removed tables from each section
- Add campaign specific options for permanent magic items
- Those campaigns that include *smokepowder* as an option for consumable reward can now reward 2 sets.
- Revised verbiage in Ravenloft appendix (yes you can still use the Tarroka Deck, it is part of Ravenloft and doesn't really require a specific call out IMO).
- Removed Planescape publishing dates
- Returned Spelljamming and The Wild Beyond the Witchlight with some adjustments

May 2025

- Added missing information (SJ-DC, WBW-DC's tiers, no firearm magic items, DMG2024 minor property example)
- Corrected spelling errors and Moonshae Isles as an unavailable setting
- Added the BMT and MPMM as monster resources.
- Added SJ firearm guidance

June 2025

- Rewards: Added al-rules-compendium guidance on rewarding lower rarity items.
- Hoard/Lair Reward Option: Corrected treasure list number of items
- Clarified permanent item rewards