



# ADVENTURERS LEAGUE CONTENT CATALOG

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

Version: 7.03a, October 2017

Next update: February 2018

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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! Always be sure to use the latest Player's Guide and DM's Guide – the old ones are linked in this document for preservation purposes only.

## 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 5<sup>th</sup> 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
- CCC (some quests)

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

Also.... Guild Adepts! This program serves to highlight some high-performing content contributors from dmsguild.com. Not every submission into the Guild Adept program are valid for Adventurers League play, but every entry is intended to promote the overall seasonal “feel” and flow for its companion hardcover adventure. Guild Adept contributors are selected by Wizards of the Coast directly.





## 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 <a href="#">DDAL00-01</a>
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	
DDAO-16	1-4, 5-10	4	Wild Arcana	Robert Adducci	
DDAO-17	TBA	TBA	TBA	TBA	
DDAO-21	17-20	4	Trust & Understanding	Alan Patrick	
DDAO-EP01{a-h}	1-4	20+	Caves of Chaos	Chris Lindsay	A 9-part EPIC adventure. Parts 1-8 (a-h) are 2 hours each, with a 4-hour interactive conclusion. Based on Keep on the Borderlands.

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	<a href="#">Window to the Past</a>	Formerly DDAO-01
DDAL00-02{a-f}*	1-4, 5-10, 11-16, 17-20	12+	Lost Tales of Myth Drannor	Collection of 6 adventures across all levels of play. Each adventure is approximately 2 hours long. Originally given out for free at Gen Con 2017. Adventures are tracked as DDAL00-02A through -02F.
DDAL-CGB^	5-7	4	Cloud Giant’s Bargain	Fathom Events exclusive print adventure; related to season 5
DDAL-OPEN-2016^	1-4, 5-7, 8-10	8	D&D Open, 2016	Premiere at Origins 2016
DDAL-OPEN-2017^	1-10	4	Lost Temples of Lake Luo	Premiere at Origins 2017
DDHC-LMOP	1-4	16	<a href="#">Lost Mine of Phandelver</a>	the “starter box”; was previously “DDEP00-01” by accident (please update accordingly)
DDIA-VOLO	1-5	4-8	<a href="#">In Volo’s Wake</a>	Released with Volo’s Guide to Monsters

^: 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.

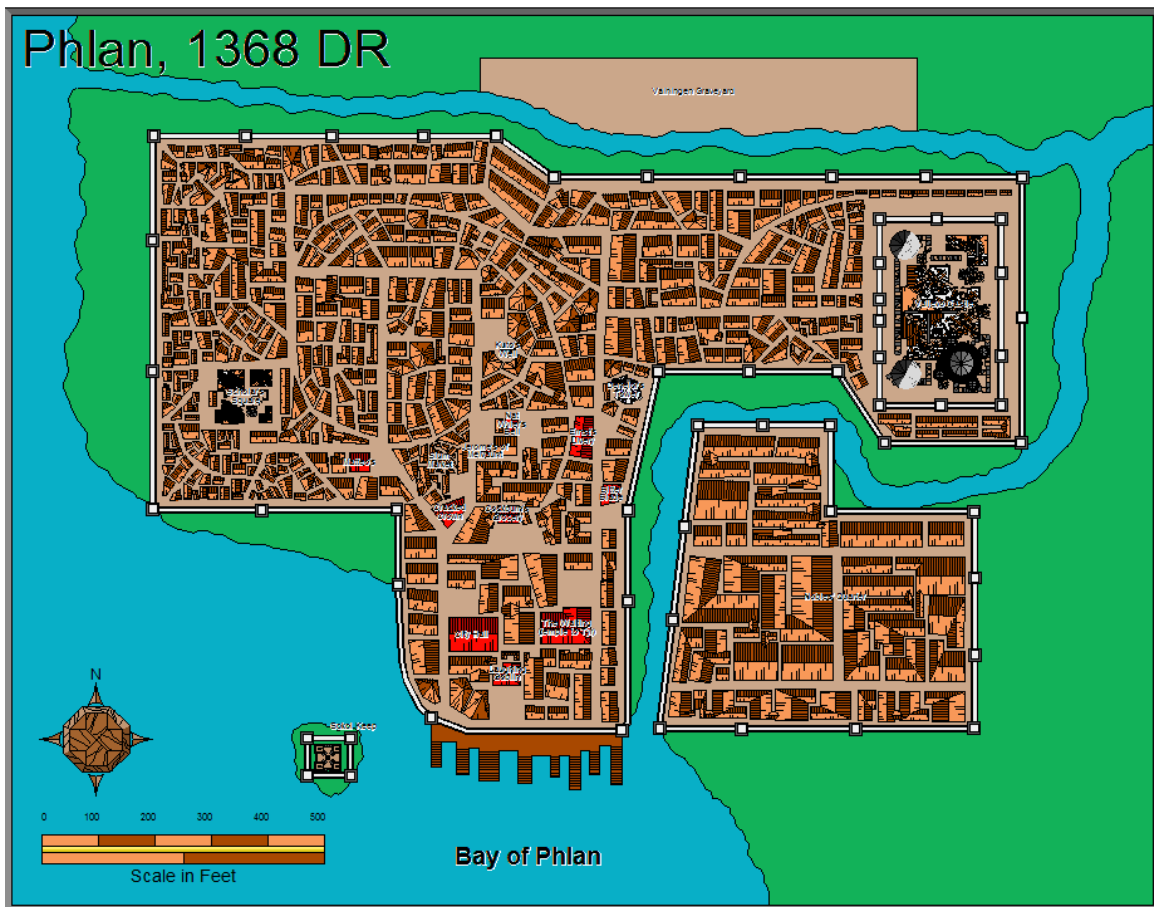
But be warned: not all ends well, I'm afraid!

