



ADVENTURERS LEAGUE CONTENT CATALOG

**D&D AL ADMINS
... AND YOU!**

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Maintenance: alan.patrick@dndadventurersleague.org

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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D&D ADVENTURERS LEAGUE CATALOGUE

IT WAS OGHMA, THE GOD OF KNOWLEDGE. Although I can't really say that I met him, I suppose, as he was drunk and fast asleep in Cousin Roffler's back lawn – or perhaps I should say ON Cousin Roffler's back lawn. He was a giant of an avatar, sprawled out and snoring. I wonder how you get a god drunk?

—Jan, a thief, to Minsc, a barbarian

WHAT IS THIS?

The Dungeons and Dragons Adventurers League has been around for a few years now, and a lot of content has been created during that time. A number of high-quality hardcover books, a huge array of PDFs, and a whole slew of other play options have been introduced – and this means that it can be a lot to track, especially for the casual player!

To remedy this, we've decided to publish a listing of all legal play options for our players and Dungeon Masters. It's been a lot of work getting our notes into a readable format, but we're committed to the vision: expect an updated version of this document about once per quarter.



ADVENTURE CODE CHEAT SHEET

| CODE | DEFINITION |
|------|---|
| DDAL | Standard AL adventure |
| DDEN | "Encounters"; adventure was available only to retailers. This program is retired, but the content is still legal for play. |
| DDEP | "Epic"; an adventure that is higher-challenge, requires multiple tables, and can only be run at a convention or retail event |
| DDEX | "Expeditions"; standard AL adventure. This program has been retired, but the content is still legal for play. |
| DDHC | "Hard Cover"; the seasonal releases that often take characters from 1-10+. May sometimes extend to other evergreen products, like Lost Mine of Phandelver |
| DDIA | "Intro Adventure"; provides an introduction to a book, season or play, or some other event/content. |
| DDLE | "Launch Event"; content made available to retail locations to celebrate the launch of a new book. This code has been retired, but the content is still legal for play. Now known as DDIA. |
| CCC | "Convention-Created Content"; adventures that are not necessarily canon, but can be created by conventions that have been given permission to do so. For more information, refer to the CCC section of this document. |

I'M NEW – WHAT DO I NEED?

AWESOME! Welcome to the party! Despite the plethora of links contained in this document, you only need a couple things to get started with D&D Adventurers League play:

- [the core rules](#) (FREE, or use your PHB)
- [the most current Player's Guide](#) (FREE)
- [the most current FAQ](#) (FREE)
- dice
- a group to play with!

If you want to expand your game experience, check these out, too:

- [Volo's Guide to Monsters reference sheets](#) (FREE)
- [D&D AL Faction Guide](#) (FREE)

And that's it – go forth and create your own legend in the Forgotten Realms!

THE ADVENTURERS LEAGUE

The Forgotten Realms is a huge world, full of wild adventures and exotic locales. Over the last 30-plus years, players and Dungeon Masters everywhere have shared in the fantastic experiences that only Dungeons & Dragons can provide.

With the release of 5th Edition, we here at the D&D Adventurers League wanted to continue the trend of crafting epic stories in this sprawling world. To that end, we created this group to become our play focus, our Organized Play venue, and our way of keeping the community involved in sharing their heroic – and sometimes villainous! – tales.

No matter if you are a crafty Zhentarim agent, a cunning Harper spy, a tough-as-nails arbiter of the Order of the Gauntlet, an enforcer of the Lords' Alliance, or a hunter from the Emerald Enclave, this world and its groups now include you.

What will your legend be?

Did You Know?

DM Quests are introduced in Season 4. DMs can take credit for these quests whenever they run an adventure from the following categories:

- DDAL
- DDEX (this code is retired, but the adventures are not!)
- DDEP
- DDHC
- DDIA

Please note that some DM Quests require specific adventures to be run in order to gain credit. Ex: DDAL04 series, or DDHC-CoS.





AUTHOR-ONLY ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | AUTHOR | NOTES |
|---------|-------------------------|-----------------|------------------------------|----------------|--|
| DDAO-01 | 5-10, 11-16, 17-20 | 4 | Window to the Past | Alan Patrick | published as DDAL00-01 |
| DDAO-02 | 1-4, 5-10, 11-16 | 4 | One Night in Luskan | Bill Benham | |
| DDAO-03 | 1-4, 5-10, 11-16 | 4 | The Taming of Elisande | Greg Marks | |
| DDAO-04 | 1-4, 5-10, 11-16 | 4 | Halruaa Rising | Robert Adducci | |
| DDAO-05 | 11-16 | 4 | The Space Between the Spaces | Travis Woodall | |
| DDAO-06 | 1-4, 5-10 | 4 | Enchantment Under the Sea | Mike Mearls | |
| DDAO-07 | 1-4, 5-10, 11-16 | 4 | Holocaust Pursuit | Chris Lindsay | |
| DDAO-08 | 1-4, 5-10 | 4 | Perkins Palooza! | Chris Perkins | |
| DDAO-09 | 5-10, 11-16 | 4 | Lyceum Sepulchral | Chris Lindsay | |
| DDAO-10 | 1-4, 5-10, 11-16, 17-20 | 4 | Across a Misty Tavern Yard | Greg Marks | |
| DDAO-11 | 11-16, 17-20 | 4 | Those That Came Before | Alan Patrick | |
| DDAO-12 | 11-16 | 4 | Dragons of Fire and Death | Robert Adducci | |
| DDAO-13 | 1-4, 5-10 | 4 | Embers of Hate | Travis Woodall | |
| DDAO-14 | 1-4, 5-10 | 4 | Act of Grace | Bill Benham | |
| DDAO-15 | 1-4, 5-10 | 4 | Debts to be Paid | Claire Hoffman | |

Want to offer one of the above adventures at your event?
You'll need to invite an admin or D&D team member!

<http://dndadventurersleague.org/inviting-admins/>

Until such time as the adventure is released on dmsguild.com, an AO adventure may only be run by the listed author. Some AO adventures may eventually be published to dmsguild.com (refer to example DDAO-01/ DDAL00-01 above), but some content is not eligible for publication due to content, use of limited properties, or other reasoning as determined by the author, Wizards of the Coast, or both.



