

Community Created Content Creation

This document provides an overview of our process for Community Created Content (CCC) adventures. More detailed guidance regarding format and rewards will be provided to you in the CCC Creator Pack.

Timelines

All adventures must be sponsored by an event whose date sets the deadlines for this content. Deadlines are crucial process. The campaign staff is responsible for providing oversight to **many** CCC creators that want to write for the program.

If you fall behind on your deadlines your CCC will be rejected and its release delayed to another convention in the future. When in doubt, email resource@dnadventurersleague.org.

- **9+ Months Prior to Event.** Fill out the online [form](#). Your request will be approved or rejected by the Community Managers within one to two weeks. If approved, you'll receive the latest version of the CCC Creator Pack by the Resource Managers who will track your deadlines. You're expected to read, understand, and utilize **all** of the provided guides, templates, and formats.
- **9 Months Prior to Event.** Your completed Concept and Outline documents are submitted to resource@dnadventurersleague.org. The campaign staff will respond within **four weeks** and approve, reject, or request modifications to your adventure.
- **3 Months Prior to Event.** You submit the draft that you intend to premiere at your event. The campaign staff will respond within **four weeks** and approve, reject, or request modifications to your adventure.
- **0 to 3 Months After Event.** You may edit and revise your adventure following its premiere, but may not change treasure, stat blocks, or general story and/or theme of your adventure.
- **3 Months After Event.** You submit a final copy resource@dnadventurersleague.org. The campaign staff will respond within **four weeks** and approve, reject, or request modifications to your adventure.
- **6 Months After Event.** Upon your adventure's approval, it must be posted to the Dungeon Master's Guild notifying the campaign staff once done, along with the account you posted it under. The campaign staff will flag the product as AL-

legal. Failure to publish with six months will result in the rejection of any content requested by the author and showrunner for **1 year**.

Amount of Content

Any convention or multiple day event is limited to up to 3 adventures that comprise no more than **twelve hours** of tier 1 through 3 content (including bonus objectives). Single-day events are limited to one adventure of **six** hours or less. All CCC adventures must take place in the Moonsea.

Rewards

You must follow all of the rules detailed in the current Adventure Rewards document. Some salient points bear repeating:

- Magic items are limited by Table letter. Double check that you are including items from a table available for your adventure's tier.
- In order to limit that which players must track, story awards in CCCs **may not** include a mechanical effect. If there is a mechanical effect you plan to utilize in a future CCC adventure, note this in the adventure where the DM needs it, not in the story award.
- You **may not** award monetary rewards, any item that permanently changes a character's ability scores, or any item that may result in a monetary reward. Item that has varying number of uses or has random elements (*necklace of prayer beads*, etc.) award the average number of uses and the adventure must predetermine the included parts or effects. For example, a *necklace of prayer beads* awarded in a CCC adventure has four magic beads whose type must each identified in the adventure.

Rules Items

You **must** use the most current version of the published D&D rules. In addition:

- You **may not** create your own monsters or magic items, though you may reskin existing monsters.
- You **may not** modify published stat blocks. If you reskin a race, change known spells, or make other similar **minor** adjustments, annotated these changes in a sidebar in the encounter where it occurs—not in the stat block.