## TYRANNY OF DRAGONS OPTIONAL SUPPLEMENTS

AUDIENCE	ITEM
All	<a href="#">Player pack</a>
All	<a href="#">The state of Phlan</a>
DM	<a href="#">Rise of Tiamat web supplement</a>

### 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	<a href="#">Hoard of the Dragon Queen</a>	
DDHC-RoT*	8-15	HC	<a href="#">Rise of Tiamat</a>	
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	<a href="#">Defiance in Phlan</a>	
D DEX1-2	1-4	4	<a href="#">Secrets of Sokol Keep</a>	
D DEX1-3	1-4	4	<a href="#">Shadows Over the Moonsea</a>	
D DEX1-4	1-4	4	<a href="#">Dues for the Dead</a>	
D DEX1-5	1-4	4	<a href="#">The Courting of Fire</a>	
D DEX1-6	1-4	4	<a href="#">The Scroll Thief</a>	
D DEX1-7	1-4	4	<a href="#">Drums in the Marsh</a>	
D DEX1-8	1-4	4	<a href="#">Tales Trees Tell</a>	
D DEX1-9	1-4	4	<a href="#">Outlaws of the Iron Route</a>	
D DEX1-10	5-10	4	<a href="#">Tyranny in Phlan</a>	
D DEX1-11	5-10	8	<a href="#">Dark Pyramid of Sorcerers Isle</a>	
D DEX1-12	5-10	4	<a href="#">Raiders of the Twilight Marsh</a>	
D DEX1-13	5-10	4	<a href="#">Pool of Radiance Resurgent</a>	
D DEX1-14	5-10	4	<a href="#">Escape from Phlan</a>	

^: 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 options 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	<a href="#">Elemental Evil player &amp; DM pack</a>
Player	<a href="#">Official pregen characters</a>
Player	<a href="#">Mulmaster Bonds &amp; Backgrounds</a>
All	<a href="#">Elemental Evil Player Companion</a>
All	<a href="#">Joining the Cloaks</a>
All	<a href="#">Status of Mulmaster (before season)</a>
All	<a href="#">Status of Mulmaster (after season)</a>
DM	<a href="#">PotA &amp; Orcsplitter (DM’s Option)</a>



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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	<a href="#">Princes of the Apocalypse</a>	
DDEP2^	1-4, 5-10	4	Mulmaster Undone	Retired; takes place after DDEX2-16
DDEX2-1	1-2	5 1-hour mini-missions	<a href="#">City of Danger</a>	
DDEX2-2	1-4	4	<a href="#">Embers of Elmwood</a>	
DDEX2-3	5-10	4	<a href="#">The Drowned Tower</a>	
DDEX2-4	5-10	4	<a href="#">Mayhem in the Earthspur Mines</a>	
DDEX2-5	1-4	4	<a href="#">Flames of Kythorn</a>	
DDEX2-6	1-4	4	<a href="#">Breath of the Yellow Rose</a>	
DDEX2-7	1-4	4	<a href="#">Bounty in the Bog</a>	
DDEX2-8	1-4	4	<a href="#">Foulness Beneath Mulmaster</a>	
DDEX2-9	5-10	8	<a href="#">Eye of the Tempest</a>	
DDEX2-10	1-4	4	<a href="#">Cloaks and Shadows</a>	
DDEX2-11	1-4	2	<a href="#">Oubliette of Fort Iron</a>	
DDEX2-12	1-4	2	<a href="#">Dark Rites at Fort Dalton</a>	
DDEX2-13	5-10	4	<a href="#">The Howling Void</a>	
DDEX2-14	5-10	4	<a href="#">The Sword of Selfaril</a>	
DDEX2-15	5-10	4	<a href="#">Black Heart of Vengeance</a>	
DDEX2-16	1-4	4	<a href="#">Boltsmelter's Book</a>	