SEASON “0”. SEASON-AGNOSTIC ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|---------------|--------------------|-----------------|---|--|
| DDAL00-01 | 5-10, 11-16, 17-20 | 4 | Window to the Past | Formerly DDAO-01 |
| DDAL-CGB^ | 5-7 | 4 | Cloud Giant’s Bargain | Fathom Events exclusive print adventure; related to season 5 |
| DDAL-OPEN-01^ | 1-4, 5-10, 11-16 | 4 | D&D Open, 2016 | Premiere at Origins 2016 |
| DDHC-LMoP* | 1-4 | 16 | Lost Mine of Phandelver | the “starter box”; counts as a hardcover adventure |
| DDIA-VOLO | 1-5 | 4-8 | In Volo’s Wake | Released with Volo’s Guide to Monsters |
| DDALK-A^ | 1-4 | 2 | Keep on the Borderlands, part A | Released for play at Gary Con 2017 |
| DDALK-B^ | 1-4 | 2 | Keep on the Borderlands, part B | Released for play at Gary Con 2017 |
| DDALK-C^ | 1-4 | 2 | Keep on the Borderlands, part C | Released for play at Gary Con 2017 |
| DDALK-D^ | 1-4 | 2 | Keep on the Borderlands, part D | Released for play at Gary Con 2017 |
| DDALK-E^ | 1-4 | 2 | Keep on the Borderlands, part E | Released for play at Gary Con 2017; this is also an Epic adventure |

^: will not be released on dmsguild.com
*: available in print but not via dmsguild.com

Note: all of the above are potentially eligible for use with DM Quests and rewards



SEASON 1. TYRANNY OF DRAGONS

The first season of Adventurers League play was debuted at Gen Con in 2014. Nearly 1,000 players turned out to participate in the very first Epic, Corruption in Kryptgarden, and hundreds of other players experienced the trials and vile plots of the Cult of the Dragon in Phlan, a city on the north shore of the Moonsea. While the hardcover adventures Hoard of the Dragon Queen and Rise of Tiamat explored storyline events along the Sword Coast, the Adventurers League players made their way through Phlan, the Quivering Forest, and other similar places along this northern inland sea in an attempt to prevent the... well, play the adventures and the truth will become clear.

But be warned: not all ends well, I'm afraid!

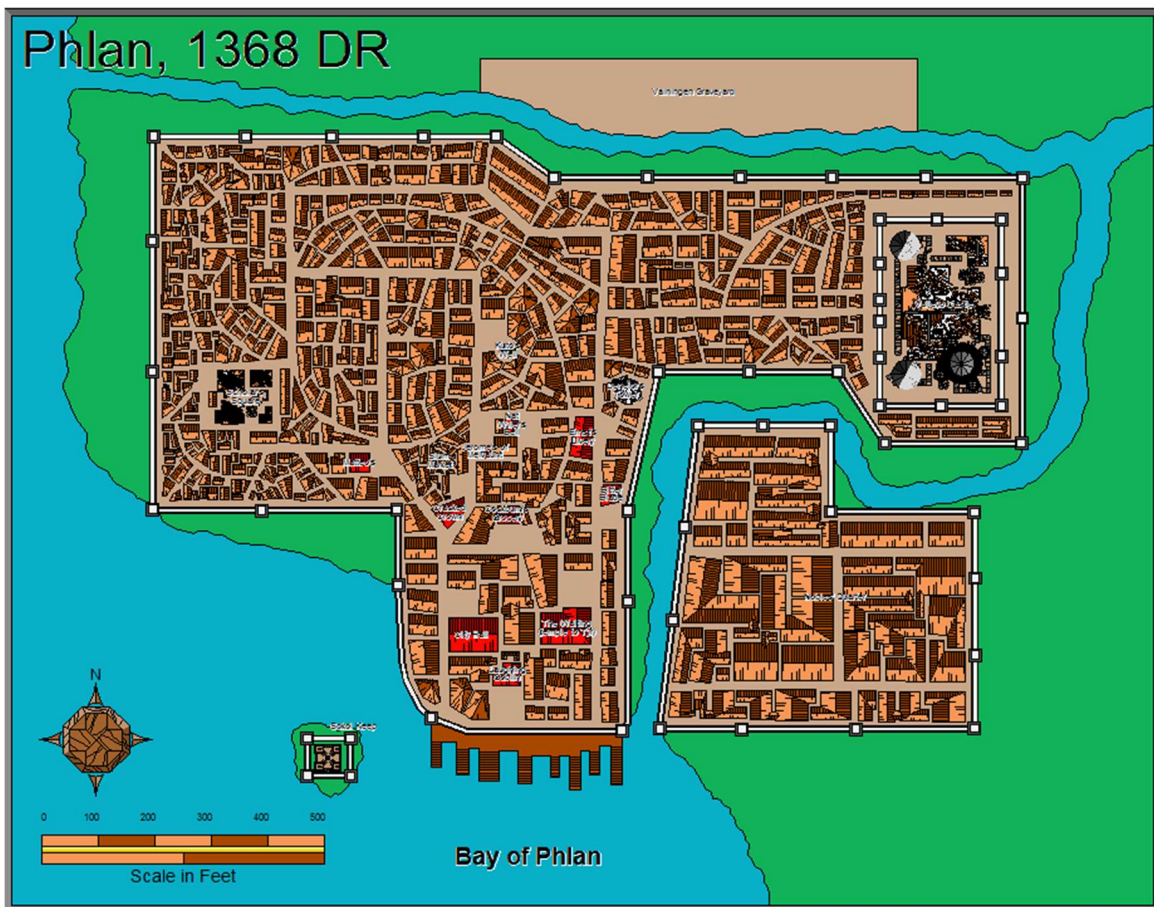
TYRANNY OF DRAGONS OPTIONAL SUPPLEMENTS

AUDIENCE ITEM

| | |
|-----|---|
| All | Player pack |
| All | The state of Phlan |
| DM | Rise of Tiamat web supplement |

Did You Know?

Phlan and the surrounding area is part of the "CCC" (Convention-Created Content) program, and as such is eligible for further development by gamedays and conventions around the world.



