

## COMMUNITY-CREATED CONTENT

v. Q2-2020

This document provides an overview of our process for Community-Created Content (CCC) adventures.

### STEP 1. STORY

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This is integral. Be ready to create story-based objectives where a group of characters is empowered to navigate the challenges in creative ways. Remember that no matter how dark the villain is or how poisoned that well happens to be, somebody is going to want to befriend them or drink their fill.

### STEP 2. COLLABORATE

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Be open to respectful feedback and provide gracious acceptance of it. Be it from your playtesters, your authors, your producers, the Dungeons & Dragons Adventurers League administrators, or someone else, everyone's opinion is valid even if it does not match your own. Be mindful that D&D is a game for everyone, and that it takes all types of players to create a healthy campaign.

Accepting feedback does not necessarily include the requirement of implementing change unless required by the D&D Adventurers League administrators. Instead, the process of accepting feedback encourages you to grow as a creator and opens you to opportunity to provide content that your fans want instead of simply providing content that you want.

### STEP 3. DELIVER THE EXPERIENCE

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When it comes time to send the adventure to your DMs for premiere, ask yourself the following questions:

- Is this adventure fun?
- Is this adventure respectful of its audience?
- Is this adventure ready to go?

If you answered no to any of these, you may need to revise your adventures. While we encourage you to create content that is meaningful to your attendees and guests, you are also required to uphold the views and practices of the D&D Adventurers League and Wizards of the Coast.



### EXPECTATIONS

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You are expected to meet deadlines and quality criteria. These elements are explained in the following pages but falling short of or missing one or more of these elements is grounds for dismissal of your CCC project.

### BENEFIT FOR YOU & YOUR EVENT

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Writing a CCC is a way for your event to take ownership of part of the Dungeons & Dragons Adventurers League story experience for players everywhere. Look at it like a premiere event that you get to direct; your players and DMs will share in your vision and ultimately, so will the rest of the world.

Also, and not to put too fine a point on it, the Dungeons & Dragons Adventurers League admins look at the CCC events very carefully when crafting the premiere schedules and other special events. Be sure to put quality and story first!

## ROLES, SUMMARIZED

The key roles and personnel for your CCC are:

- **Event Organizer (EO).** The Event Organizer is the main point of contact for the event, and all communication flows through them. If you need to change your Event Organizer, the Dungeons & Dragons Adventurers League must be notified by both the event staff and the EO on record.
- **Writer or Designer.** The Event Organizer is required to secure their desired writers and/or designers. The Dungeons & Dragons Adventurers League does not supply these people. They work with the Event Organizer, who in turn works with the Dungeons & Dragons Adventurers League Resource Managers.
- **Dungeons & Dragons Adventurers League Resource Managers.** These people are the main point of contact within the Dungeons & Dragons Adventurers League for the Event Organizer. All communication will flow through them. They can be contacted via email at [resource@dndadventurersleague.org](mailto:resource@dndadventurersleague.org), and will generally respond within 10 business days.

The Dungeons & Dragons Adventurers League reserves the right to, at any time, deny, dismiss, or rescind an event's approval for any reason. If this occurs, we will notify the Event Organizer of this decision.

## REWARDS, SUMMARIZED

CCC rewards are strictly defined elsewhere in this document.

- Double-check your allowed magic item tables
- Story awards in CCCs **may not** include a mechanical effect.

## RULES ITEMS, SUMMARIZED

You **must** use the most current version of the published D&D rules. You may not:

- Create your own monsters or magic items, though you may reskin existing monsters. Reskinning changes non-mechanical elements only.
- Modify published stat blocks, but only if it doesn't similarly modify the CR. If you reskin a race by adding or removing features, change known spells, or make other similar minor adjustments, annotate these changes in a sidebar in the encounter where it occurs—not in the stat block.

## DEFINITIONS AND EXPLANATIONS

This document uses the following terms:

**Session.** One period of play where a play group gets together, plays, and leaves. Groups may vary from session to session. Most sessions are either 2 hours (default tier 1 or 2 adventure duration) or 4 hours long (default tier 3 or 4 adventure duration). Rewards are awarded after each session of play. Players update their character logsheets after each session of play.

**Adventure.** A variable-length collection of sessions and episodes that form a story experience. D&D Adventurers League adventures are usually one session = one adventure.

**Level Range.** Each adventure has a level range, which is grouped by tier (see below). Characters within an adventure's level range may participate in the adventure; while those outside of it can't.

**Number of Players.** Adventurers League adventures are designed for a target of **five** players.

**Average Party Level.** Total up the levels of the characters and divide by the number of characters to get the average party level (APL). Round up fractions of .5 or higher.

**Target Level.** Each adventure has a target level. This is the "optimized" level of the adventure, and it was designed for that play experience. Any adventures (including CCC adventures) **must** be optimized for the following APLs, by tier:

### ADVENTURE OPTIMIZATION APL

Tier	Level Range	APL
1	1 – 4	3
2	5 – 10	8
3	11 – 16	13
4	17 – 20	18

### EXPERIENCE POINTS (XP)

Even though adventures don't award XP, they're designed around the concept that one adventuring day = one normal-length adventure. Each adventure **can** contain up to the XP provided for its target level. Designers **must** still use the guidance found in chapter 5 of the *Dungeon Master's Guide*.