^: 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

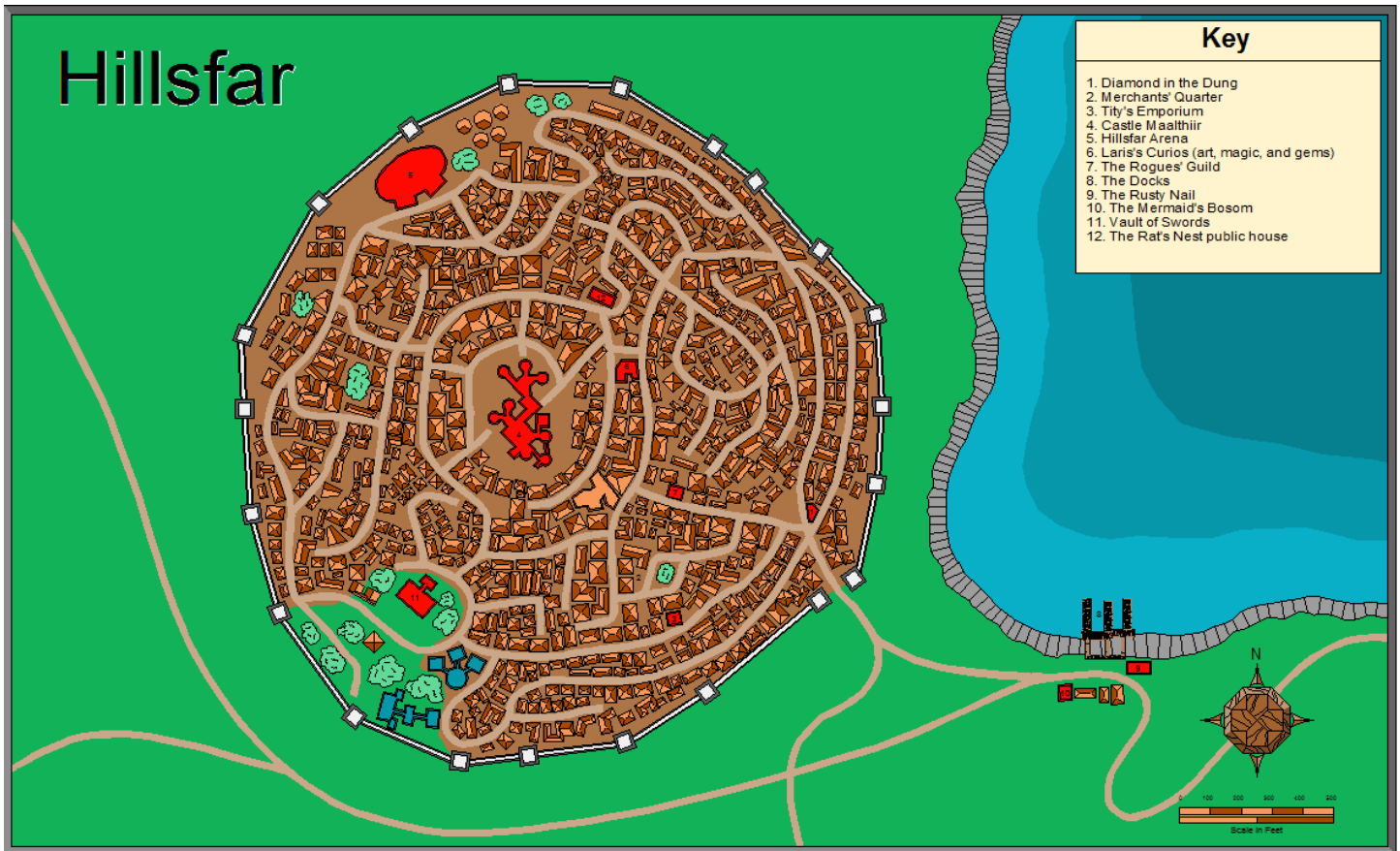
AUDIENCE	ITEM
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All	<a href="#">Rage of Demons player</a>
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Player	<a href="#">Official pregen characters</a>
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All	<a href="#">Status of Hillsfar</a>
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All	<a href="#">Hillsfar Backgrounds &amp; Bonds</a>
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## 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	<a href="#">Out of the Abyss</a>	
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	<a href="#">Harried in Hillsfar</a>	
DDEX3-2	1-4	4	<a href="#">Shackles of Blood</a>	
DDEX3-3	5-10	4	<a href="#">The Occupation of Szith Morcane</a>	
DDEX3-4	11-16	8	<a href="#">It's All in the Blood</a>	
DDEX3-5	1-4	2	<a href="#">Bane of the Tradeways</a>	
DDEX3-6	1-4	2	<a href="#">No Foolish Matter</a>	
DDEX3-7	5-10	4	<a href="#">Herald of the Moon</a>	
DDEX3-8	5-10	4	<a href="#">The Malady of Elventree</a>	
DDEX3-9	5-10	4	<a href="#">The Waydown</a>	
DDEX3-10	1-4	4	<a href="#">Quelling the Horde</a>	
DDEX3-11	5-10	2	<a href="#">The Quest for Sporedome</a>	
DDEX3-12	1-4	2	<a href="#">Hillsfar Reclaimed</a>	
DDEX3-13	5-10	2	<a href="#">Writhing in the Dark</a>	
DDEX3-14	1-4	2	<a href="#">Death on the Wall</a>	
DDEX3-15	5-10	4	<a href="#">Szith Morcane Unbound</a>	
DDEX3-16	11-16	8	<a href="#">Assault on Maerimydra</a>	

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

[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 season saw the introduction of DM Quests!

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!