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SEASON 1. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|-------------|------------|------------------------|--|---|
| D DEN1^ | 1-4 | 16 | Hoard of the Dragon Queen (D&D Encounters version) | first few chapters of DDHC-HotDQ |
| DDHC-HotDQ* | 1-7 | HC | Hoard of the Dragon Queen | |
| DDHC-RoT* | 8-15 | HC | Rise of Tiamat | |
| D DEP1^ | 1-4, 5-10 | 4 | Corruption in Kryptgarden | Retired; takes place near the Sword Coast |
| D DEX1-1 | 1-2 | 5 1-hour mini-missions | Defiance in Phlan | |
| D DEX1-2 | 1-4 | 4 | Secrets of Sokol Keep | |
| D DEX1-3 | 1-4 | 4 | Shadows Over the Moonsea | |
| D DEX1-4 | 1-4 | 4 | Dues for the Dead | |
| D DEX1-5 | 1-4 | 4 | The Courting of Fire | |
| D DEX1-6 | 1-4 | 4 | The Scroll Thief | |
| D DEX1-7 | 1-4 | 4 | Drums in the Marsh | |
| D DEX1-8 | 1-4 | 4 | Tales Trees Tell | |
| D DEX1-9 | 1-4 | 4 | Outlaws of the Iron Route | |
| D DEX1-10 | 5-10 | 4 | Tyranny in Phlan | |
| D DEX1-11 | 5-10 | 8 | Dark Pyramid of Sorcerers Isle | |
| D DEX1-12 | 5-10 | 4 | Raiders of the Twilight Marsh | |
| D DEX1-13 | 5-10 | 4 | Pool of Radiance Resurgent | |
| D DEX1-14 | 5-10 | 4 | Escape from Phlan | |

^: will not be released on dmsguild.com
 *: available in print but not via dmsguild.com

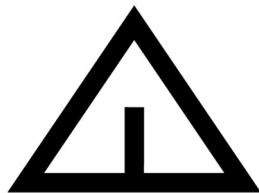
[Get the complete bundle of DDEX1-01 through 1-14 at a discount!](#)

SEASON 2. ELEMENTAL EVIL

The town of Mulmaster – often referred to as “the City of Danger” – has its own trouble brewing: the crazed Elemental Cults are seeking to overturn the city entirely and open raw portals in an attempt to bring their vile Princes directly to Faerûn! With multiple new play like the FREE Elemental Evil Player’s Companion, how to join the Cloaks, and the revised status of the city both before and after the events of the season... the Moonsea will never be the same again!

ELEMENTAL EVIL OPTIONAL SUPPLEMENTS

| AUDIENCE | ITEM |
|----------|--|
| All | Elemental Evil player & DM pack |
| Player | Official pregen characters |
| Player | Mulmaster Bonds & Backgrounds |
| All | Elemental Evil Player Companion |
| All | Joining the Cloaks |
| All | Status of Mulmaster (before season) |
| All | Status of Mulmaster (after season) |
| DM | PotA & Orcsplitter (DM’s Option) |



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SEASON 2. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|------------|------------|------------------------|---|-------------------------------------|
| DDEX2^ | 1-4 | 16 | Princes of the Apocalypse (D&D Encounters version) | first few chapters of DDHC-PotA |
| DDHC-PotA* | 1-15 | HC | Princes of the Apocalypse | |
| DDEP2^ | 1-4, 5-10 | 4 | Mulmaster Undone | Retired; takes place after DDEX2-16 |
| DDEX2-1 | 1-2 | 5 1-hour mini-missions | City of Danger | |
| DDEX2-2 | 1-4 | 4 | Embers of Elmwood | |
| DDEX2-3 | 5-10 | 4 | The Drowned Tower | |
| DDEX2-4 | 5-10 | 4 | Mayhem in the Earthspur Mines | |
| DDEX2-5 | 1-4 | 4 | Flames of Kythorn | |
| DDEX2-6 | 1-4 | 4 | Breath of the Yellow Rose | |
| DDEX2-7 | 1-4 | 4 | Bounty in the Bog | |
| DDEX2-8 | 1-4 | 4 | Foulness Beneath Mulmaster | |
| DDEX2-9 | 5-10 | 8 | Eye of the Tempest | |
| DDEX2-10 | 1-4 | 4 | Cloaks and Shadows | |
| DDEX2-11 | 1-4 | 2 | Oubliette of Fort Iron | |
| DDEX2-12 | 1-4 | 2 | Dark Rites at Fort Dalton | |
| DDEX2-13 | 5-10 | 4 | The Howling Void | |
| DDEX2-14 | 5-10 | 4 | The Sword of Selfaril | |
| DDEX2-15 | 5-10 | 4 | Black Heart of Vengeance | |
| DDEX2-16 | 1-4 | 4 | Boltsmelter's Book | |

^: will not be released on dmsguild.com
 *: available in print but not via dmsguild.com

[Get the complete bundle of DDEX2-01 through 2-16 at a discount!](#)



SEASON 3. RAGE OF DEMONS

Passions are heightened in Hillsfar. Refugees from both Phlan and Mulmaster are looking for a new place to call home, and the city of Hillsfar isn't exactly known for its love of non-human people. On top of this, there is an undercurrent of demonic activity all around the region. Drow have been sighted in the vicinity, and even the myconids are acting strangely. What secrets bubble in the Underdark?

DID YOU KNOW?

The madness mechanic from the DMG is used throughout this season's adventures. Thanks to the demon princes roaming the Underdark, this has spread like wildfire and will be around for a long, long time. More information on madness can be found in the *Dungeon Master's Guide*.

