



D&D® ADVENTURERS LEAGUE DUNGEONCRAFT DESIGN GUIDE

Effective Date: May, 2023. Version 1.6.**

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. [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.*

** This is the effective date for this combined document.

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.

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.*

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. 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. Each campaign has a list of allowed resources for monsters. 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* 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.

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.*

REWARDS

Each campaign has its own lists, but the rules for what is allowed and which columns to use remain the same for all Dungeoncraft Campaigns. Not all campaigns cover the same number of tiers. Consumables can be from any allowed resource for that campaign. 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 1 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, and 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.
- 2-hour tier 4 (levels 17-20): choose 1 item from table D, 1 from table B, and up to 4 rare (or lower) consumables.
- 4-hour tier 4 (levels 17-20): choose 1 item from table E, 1 from table B, 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 on the adventure. The blessing/charm cannot permanently increase an ability or grant access to wish or a similar spell. These are restricted to those in the Dungeon Master's Guide or *The Book of Many Things*. However, the *Charm of Many Things* and *Blessing *of Unearned Riches* are not allowed*.

- Boons. In T4 only you can replace all consumables with a boon; while a boon can be given to a character that is not yet 20th level it does not take effect until they reach that level. You need to include this information in the adventure.

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 also permitted to add these properties if you're using adventure seeds (see Spelljammer "Option 2"). 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 minor property that adds a free language, you must include what language).***

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. **If a magic item you reward is coated with adamantine or silver, then the cost for doing so must be deducted from the max amount of gold you can reward.***

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.

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.

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*, 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*, *Tasha's Caldron of Everything* and *Xanathar's Guide to Everything*. Rewards cannot include *wish* or similar spells, nor can they permanently increase an ability score.

Dragonlance MAGIC ITEM REWARDS

TABLE A: UNCOMMON ITEMS

D12	Item
1	<i>Goggles of night</i>
2	<i>Bag of holding</i>
3	<i>Coiling grasp tattoo</i> (TCE)
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>Brooch of shielding</i>
9	<i>Rope of climbing</i>
10	<i>Pearl of power</i>
11	<i>Guardian emblem</i> (TCE)
12	<i>Eldritch claw tattoo</i> (TCE)

TABLE B: COMMON ITEMS

D12	Item
1	<i>Clothes of mending</i> (XGE)
2	<i>Rope of mending</i> (XGE)
3	<i>Cloak of many fashions</i> (XGE)
4	<i>Instrument of scribing</i> (XGE)
5	<i>Spellwrought tattoo</i> (TCE, cantrip only)
6	<i>Masquerade tattoo</i> (TCE)
7	<i>Tankard of sobriety</i> (XGE)
8	<i>Hat of wizardry</i> (XGE)
9	<i>Staff of adornment</i> (XGE)
10	<i>Pole of collapsing</i> (XGE)
11	<i>Talking doll</i> (XGE)
12	<i>Horn of silent alarm</i> (XGE)

TABLE C: RARE ITEMS

D12	Item
1	<i>Boots of levitation</i>
2	<i>Cloak of the bat</i>
3	<i>Ring of feather falling</i>
4	<i>Staff of withering</i>
5	<i>Figurine of wondrous power</i> (ebony fly)
6	<i>Wand of fireballs</i>
7	<i>Astromancy archive</i> (TCE)
8	<i>Rhythm-maker's drum +2</i>
9	<i>Bag of beans</i>
10	<i>Armor +1</i> (light & medium only)
11	<i>Elemental essence shard</i> (TCE, property must be listed in the adventure)
12	<i>Weapon +2</i> (no firearms, weapon type must be specified, may use weapon types from any official D&D adventure allowed in Adventurers League)

TABLE D: VERY RARE ITEMS

D12	Item
1	<i>Ghost step tattoo</i> (TCE)
2	<i>loun stone</i> (insight)
3	<i>loun stone</i> (leadership)
4	<i>Staff of striking</i>
5	<i>Frost brand</i>
6	<i>Instrument of the bards</i> (Anstruth harp)
7	<i>Ring of regeneration</i>
8	<i>Absorbing tattoo</i> (TCE)
9	<i>Ring of Shooting Stars</i>
10	<i>Scimitar of speed</i>
11	<i>Carpet of flying</i>
12	<i>Cloak of arachnida</i>

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*, 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 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*, *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. Rewards cannot include *wish* or similar spells, nor can they permanently increase an ability score.