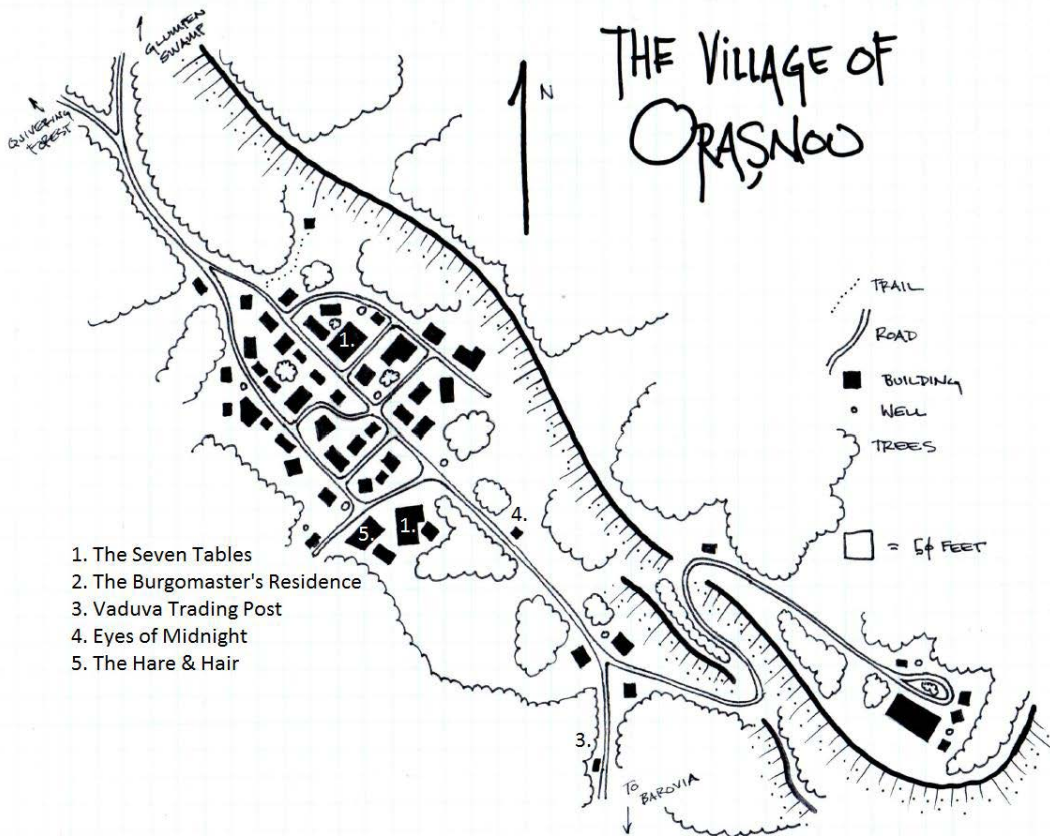
### CURSE OF STRAHD OPTIONAL SUPPLEMENTS

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

### SPELLCASTING SERVICES ARE DIFFERENT

The DDAL04 series of adventures in Ravenloft use spellcasting services that are quite different from their Faerunian counterparts. DMs running the *Curse of Strahd* hardcover are encouraged to use these setting-specific services but may choose either method.

More information can be found in the [Curse of Strahd Player's Guide](#).



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## 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	<a href="#">Curse of Strahd</a>	
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	<a href="#">Suits of the Mists</a>	
DDAL04-2	1-4	2	<a href="#">The Beast</a>	
DDAL04-3	1-4	2	<a href="#">The Executioner</a>	
DDAL04-4	1-4	4	<a href="#">The Marionette</a>	
DDAL04-5	1-4	2	<a href="#">The Seer</a>	
DDAL04-6	1-4	4	<a href="#">The Ghost</a>	
DDAL04-7	5-10	4	<a href="#">The Innocent</a>	
DDAL04-8	5-10	2	<a href="#">The Broken One</a>	
DDAL04-9	5-10	2	<a href="#">The Tempter</a>	
DDAL04-10	5-10	4	<a href="#">The Artifact</a>	
DDAL04-11	5-10	4	<a href="#">The Donjon</a>	
DDAL04-12	5-10	2	<a href="#">The Raven</a>	
DDAL04-13	5-10	2	<a href="#">The Horseman</a>	
DDAL04-14	5-10	4	<a href="#">The Dark Lord</a>	

^: 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.

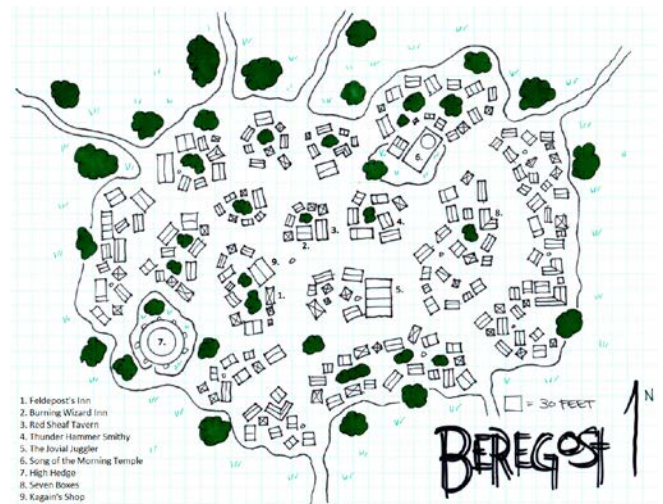
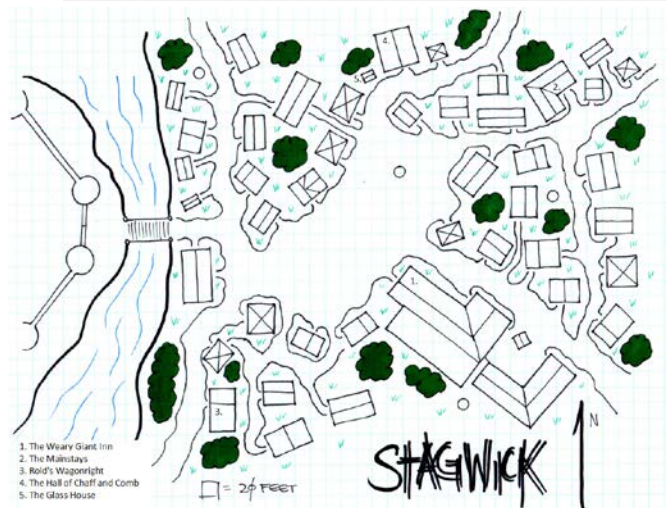
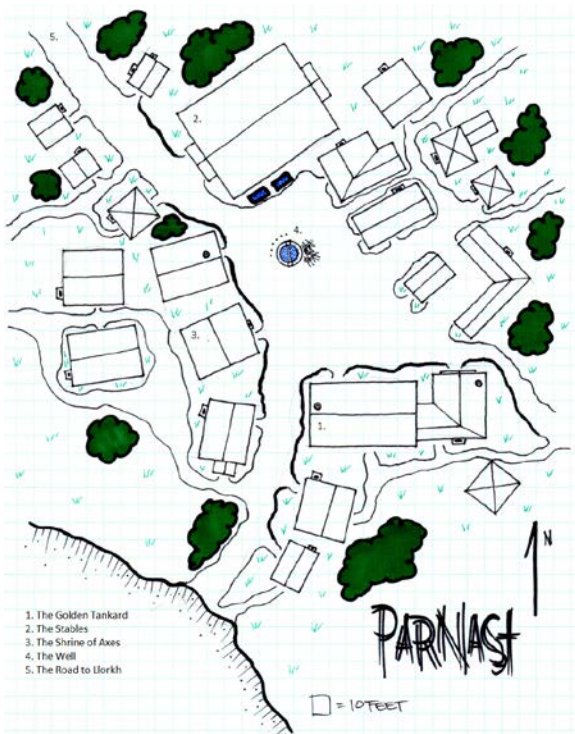
## STORM KING'S THUNDER OPTIONAL SUPPLEMENTS