RAGE OF DEMONS OPTIONAL SUPPLEMENTS

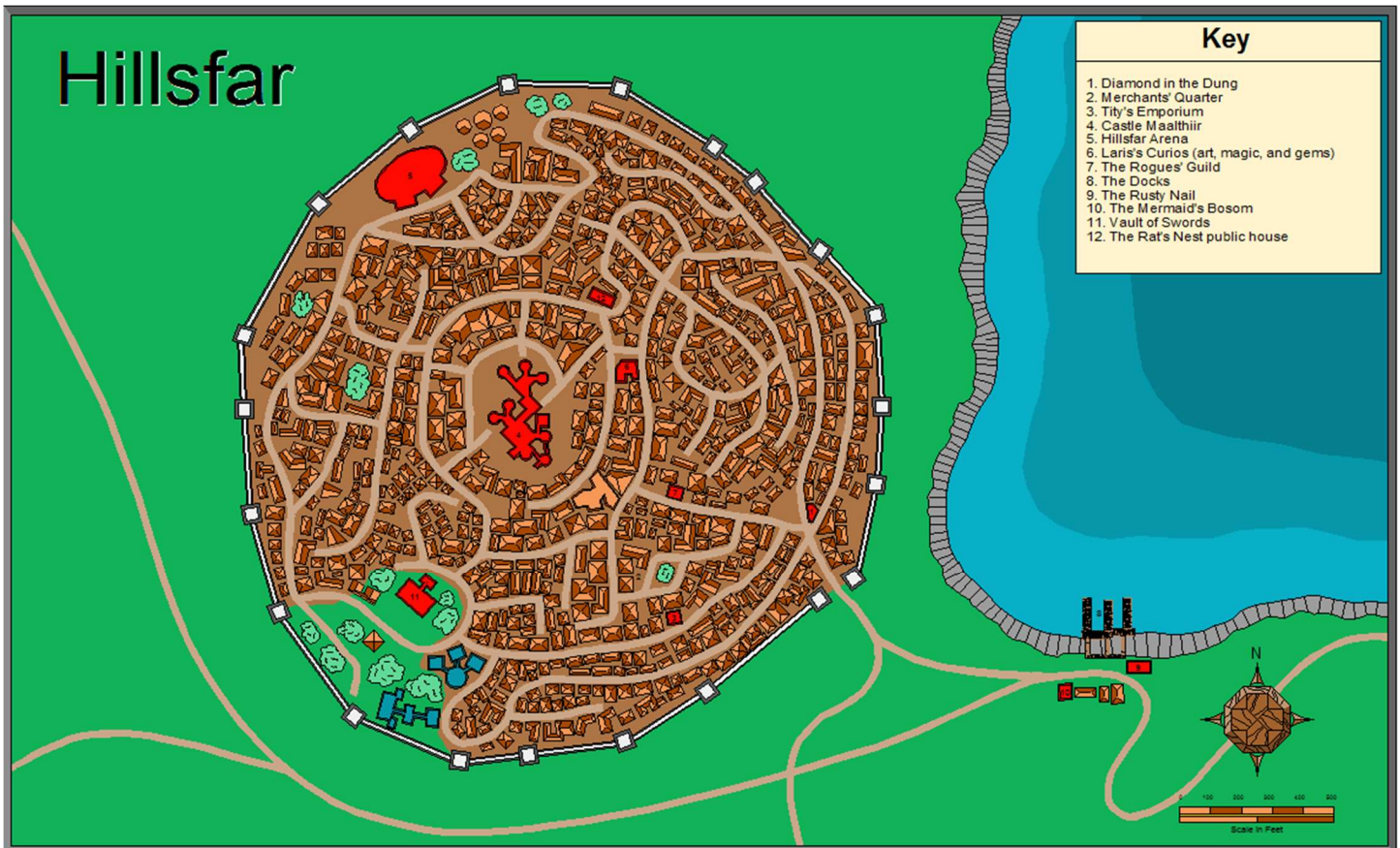
| AUDIENCE | ITEM |
|----------|------|
|----------|------|

| | |
|-----|---------------------------------------|
| All | Rage of Demons player |
|-----|---------------------------------------|

| | |
|--------|--|
| Player | Official pregen characters |
|--------|--|

| | |
|-----|------------------------------------|
| All | Status of Hillsfar |
|-----|------------------------------------|

| | |
|-----|--|
| All | Hillsfar Backgrounds & Bonds |
|-----|--|





SEASON 3. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|------------|------------------|------------------------|---|------------------------------------|
| DDEX3^ | 1-4 | 16 | Out of the Abyss (D&D Encounters version) | first few chapters of DDHC-OotA |
| DDHC-OotA* | 1-15 | HC | Out of the Abyss | |
| DDEP3^ | 1-4, 5-10, 11-16 | 4 | Blood Above, Blood Below | Retired; takes place after DDEX3-4 |
| DDEX3-1 | 1-2 | 5 1-hour mini-missions | Harried in Hillsfar | |
| DDEX3-2 | 1-4 | 4 | Shackles of Blood | |
| DDEX3-3 | 5-10 | 4 | The Occupation of Szith Morcane | |
| DDEX3-4 | 11-16 | 8 | It's All in the Blood | |
| DDEX3-5 | 1-4 | 2 | Bane of the Tradeways | |
| DDEX3-6 | 1-4 | 2 | No Foolish Matter | |
| DDEX3-7 | 5-10 | 4 | Herald of the Moon | |
| DDEX3-8 | 5-10 | 4 | The Malady of Elventree | |
| DDEX3-9 | 5-10 | 4 | The Waydown | |
| DDEX3-10 | 1-4 | 4 | Quelling the Horde | |
| DDEX3-11 | 5-10 | 2 | The Quest for Sporedome | |
| DDEX3-12 | 1-4 | 2 | Hillsfar Reclaimed | |
| DDEX3-13 | 5-10 | 2 | Writhing in the Dark | |
| DDEX3-14 | 1-4 | 2 | Death on the Wall | |
| DDEX3-15 | 5-10 | 4 | Szith Morcane Unbound | |
| DDEX3-16 | 11-16 | 8 | Assault on Maerimydra | |

^: will not be released on dmsguild.com
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[Get the complete bundle of DDEX3-01 through 3-16 at a discount!](#)



SEASON 4. CURSE OF STRAHD

The atrocities committed by Vorgansharax, the Maimed Virulence, during his assault on the town of Phlan has caught the attention of other-worldly powers: the Mists of Ravenloft. After a supernaturally dense fog rolls into the area and the region is plunged into an unseasonably cold winter, the adventurers find themselves transported to Barovia, a land with no joy, sun, or hope. Can they escape?

Did You Know?