MAGIC ITEM REWARDS EBERRON

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>Armsblade (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>
7	<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 & 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&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>

TABLE E: TIER 4 ITEMS

D12	Item
1	<i>Armor +3</i>
2	<i>Belt of stone giant strength</i>
3	<i>Helm of brilliance</i>
4	<i>Crystal ball of telepathy</i>
5	<i>Ring of telekinesis</i>
6	<i>Horn of Valhalla (Iron)</i>
7	<i>Robe of stars</i>
8	<i>Platinum scarf</i>
9	<i>Staff of striking</i>
10	<i>Ring of spell turning</i>
11	<i>Weapon +3 (no firearms, weapon type must be specified, may use weapon types from any official D&D adventure allowed in Adventurers League)</i>
12	<i>Rod of security</i>

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*, *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 and Najara***. 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 **do not describe a location in the Forgotten Realms*** 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, or 3 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*, *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. Rewards cannot include wish or similar spells, nor can they permanently increase an ability score.



MAGIC ITEM REWARDS

FORGOTTEN REALMS

TABLE A: UNCOMMON ITEMS

D12	Item
1	<i>Boots of elvenkind</i>
2	<i>Cloak of protection</i>
3	<i>Eyes of the eagle</i>
4	<i>Gloves of swimming and climbing</i>
5	<i>Helm of comprehend languages</i>
6	<i>Armor of Fungal Spores (BoMT)</i>
7	<i>Ring of mind shielding</i>
8	<i>Wraps of unarmed prowess +1 (BoMT)</i>
9	<i>Bag of holding</i>
10	<i>Periapt of wound closure</i>
11	<i>Sending stones</i>
12	<i>Staff of the python</i>

TABLE B: COMMON ITEMS

D12	Item
1	<i>Candle of the Deep (XGE)</i>
2	<i>Cloak of Billowing (XGE)</i>
3	<i>Chest of Preserving (W:DotMM)</i>
4	<i>Ear Horn of Hearing (XGE)</i>
5	<i>Rope of mending (XGE)</i>
6	<i>Hat of Wizardry (XGE)</i>
7	<i>Horn of Silent Alarm (XGE)</i>
8	<i>Staff of Birdcalls (XGE)</i>
9	<i>Wand of Conducting (XGE)</i>
10	<i>Dread Helm (XGE)</i>
11	<i>Mystery Key (XGE)</i>
12	<i>Orb of Direction (XGE)</i>

TABLE C: RARE ITEMS

D12	Item
1	<i>Bracers of defense</i>
2	<i>Figurine of wondrous power (golden lion)</i>
3	<i>Heward's handy haversack</i>
4	<i>Periapt of proof against poison</i>
5	<i>Armor of resistance (type of resistance AND type of armor must be specified, no heavy armor allowed).</i>
6	<i>Ring of free action</i>
7	<i>Rod of the pact keeper +2</i>
8	<i>Necklace of prayer beads (number of beads & spells must be specified)</i>
9	<i>Wand of binding</i>
10	<i>Armor +1 (light & medium only)</i>
11	<i>Wand of wonder</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>Blast scepter (W: DotMM)</i>
2	<i>Cloak of Arachnida</i>
3	<i>Dragonhide belt +3 (FTD)</i>
4	<i>Carpet of flying</i>
5	<i>Ioun stone (fortitude)</i>
6	<i>Elven thrower (BP:GotG)</i>
7	<i>Robe of scintillating colors</i>
8	<i>Staff of fire</i>
9	<i>Wand of the war mage +3</i>
10	<i>Bow of melodies (BoMT)</i>
11	<i>Robe of stars</i>
12	<i>Spellguard shield</i>

PLANESCAPE

To create your own adventures for the D&D Adventurers League Forgotten Realms Campaign you need the *Planescape: Adventures in the Multiverse* set.

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, cannot 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*, *the Monster Manual*, *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*, *The Book of Many Things*, *Tasha's Caldron of Everything*, and *Xanathar's Guide to Everything*. Rewards cannot include *wish* or similar spells, nor can they permanently increase an ability score.

Publishing. If you intend to publish your adventure on the Dungeon Masters Guild, adventures supporting this season must appear for sale by midnight (EST) December 31, 2024. There are no exceptions to this rule. If you do not publish your adventure, you can continue to Dungeon Master it through March 31, 2025.