AUDIENCE	ITEM
Player	<a href="#">Storm King's Thunder player pack</a>
DM	<a href="#">Storm King's Thunder DM pack</a>
DM	<a href="#">DM Quests</a>
All	<a href="#">Faction &amp; DM Folders</a>

### Did You Know?

SEER is a title, not a name. And Hsing – SEER's pseudodragon companion – is more than he appears to be. Expect further development for them in upcoming seasons!

Giants and dwarves have long been aggressive towards each other. Several adventures this season actually explore this lore and history.



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## SEASON 5. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDIA-05	1-5	16	<a href="#">A Great Upheaval</a>	the first chapter of DDAL-SKT
DDHC-SKT*	1-10	HC	<a href="#">Storm King's Thunder</a>	
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.	<a href="#">Treasures of the Broken Hoard</a>	
DDAL05-2	1-4	2	<a href="#">The Black Road</a>	
DDAL05-3	1-4	2	<a href="#">Uninvited Guests</a>	
DDAL05-4	5-10	2	<a href="#">In Dire Need</a>	
DDAL05-5	5-10	2	<a href="#">A Dish Best Served Cold</a>	
DDAL05-6	1-4	2	<a href="#">Beneath the Fetid Chelimber</a>	
DDAL05-7	1-4	2	<a href="#">Chelimber's Descent</a>	
DDAL05-8	11-16	4	<a href="#">Durlag's Tower</a>	
DDAL05-9	11-16	4	<a href="#">Durlag's Tomb</a>	
DDAL05-10	1-4	2	<a href="#">Giant Diplomacy</a>	
DDAL05-11	5-10	4	<a href="#">Forgotten Traditions</a>	
DDAL05-12	1-4	2	<a href="#">Bad Business in Parnast</a>	
DDAL05-13	5-10	4	<a href="#">Jarl Rising</a>	
DDAL05-14	11-16	4	<a href="#">Reeducation</a>	
DDAL05-15	11-16	4	<a href="#">Reclamation</a>	
DDAL05-16	1-4	4	<a href="#">Parnast Under Siege</a>	
DDAL05-17	5-10	4	<a href="#">Hartkiller's Horn</a>	
DDAL05-18	17-20	4	<a href="#">The Mysterious Isle</a>	
DDAL05-19	17-20	4	<a href="#">The Eye of Xxiphu</a>	

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 \*: 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
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Players	New character sheets
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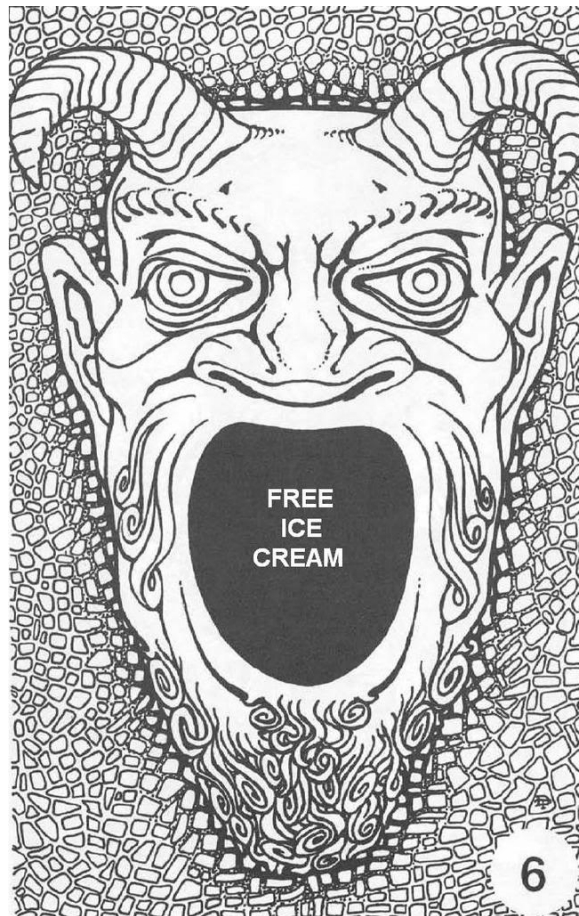
DMs	Vials for Player's Tears
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All	Soul-rending Oaths of Revenge
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### Did You Know?