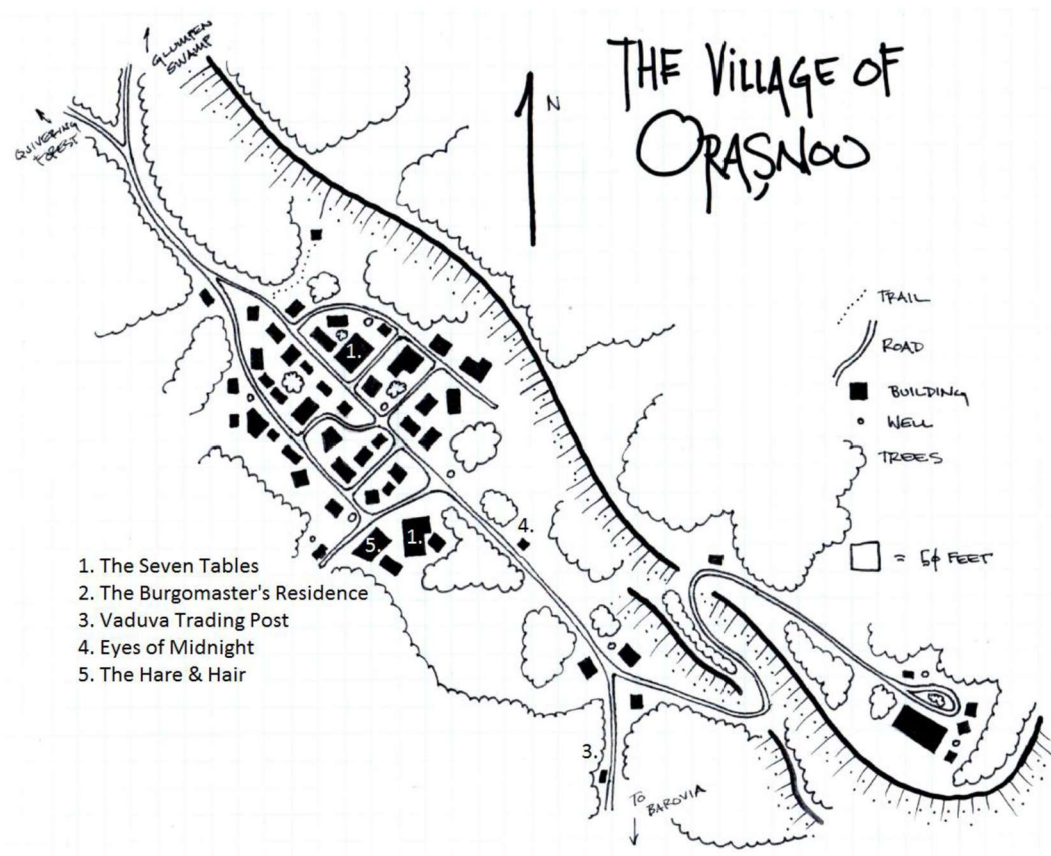
This is the earliest season eligible for DM Quest rewards!

The Dark Powers will only offer to bestow Dark Gifts on those level 5 and below.

The standard character factions do not exist in Barovia, but they would certainly be interested in hearing of your exploits!

CURSE OF STRAHD OPTIONAL SUPPLEMENTS

| AUDIENCE | ITEM |
|----------|---|
| DM | Curse of Strahd DDHC-CoS Amendment |
| Player | Curse of Strahd Backgrounds |
| All | Curse of Strahd Player & DM pack |
| Player | Curse of Strahd Pregens |
| DM | DM Quests |
| All | Escaping from Barovia; or, #BarExit |
| DM | Expanded Dark Gifts Table |
| All | The Mist & The Wood (Orasnou guide) |





SEASON 4. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|-----------|------------------|------------------------|------------------------------------|---|
| DDIA04^ | 1-2 | 8 | Death House | adventure PDF was made available directly to retailers, and is not otherwise legally available. Previously used the code "DDLE4". Covers the Death House chapter of DDHC-CoS. |
| DDHC-CoS* | 1-10 | HC | Curse of Strahd | |
| DDEP04^ | 1-4, 5-10, 11-16 | 4 | Reclamation of Phlan | Retired; takes place after DDEX1-14 and during DDAL04-01 |
| DDAL04-1 | 1-2 | 5 1-hour mini-missions | Suits of the Mists | |
| DDAL04-2 | 1-4 | 2 | The Beast | |
| DDAL04-3 | 1-4 | 2 | The Executioner | |
| DDAL04-4 | 1-4 | 4 | The Marionette | |
| DDAL04-5 | 1-4 | 2 | The Seer | |
| DDAL04-6 | 1-4 | 4 | The Ghost | |
| DDAL04-7 | 5-10 | 4 | The Innocent | |
| DDAL04-8 | 5-10 | 2 | The Broken One | |
| DDAL04-9 | 5-10 | 2 | The Tempter | |
| DDAL04-10 | 5-10 | 4 | The Artifact | |
| DDAL04-11 | 5-10 | 4 | The Donjon | |
| DDAL04-12 | 5-10 | 2 | The Raven | |
| DDAL04-13 | 5-10 | 2 | The Horseman | |
| DDAL04-14 | 5-10 | 4 | The Dark Lord | |

^: will not be released on dmsguild.com
*: available in print but not via dmsguild.com



SEASON 5. STORM KING'S THUNDER

The Adventurers League moves to the Sword Coast!

The Ordning – the political configuration that determines who rules the various giant tribes – has been shattered! Chaos reigns as each tribe scrambles to claim power, and the unwitting people of the Sword Coast are caught in the mix. The adventurers must face off against obese hill giants and cunning cloud giants, and defeat the fire giant armies for the protection of the entire region.

STORM KING'S THUNDER OPTIONAL SUPPLEMENTS

AUDIENCE **ITEM**

Player [Storm King's Thunder player pack](#)

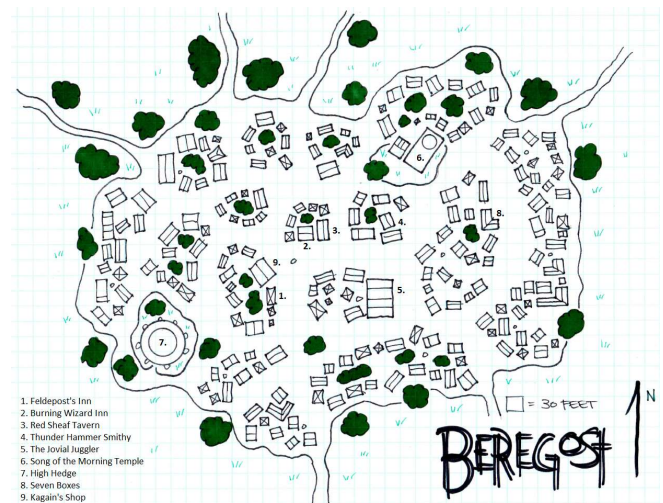
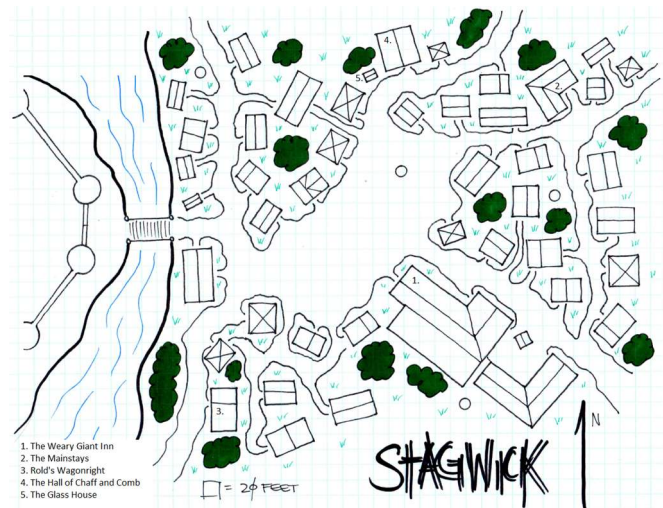
DM [Storm King's Thunder DM pack](#)

DM [DM Quests](#)

All [Faction & DM Folders](#)

Did You Know?