MAGIC ITEM REWARDS

PLANESCAPE

TABLE A: UNCOMMON ITEMS

D12	Item
1	<i>Circlet of blasting</i>
2	<i>Cloak of protection</i>
3	<i>Eyes of minute seeing</i>
4	<i>Gloves of missile snaring</i>
5	<i>Helm of telepathy</i>
6	<i>Ring of the orator (PaB:SO)</i>
7	<i>Insignia of claws (ToD)</i>
8	<i>Portal compass (PaB:SO)</i>
9	<i>Pipes of haunting</i>
10	<i>Pearl of power</i>
11	<i>Sensory Stone (PaB:SO)</i>
12	<i>Necklace of adaptation</i>

TABLE B: COMMON ITEMS

D12	Item
1	<i>Armor of gleaming (XGE medium armor only)</i>
2	<i>Rope of mending (XGE)</i>
3	<i>Chest of Preserving (W:DotMM)</i>
4	<i>Clockwork amulet (XGE)</i>
5	<i>Dark shard amulet (XGE)</i>
6	<i>Enduring Spellbook (XGE can include 1st level spells from NPC stat block)</i>
7	<i>Pipe of smoke monsters (XGE)</i>
8	<i>Staff of adornment (XGE)</i>
9	<i>Pole of collapsing (XGE)</i>
10	<i>Dread Helm (XGE)</i>
11	<i>Clothes of mending (XGE)</i>
12	<i>Ruby of the war mage (XGE)</i>

TABLE C: RARE ITEMS

D12	Item
1	<i>Astral shard (TCE)</i>
2	<i>Figurine of wonderous power (bronze griffon)</i>
3	<i>Heward's handy haversack</i>
4	<i>Cape of the Mountebank</i>
5	<i>Mimir (PaB:SO)</i>
6	<i>Dimensional shackles</i>
7	<i>Mantle of spell resistance</i>
8	<i>Ring of protection</i>
9	<i>Wand of binding</i>
10	<i>Armor +1 (light & medium only)</i>
11	<i>Rope of entanglement</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>All-purpose tool +3 (TCE)</i>
2	<i>Cauldron of rebirth (TCE)</i>
3	<i>Eldritch staff (WbWL)</i>
4	<i>Horn of Valhalla (bronze)</i>
5	<i>Ioun stone (absorption)</i>
6	<i>Staff of thunder and lightning</i>
7	<i>Figurine of wonderous power (obsidian steed)</i>
8	<i>Rod of Hellish Flames (BoMT)</i>
9	<i>Wand of the war mage +3</i>
10	<i>Bow of melodies (BoMT)</i>
11	<i>Shield +3</i>
12	<i>Amythest lodestone (FTD)</i>

TABLE E: TIER 4 ITEMS

D12	Item
1	<i>Armor +3</i>
2	<i>Belt of stone giant strength</i>
3	<i>Helm of brilliance</i>
4	<i>Crystal ball of telepathy</i>
5	<i>Ring of telekinesis</i>
6	<i>Horn of Valhalla (Iron)</i>
7	<i>Robe of stars</i>
8	<i>Platinum scarf (FTD)</i>
9	<i>Staff of striking</i>
10	<i>Ring of spell turning</i>
11	<i>Weapon +3 (no firearms, weapon type must be specified, may use weapon types from any official D&D adventure allowed in Adventurers League)</i>
12	<i>Rod of security</i>

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 Stradh*, *Fizban's Treasury of Dragons*, the *Monster Manual*, and *Mordenkainen Presents: Monsters of the Multiverse* can be sources for creatures and NPCs. If a monster/NPC has been updated in *Van Richten's Guide to Ravenloft* 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 that book. 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 Options. 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 **use safety tools and discuss with your players ways*** to minimize the chances of negative experiences for **you and*** your players.

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

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 (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 in the Creating a Dungeoncraft Adventure, Rewards section above when awarding this consumable.

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.

RAVENLOFT 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>loun 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 war mage +3</i>
12	<i>Cloak of arachnida</i>

*CHANGE LOG

4/29/24

- Removed sentence referring to each campaign having effective dates.
- Updated resource link and added information on finding and reviewing guides.
- **Added in General: 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 final say in their adventure.*
- Fixed error regarding *Blessing of Unearned Riches*
- Added to General rules section on the *Book of Many Things*
- Added *Ghost of Saltmarsh* section
- Added requirement to include information when adding minor properties.
- Added option to coat items in Adamantine or silvered in Rewards section of the General section
- In Forgotten Realms added restriction regarding 1489.
- 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.
- Added Evereska and Najara to the list of regions not open to DC including a map of the area
- Added a more detailed explanation regarding what counts as a FR hardcover for setting purposes.
- Removed effective date for individual DC
- Changed location of sentence that dictates the code for the Planescape campaign so that it is in the same location as the other sections.
- Ravenloft: Removed the link to the Yawning Portal article on Mist Hunters and safety tools. We are working on moving what articles we can and want on the [D&D Beyond article hub](#).