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

If you level up during your dungeon exploration and find yourself outside the intended tier, don't fret – you are still considered to be a legal character for finishing that dungeon.



(not an actual illustration from the final book)



## SEASON 6. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDIA06-SUNLESSCITADEL	1	Variable	The Sunless Citadel	Intro adventure
DDHC-TYP*	various	HC	<a href="#">Tales from the Yawning Portal</a>	7 dungeons to drop into your ongoing campaigns or other hardcover adventures!
DDEP06-01^	1-4, 5-10	4	Relics of Kundrukar	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 href="#">A Thousand Tiny Deaths</a>	Leads into Forge of Fury
DDAL06-02	5-10	2	<a href="#">The Redemption of Kelvan</a>	Leads into White Plume Mountain
DDAL06-03	17-20	2	<a href="#">Crypt of the Death Giants</a>	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*.

### DUNGEON CRAWLS? IN MY D&D?!

The dungeon crawls presented in *Tales from the Yawning Portal* are by and large taken from older content and updated to the 5<sup>th</sup> edition of the rules. There are hints of Greyhawk and other campaign worlds contained therein, but the Adventurers League content takes place in the Forgotten Realms. To that end, the admin team assembled a series of “Hooks” articles to get players excited about the adventures that lay before them.

- [Hooks: Sunless Citadel](#)
- [Hooks: Forge of Fury](#)
- [Hooks: Hidden Shrine of Tamoachan](#)
- [Hooks: White Plume Mountain](#)
- [Hooks: Dead in Thay](#)
- [Hooks: Against the Giants](#)
- [Hooks: Tomb of Horrors](#)

These hooks are not required, but you may find them very helpful – they even include some handy DM guidance!





## SEASON 7. TOMB OF ANNIHILATION

The dread lich Acererak has made a bid for the souls of every creature in creation. His terrible plot begins in the jungles of Chult in the far southern reaches of Faerun and can be felt across every plane of existence. Death is finally permanent; not even the gods can still his arcane plans.

Our heroes will brave dinosaurs, necromantic wizards, strange goblins, and deathtraps galore as they unravel the mysteries of this ancient place. A place where the gods refuse to tread, and a place where familiar faces long thought lost will appear.

Season 7 of the Adventurers League is a desperate race against time as the recently resurrected find themselves succumbing to a wasting rot and Acererak toys with powers from beyond our understanding!

### TOMB OF ANNIHILATION OPTIONAL SUPPLEMENTS

AUDIENCE	ITEM
Players	Surrogates ( <a href="#">tier 1</a> --- <a href="#">tier 2</a> )
Players	<a href="#">Surrogate Logsheets</a>
Players	<a href="#">Tomb of Annihilation Player's Pack</a>
DMs	<a href="#">Tomb of Annihilation DM's Pack</a>
All	<a href="#">Death Curse</a>
All	<a href="#">Maps by Mike Schley</a>
All	<a href="#">The Complete Turtle Package</a>

### DID YOU KNOW?

The lost language of Old Omuan is indeed that: lost. Not even the residents of Chult know how to speak it.

The legend of Dendar the Night Serpent and her prophesied final battle with Ubtao is woven into the cultures of Chult – but it remains to be seen just what Acererak's plans for them may be. These are the only two deities of the jungle peninsula; it is truly a place forgotten by the world, and one where even the gods refuse to tread.



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## SEASON 7. ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
DDHC-TOA-1*	1-11	HC	Tomb of Annihilation	
DDHC-TOA-2	1-4	4	<a href="#">The Complete Turtle Package</a>	This counts as a hardcover chapter for Tomb of Annihilation, and has a level range of 1-4. Characters outside this level range may play the content but are unlikely to experience any significant challenges.
DDHC-TOA-3	n/a	n/a	<a href="#">Beasts of Jungle Rot</a>	<b>Guild Adept content!</b> Adds 37 new creatures to your <i>Tomb of Annihilation</i> games; includes new options for dinosaur racing and hunting in Chult
DDHC-TOA-4	1-4	HC	<a href="#">Cellar of Death</a>	<b>Guild Adept content!</b> Intended for 1 <sup>st</sup> level characters as an introduction to <i>Tomb of Annihilation</i>
DDHC-TOA-5	1-11	HC	<a href="#">Encounters in Port Nyanzaru</a>	<b>Guild Adept content!</b> A collection of short 90- to 120-minute game sessions to help develop Port Nyanzaru.
DDHC-TOA-6	5-10	HC	<a href="#">Heart of the Wild</a>	<b>Guild Adept content!</b> Features Artus Cimber.
DDHC-TOA-7	1-16	HC	<a href="#">Ruins of Mezro</a>	<b>Guild Adept content!</b> Specific adventure tiers are detailed in chapter 3 of this product.
DDHC-TOA-8	1-4	HC	<a href="#">Return of the Lizard King</a>	<b>Guild Adept content!</b> The <i>Tree Spirit Weapon</i> and <i>darkling necklace</i> are replaced with a <i>+1 weapon</i> and a <i>cloak of elvenkind</i> for AL play, unless specific campaign documentation is acquired.
DDHC-TOA-9	5-10	HC	<a href="#">Ruins of Matolo</a>	<b>Guild Adept content!</b> Undead themes
DDHC-TOA-10	11-16	HC	<a href="#">Ruins of Hisari</a>	<b>Guild Adept content!</b> Yuan-ti themes
DDEP07-01^	1-4, 5-10	4	Peril at the Port	
DDEP07-02^	1-4, 5-10, 11-16, 17-20	4	TBA	
DDAL07-01	1-4	5 adventures at 1 hour ea.	<a href="#">A City on the Edge</a>	Designed for use as intro adventures for levels 1-4 (tier 1)
DDAL07-02	5-10	5 adventures at 1 hour ea.	<a href="#">Over the Edge</a>	Designed for use as intro adventures for levels 5-10 (tier 2)
DDAL07-03	1-4	2	A Day at the Races	
DDAL07-04	1-4	2	A Walk in the Park	
DDAL07-05	1-4	2	Whispers in the Dark	
DDAL07-06	5-10	2	Fester and Burn	
DDAL07-07	5-10	2	Rotting Roots	
DDAL07-08	5-10	2	Putting the Dead to Rest	