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SEASON 5. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|------------|------------------|----------------------------|---|-------------------------------|
| DDIA-05 | 1-5 | 16 | A Great Upheaval | the first chapter of DDAL-SKT |
| DDHC-SKT* | 1-10 | HC | Storm King's Thunder | |
| DDEP05-01^ | 1-4, 5-10 | 4 | The Iron Baron | |
| DDEP05-02^ | 1-4, 5-10, 11-16 | 4 | The Ark of the Mountains | |
| DDAL05-1 | 1-2 | 5 adventures at 1 hour ea. | Treasures of the Broken Horde | |
| DDAL05-2 | 1-4 | 2 | The Black Road | |
| DDAL05-3 | 1-4 | 2 | Uninvited Guests | |
| DDAL05-4 | 5-10 | 2 | In Dire Need | |
| DDAL05-5 | 5-10 | 2 | A Dish Best Served Cold | |
| DDAL05-6 | 1-4 | 2 | Beneath the Fetid Chelimber | |
| DDAL05-7 | 1-4 | 2 | Chelimber's Descent | |
| DDAL05-8 | 11-16 | 4 | Durlag's Tower | |
| DDAL05-9 | 11-16 | 4 | Durlag's Tomb | |
| DDAL05-10 | 1-4 | 2 | Giant Diplomacy | |
| DDAL05-11 | 5-10 | 4 | Forgotten Traditions | |
| DDAL05-12 | 1-4 | 2 | Bad Business in Parnast | |
| DDAL05-13 | 5-10 | 4 | Jarl Rising | |
| DDAL05-14 | 11-16 | 4 | Reeducation | |
| DDAL05-15 | 11-16 | 4 | Redemption | |
| DDAL05-16 | 1-4 | 4 | Parnast Under Siege | |
| DDAL05-17 | 5-10 | 4 | Hartkiller's Horn | |
| DDAL05-18 | 17-20 | 4 | Eye of Xxiphu, part 1 | |
| DDAL05-19 | 17-20 | 4 | Eye of Xxiphu, part 2 | |

^: will not be released on dmsguild.com
*: available in print but not via dmsguild.com



SEASON 6. TALES FROM THE YAWNING PORTAL

Seven dungeons, classic and modern. Where will adventure take you?

- Sunless Citadel
- Forge of Fury
- Hidden Shrine of Tamoachan
- White Plume Mountain
- Dead in Thay
- Against the Giants
- Tomb of Horrors

YAWNING PORTAL OPTIONAL SUPPLEMENTS

| AUDIENCE | ITEM |
|----------|------|
|----------|------|

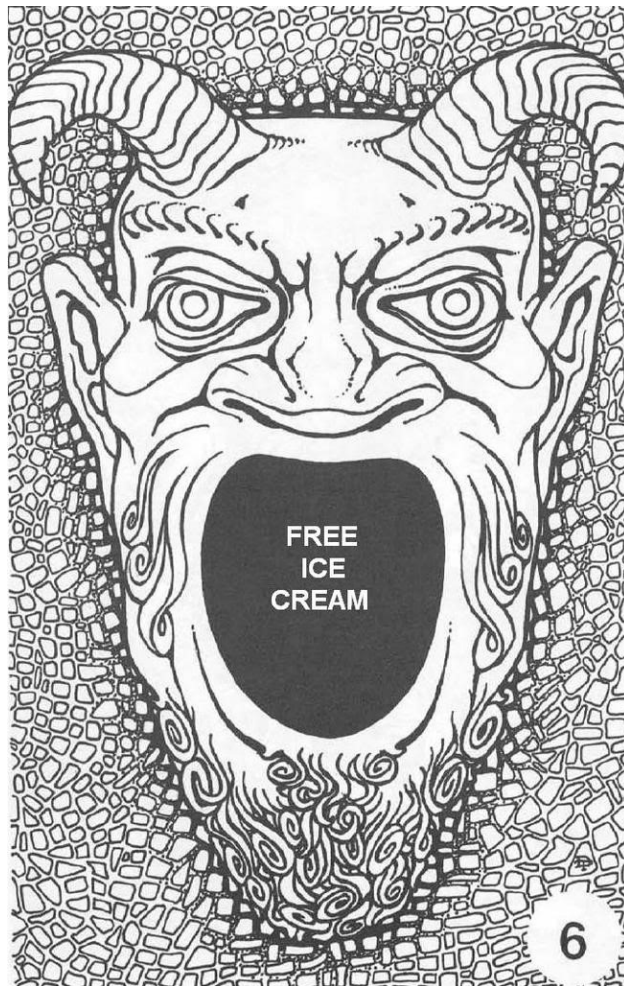
| | |
|---------|----------------------|
| Players | New character sheets |
|---------|----------------------|

| | |
|-----|--------------------------|
| DMs | Vials for Player's Tears |
|-----|--------------------------|

| | |
|-----|-------------------------------|
| All | Soul-rending Oaths of Revenge |
|-----|-------------------------------|

Did You Know?

Although the Yawning Portal is a very successful bar for adventurers in Waterdeep, these dungeons and adventures are scattered across Faerûn.



(not an actual illustration from the final book)

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SEASON 6. ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|-----------------------|--------------|-----------------|-------------------------------|---|
| DDIA06-SUNLESSCITADEL | 1 | Variable | The Sunless Citadel | Intro adventure |
| DDHC-TYP* | various | HC | Tales from the Yawning Portal | 7 dungeons to drop into your ongoing campaigns or other hardcover adventures! |
| DDEP06-01^ | 1-4, 5-10 | 4 | Relics of Kundrugar | Best when played after DDAL06-01 |
| DDEP06-02^ | 5-10, 11-16 | 4 | Return to White Plume | Best when played after DDAL06-02 |
| DDEP06-03^ | 11-16, 17-20 | 4 | Hecatomb | Best when played after DDAL06-03 |
| DDAL06-01 | 1-4 | 2 | A Thousand Tiny Deaths | Leads into Sunless Citadel |
| DDAL06-02 | 5-10 | 2 | The Redemption of Kelvan | Leads into White Plume Mountain |
| DDAL06-03 | 17-20 | 2 | Crypt of the Death Giants | continues Against the Giants |

^: not be released on dmsguild.com

*: available in print but not via dmsguild.com

DUNGEON CRAWLS & LEVEL BANDS

The dungeons in the *Tales from the Yawning Portal* were designed with specific level ranges in mind, but for Adventurers League play these level ranges are modified to incorporate the entire target tier. Dead in Thay is the dungeon that is most deeply impacted by this.