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**More adventures are coming...**

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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 aren't eligible for some 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	<a href="#">CCC Requests &amp; Agreement</a>
Authors	<a href="#">Facebook group for CCC authors</a>
Authors	<a href="#">Templates and stock art</a>

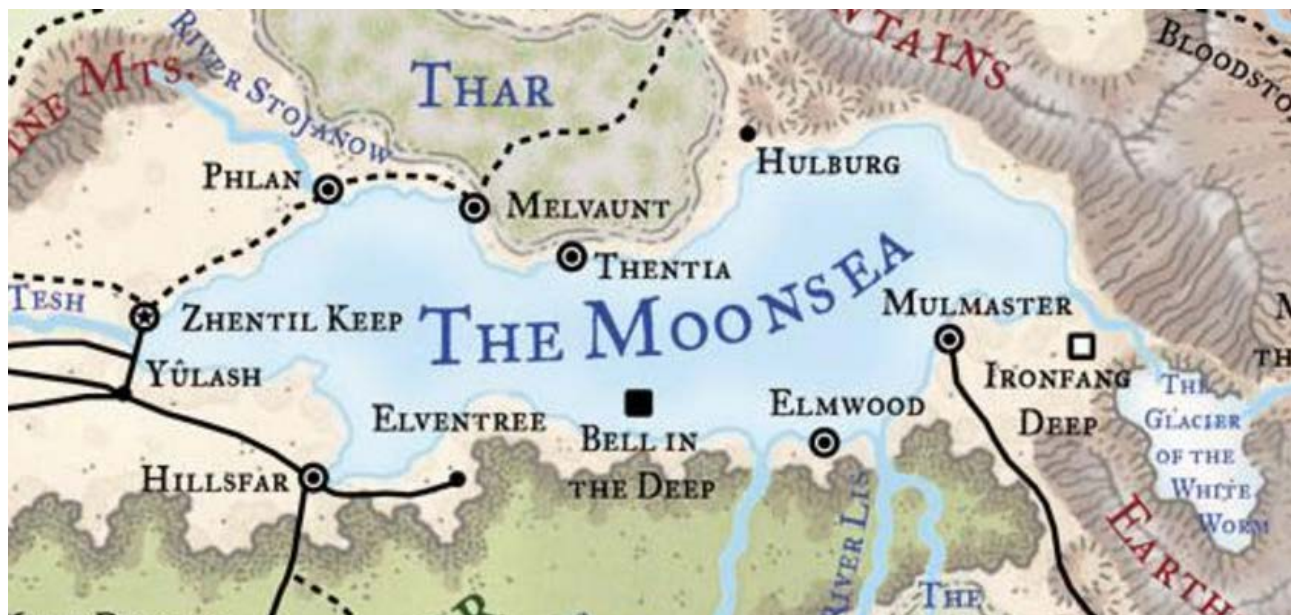
### Did You Know?

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!

This content list only reflects content that has been released to dmsguild or has been previously cited in this document. This list is not exhaustive.