- Sunless Citadel – tier 1 (target level 1)
- Forge of Fury – tier 1 (target level 3)
- Hidden Shrine of Tamoachan – tier 2 (target level 5)
- White Plume Mountain – tier 2 (target level 8)
- Dead in Thay – tier 2 (target level 9)
- Against the Giants – tier 3 (target level 11)
- Tomb of Horrors – tier 3 (target level 13)

Unlike previous hardcovers where a character could be anywhere from level 1 to 10 in order to participate, characters will need to be in the appropriate tier for their chosen adventure from *Tales from the Yawning Portal*.

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CONVENTION-CREATED CONTENT

The Convention-Created Content – or “CCC” - project is something that we, the D&D Adventurers League administrators, feel very strongly about: it gives a measure of creative control of the Moonsea region and a significant amount of personal ownership of the campaign to the players and DMs that use this content. Conventions are invited to apply for permission to create and develop new CCC adventures. This creates new play experiences for people all over the world while driving attention to their own convention or event (and may make them a little coin in the process).

The CCC adventure design process is fairly open in that the AL administrators provide review for major plot and thematic elements but only rarely provide full critique of the submission. Some things to keep in mind during your creation process:

- adventures must be appropriate for all audiences; some parental guidance is okay
- CCC adventures are NOT eligible for DM Quests
- adventures must be 2 or 4 hours in duration
- adventures must be based in the greater Moonsea area; refer to the image below for a general sense of available places

CCC LINKS

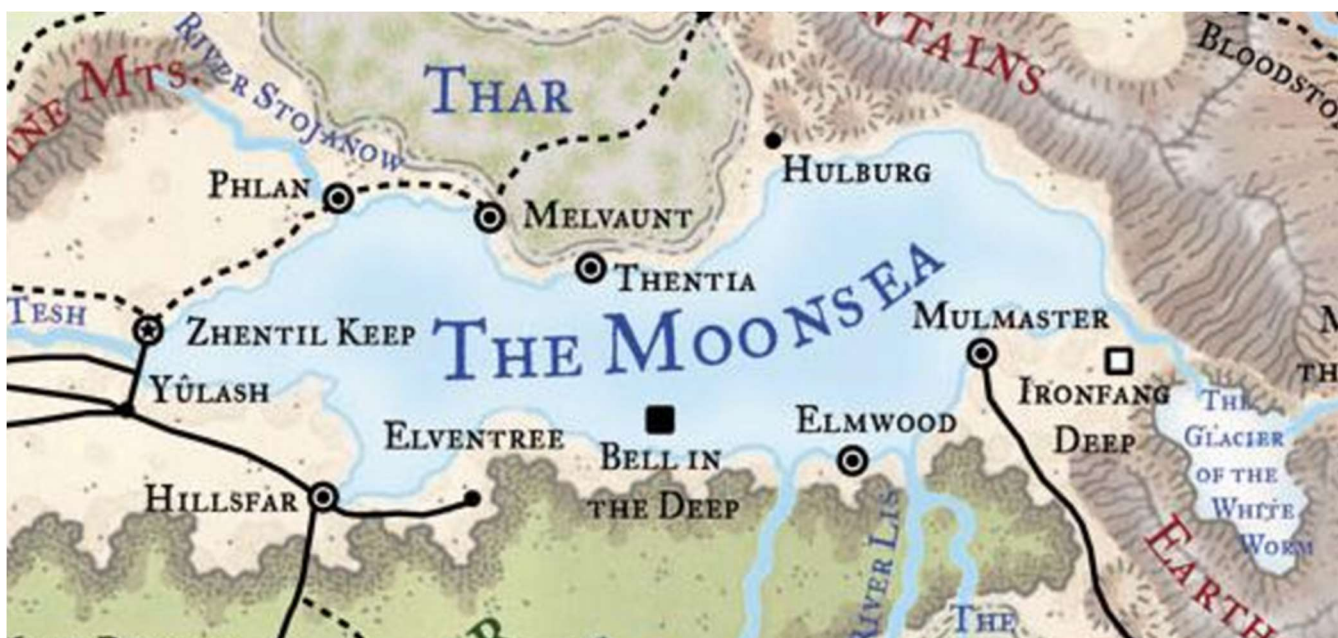
| AUDIENCE | ITEM |
|------------|--|
| Organizers | CCC Requests & Agreement |
| Authors | Facebook group for CCC authors |
| Authors | Templates and stock art |

Did You Know?

The general vicinity of the Moonsea is eligible for CCC proposals, but you are not limited to only those cities, towns, and dungeons that are on the current maps – why not make your own? Or craft a community-centric event as part of your pitch? The Moonsea is a wild place, rife with change and cultural shifts – base your adventure on those shores and let your imagination run wild.

We offer communication avenues, official certificate generation, resource and plot assistance, and more. Just reach out!

The sky's the limit, so let's make this memorable for players all over the world!



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CCC ADVENTURE LIST

| CODE | LEVEL BAND | RUNTIME (HOURS) | TITLE | NOTES |
|------------------|------------|-----------------|--|-------------------------------------|
| CCC-BMG-01 | 1-4 | 4 | CORE1-1 A Scream in the Night | Origins 2016 |
| CCC-BMG-02 | 1-4 | 4 | CORE1-2 A Cog in the Wheel | Origins 2016 |
| CCC-BMG-03 | 1-4 | 4 | CORE1-3 A Hole in the World | Origins 2016 |
| CCC-BMG-04 | 1-4 | 4 | CORE2-1 Tales of Good & Evil | Gen Con 2016 |
| CCC-BMG-05 | 1-4 | 4 | CORE2-2 Songs of Law & Chaos | Gen Con 2016 |
| CCC-BMG-06 | 1-4 | 4 | CORE2-3 Edicts of Neutrality | Gen Con 2016 |
| CCC-BMG-07 | 5-10 | 4 | HULB1-1 Hulburg Rebuilding | Gen Con 2016 |
| CCC-BMG-08 | 5-10 | 4 | HULB1-2 Hulburg Burning | Gen Con 2016 |
| CCC-BMG-09 | 5-10 | 4 | HULB1-3 Hulburg Rising | Gen Con 2016 |
| CCC-BMG-HULB1S^ | 5-10 | 4 | HULB1-S Extinction | "Special"/ Interactive format |
| CCC-BMG-10 | 5-10 | 4 | HILL1-1 Arrival | Origins 2016 |
| CCC-BMG-11 | 5-10 | 4 | HILL1-2 Exodus | Origins 2016 |
| CCC-BMG-12 | 5-10 | 4 | HILL1-3 Resurgence | Origins 2016 |
| CCC-BMG-HILL1S^ | 5-10 | 4 | HILL1-S Onslaught | "Special"/ Interactive format |
| CCC-BMG-13 | 11-16 | 4 | PHLAN1-1 Sepulture | Gen Con 2016 |
| CCC-BMG-14 | 11-16 | 4 | PHLAN1-2 Enemy of my Enemy | Gen Con 2016 |
| CCC-BMG-15 | 11-16 | 4 | PHLAN1-3 Subterfuge | Gen Con 2016 |
| CCC-BMG-PHLAN1S^ | 11-16 | 4 | PHLAN1-S Uprising | "Special"/ Interactive format |
| CCC-BMG-16 | 5-10 | 4 | ELM1-1 The Sage of Cormanthor | Dragon Con 2016 |
| CCC-BMG-17 | 5-10 | 4 | ELM1-2 The Lost Sanctum | Dragon Con 2016 |
| CCC-BMG-18 | 5-10 | 4 | ELM1-3 The Battle of Elmwood | Dragon Con 2016 |
| CCC-BMG-19 | 5-10 | 4 | HULB2-1 Winter's Frosty Kiss | Winter Fantasy 2017 |
| CCC-BMG-20 | 5-10 | 4 | HULB2-2 Winter's Frigid Wrath | Winter Fantasy 2017 |
| CCC-BMG-21 | 5-10 | 4 | HULB2-3 Winter's Sharp Bite | Winter Fantasy 2017 |
| CCC-BMG-HULB2S^ | 5-10 | 4 | HULB2-S Winter's Feast | "Special"/ Interactive format |
| CCC-BMG-22 | 11-16 | 4 | PHLAN2-1 Hatemaster | Winter Fantasy 2017 |
| CCC-BMG-23 | 11-16 | 4 | PHLAN2-2 Demagogue | Winter Fantasy 2017 |
| CCC-BMG-24 | 11-16 | 4 | PHLAN2-3 The Royal We | Winter Fantasy 2017 |
| CCC-BMG-PHLAN2S^ | 11-16 | 4 | PHLAN2-S Damnation | "Special"/ Interactive format |
| CCC-CIC-01 | 1-4 | 4 | The Vault of the Devourer | Milwaukee Summer Revel, July 2016 |
| CCC-CIC-02 | 5-10 | 4 | The Clockwork Laboratory | Dan's Con of the Vale, October 2016 |
| CCC-CIC-03 | 5-10 | 4 | The Desolate Undercroft | Dan's Con of the Vale, October 2016 |
| CCC-CIC-04 | 5-10 | 4 | Best Friends Forever | Conflagration, February 2017 |
| CCC-DDSC-01 | 5-10 | 4 | Strangest Things | SoonerCon 2017 |

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|----------------|-------|---|--|-------------------------|
| CCC-DDSC-02 | 5-10 | 4 | Strangest Things (continued) | SoonerCon 2017 |
| CCC-GHC-01 | 5-10 | 2 | Tharaera Lost | Gamehole Con 2016 |
| CCC-GHC-02 | 5-10 | 2 | Skulljaw Hill | Gamehole Con 2016 |
| CCC-GHC-03 | 5-10 | 2 | Facing the Dark | Gamehole Con 2016 |
| CCC-GHC-04 | 5-10 | 2 | The Violet Affair | Gary Con 2017 |
| CCC-GHC-05 | 5-10 | 2 | The Lavender Flight | Gary Con 2017 |
| CCC-GHC-06 | 5-10 | 2 | The Lilac Assault | Gary Con 2017 |
| CCC-IFK-01 | 5-10 | 2 | Shadow of Greed | Chupacabra Con 2017 |
| CCC-IFK-02 | 5-10 | 2 | Shadow of the Weave | Chupacabra Con 2017 |
| CCC-IFK-03 | 5-10 | 4 | Shadow of the Dusk Queen | Role Play Rally II 2017 |
| CCC-LINKS-01 | 5-10 | 4 | Champion of the People | LinksCon, May 2017 |
| CCC-LINKS-02 | 11-16 | 4 | The Secrets We Keep | LinksCon, May 2017 |
| CCC-ODFC-0101 | 1-4 | 4 | Hammer and Anvil | 1d4 Con 2017 |
| CCC-PDX-01 | 5-10 | 2 | Pandemonium | PDX 2017 |
| CCC-PDX-02 | 5-10 | 2 | Amalgamation | PDX 2017 |
| CCC-PDX-03 | 5-10 | 2 | Lineage | PDX 2017 |
| CCC-QCC-01 | 11-16 | 4 | Visions of Grandeur, Dreams of Revenge | QCC 2017 |
| CCC-SALT-01 | 1-4 | 2 | Rumor of Riches | SaltCON 2017 |
| CCC-SALT-02 | 1-4 | 2 | Moor Trouble | SaltCON 2017 |
| CCC-SALT-03 | 1-4 | 4 | Broken Halls of Goldahroud | SaltCON 2017 |
| CCC-SFBAY-0101 | 5-10 | 8 | Plots in Motion | KublaCon 2017 |
| CCC-TOTAL-01 | 11-16 | 4 | Mirror Image on the Wall | TotalCon 2017 |
| CCC-TOTAL-02 | 11-16 | 4 | Impression Left Behind | TotalCon 2017 |
| CCC-UCON-01 | 5-10 | 4 | Blood & Fog | U-Con, November 2016 |
| CCC-YLRA-01 | 5-10 | 4 | Her Dying Wish | Strategicon 2017 |
| CCC-YLRA-02 | 5-10 | 4 | Uneasy Lies the Head | Strategicon 2017 |
| CCC-YLRA-03 | 5-10 | 4 | Bound By Duty | Strategicon 2017 |

^: approved by Wizards of the Coast to not be released on dmsguild.com