## CCC ADVENTURE LIST

CODE	LEVEL BAND	RUNTIME (HOURS)	TITLE	NOTES
CCC-BLD-11	1-4	2	<a href="#">Bleeding Gate: Pandemonium</a>	Gamestorm 2017
CCC-BLD-12	1-4	2	<a href="#">Bleeding Gate: Amalgamation</a>	Gamestorm 2017
CCC-BMG-01	1-4	4	<a href="#">CORE1-1 A Scream in the Night</a>	Origins 2016
CCC-BMG-02	1-4	4	<a href="#">CORE1-2 A Cog in the Wheel</a>	Origins 2016
CCC-BMG-03	1-4	4	<a href="#">CORE1-3 A Hole in the World</a>	Origins 2016
CCC-BMG-04	1-4	4	<a href="#">CORE2-1 Tales of Good &amp; Evil</a>	Gen Con 2016
CCC-BMG-05	1-4	4	<a href="#">CORE2-2 Songs of Law &amp; Chaos</a>	Gen Con 2016
CCC-BMG-06	1-4	4	<a href="#">CORE2-3 Edicts of Neutrality</a>	Gen Con 2016
CCC-BMG-07	5-10	4	<a href="#">HULB1-1 Hulburg Rebuilding</a>	Gen Con 2016
CCC-BMG-08	5-10	4	<a href="#">HULB1-2 Hulburg Burning</a>	Gen Con 2016
CCC-BMG-09	5-10	4	<a href="#">HULB1-3 Hulburg Rising</a>	Gen Con 2016
CCC-BMG-HULB1S^	5-10	4	HULB1-S Extinction	“Special”/ Interactive format
CCC-BMG-10	5-10	4	<a href="#">HILL1-1 Arrival</a>	Origins 2016
CCC-BMG-11	5-10	4	<a href="#">HILL1-2 Exodus</a>	Origins 2016
CCC-BMG-12	5-10	4	<a href="#">HILL1-3 Resurgence</a>	Origins 2016
CCC-BMG-HILL1S^	5-10	4	HILL1-S Onslaught	“Special”/ Interactive format
CCC-BMG-13	11-16	4	<a href="#">PHLAN1-1 Sepulture</a>	Gen Con 2016
CCC-BMG-14	11-16	4	<a href="#">PHLAN1-2 Enemy of my Enemy</a>	Gen Con 2016
CCC-BMG-15	11-16	4	<a href="#">PHLAN1-3 Subterfuge</a>	Gen Con 2016
CCC-BMG-PHLAN1S^	11-16	4	PHLAN1-S Uprising	“Special”/ Interactive format
CCC-BMG-16	5-10	4	<a href="#">ELM1-1 The Sage of Cormanthor</a>	Dragon Con 2016
CCC-BMG-17	5-10	4	<a href="#">ELM1-2 The Lost Sanctum</a>	Dragon Con 2016
CCC-BMG-18	5-10	4	<a href="#">ELM1-3 The Battle of Elmwood</a>	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	<a href="#">The Vault of the Devourer</a>	Milwaukee Summer Revel, July 2016
CCC-CIC-02	5-10	4	<a href="#">The Clockwork Laboratory</a>	Dan’s Con of the Vale, October 2016
CCC-CIC-03	5-10	4	<a href="#">The Desolate Undercroft</a>	Dan’s Con of the Vale, October 2016

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CCC-CIC-04	5-10	4	<a href="#">Best Friends Forever</a>	Conflagration, February 2017
CCC-DDSC-01	1-4	4	<a href="#">Murder at the Stop</a>	SoonerCon 2017
CCC-DDSC-02	1-4	2	<a href="#">A Fool and His Gold</a>	SoonerCon 2017
CCC-GARY-01	5-10	2	<a href="#">A Night to Remember</a>	GaryCon 2017
CCC-GARY-02	5-10	2	<a href="#">To Find a Way Out</a>	GaryCon 2017
CCC-GARY-03	5-10	2	<a href="#">Oh, We're In It Now</a>	GaryCon 2017
CCC-GHC-01	5-10	2	<a href="#">Tharaera Lost</a>	Gamehole Con 2016
CCC-GHC-02	5-10	2	<a href="#">Skulljaw Hill</a>	Gamehole Con 2016
CCC-GHC-03	5-10	2	<a href="#">Facing the Dark</a>	Gamehole Con 2016
CCC-GHC-04	5-10	2	The Violet Affair	Gamehole Con 2017
CCC-GHC-05	5-10	2	The Lavender Flight	Gamehole Con 2017
CCC-GHC-06	5-10	2	The Lilac Assault	Gamehole 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	<a href="#">Champion of the People</a>	LinksCon, June 2017
CCC-LINKS-02	11-16	4	<a href="#">The Secrets We Keep</a>	LinksCon, June 2017
CCC-ODFC-0101	1-4	4	Hammer and Anvil	1d4 Con 2017
CCC-PDXAGE-0101	1-4	2	<a href="#">The White Well</a>	PDXAGE
CCC-PDXAGE-0201	5-10	2	<a href="#">The Dark Hunt</a>	PDXAGE
CCC-QCC-2017	11-16	4	<a href="#">Delusions of Grandeur, Dreams of Revenge</a>	QCC 2017
CCC-ROZK-0101	11-16	4	<a href="#">Binder's Torment</a>	Origins 2017; Druids & Dragons 2017
CCC-ROZK-0102	11-16	4	<a href="#">Zhentarim's Lament</a>	Origins 2017; Druids & Dragons 2017
CCC-ROZK-0103	11-16	4	<a href="#">Necromancer's Ascent</a>	Origins 2017; Druids & Dragons 2017
CCC-SALT-01-01	1-4	2	<a href="#">Rumors of Riches</a>	SaltCON 2017
CCC-SALT-01-02	1-4	2	<a href="#">Moor Trouble</a>	SaltCON 2017
CCC-SALT-01-03	1-4	4	<a href="#">Broken Halls of Goldahroud</a>	SaltCON 2017
CCC-SFBAY-0101	5-10	8	<a href="#">Plots in Motion</a>	KublaCon 2017
CCC-TRI-01	11-16	4	<a href="#">Into the Darkness</a>	TotalCon 2017
CCC-TRI-02	11-16	4	Impression Left Behind	TotalCon 2017
CCC-UCON-01	5-10	4	<a href="#">Blood &amp; Fog</a>	U-Con, November 2016
CCC-YLRA01-01	5-10	4	<a href="#">Her Dying Wish</a>	Strategicon 2017
CCC-YLRA01-02	5-10	4	<a href="#">Uneasy Lies the Head</a>	Strategicon 2017
CCC-YLRA01-03	5-10	4	<a href="#">Bound By Duty</a>	Strategicon 2017

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