### ADVENTURE XP BUDGET BY APL

Target Level	Maximum XP (Total)
3	7,500
8	35,000
13	85,000
18	170,000

# WRITING YOUR COMMUNITY-CREATED CONTENT

*Or: How Do I Deliver the Awesome?!*

Using the following sections, determine how you plan to proceed with your Community-Created Content (CCC) project:

- Choose tier and duration of adventure
- Choose your rewards
- Submit your concept to the Dungeons & Dragons Adventurers League admins
- Upon approval of your event & concept (if concept approval is needed; see “Tier 1 CCCs”, below), write your adventure
- Publish on dmsguild!

## HOW TO APPLY

Periodically the Dungeons & Dragons Adventurers League administrators will announce and open a submission window for CCC proposals.

**When Does the Window Open?** The submission window will open 6+ months before a selected quarter or date range. For example, a submission window that opens in June 2019 would allow for CCC pitches with events taking place during January 2020 through March 2020; events outside of this date range will not be considered.

**How Long Will the Window be Open?** We expect to keep the window open for approximately two weeks. The effective dates will be listed in our news posts and on our website at:

<http://dndadventurersleague.org/events>.

**How Will I Know if I've Been Approved?** Once the window closes, we will review the submissions. We will respond to all submissions. If you are not approved, you can resubmit it during the next submission window if you like. All responses will be sent within ten business days of the closing of the submission window. We will include appropriate feedback if time allows. If your submission was not approved, you are welcome to reapply during the next open submission period.

**Why Change This Now?** We want to ensure that our CCC program receives the attention that it deserves while still allowing for us to take care of other duties. This process helps us channel our energies and prioritize appropriately.

## DOCUMENT VERSIONS

Submissions (concepts, outlines, and adventures) that are made using outdated documentation will be rejected. Similarly, submissions must be made in .docx or .pdf format unless the Resource Managers have specifically requested otherwise.

## AMOUNT OF CONTENT

Any multiple day public event is limited to up to three (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 (1) adventure of **six** hours or less.

## DURATION

CCC adventures must adhere to the following established durations:

### TIER 1

- 4 (four) mini-adventures of 1 (one) hour each
- 2 (two) hours, with 0 (zero) bonus objectives
- 2 (two) hours, with 2 (two) bonus objectives

### TIER 2

- 2 (two) hours, with 0 (zero) bonus objectives
- 2 (two) hours, with 2 (two) bonus objectives
- 4 (four) hours, with 0 (zero) bonus objectives
- 4+2 (four) hours, with 2 (two) bonus objectives

### TIER 3

- 4 (four) hours, with 0 (zero) bonus objectives
- 4+2 (four) hours, with 2 (two) bonus objectives

## DETERMINE OBJECTIVES

D&D Adventurers League adventures are designed around objectives.

**Story Objective.** The adventure's two story objectives are the primary tasks that the characters set out to accomplish. The characters must be able to complete the first story objective at the end of Episode 2, and the second at the adventure's conclusion in Episode 3.

**Bonus Objectives.** Dungeons & Dragons Adventurers League & CCC adventures for tier 2 or 3 **may** also contain two 1-hour bonus objectives that run alongside the story objectives. Each one is a self-contained episode that culminates in completing an objective. The characters can earn additional rewards for completing one or both bonus objectives, but you're still limited to the rewards your adventure can offer. These aren't required for CCC adventures but are strongly recommended.

## TREASURE AND EQUIPMENT

A Dungeon Master is empowered to reward gold if and where the ALDMG allows for it. Don't add gp rewards to CCC adventures.

### LEVELS

Characters earn a level upon successfully completing an adventure. The adventure format contains the appropriate verbiage; it needn't be changed.

### GOLD

Characters earn gold when prompted by their DM—to a maximum of a certain amount of gold per hour. The adventure format contains the appropriate verbiage; it needn't be changed.

Throughout the adventure, however, provide the DM with cues on when the award should be offered; add treasure entries with a description of what form the gold might take. For example, if the characters are infiltrating an orc stronghold, the treasure might be in the form of stolen coins or antiquities offered as tribute by scared locals. A lich's lair might contain delicate boxes containing rare spell components, etc.

### MAGIC ITEMS

D&D Adventurers League adventures award access to consumable and permanent magic items.

**Permanent Magic Items.** Each adventure awards **one** permanent magic item. The adventure **must** include a separate player handout describing the permanent magic item unlocked in the adventure. Permanent magic items are designated in the adventure's concept and can't be modified without **explicit permission** from the D&D Adventurers League Content Manager.

In addition, they're restricted to the tables, below:

#### PERMANENT MAGIC ITEMS

Tier	Max Rarity	Table Limitations (CCC Only)
1	Uncommon	A, B, C
2	Rare	A, B, C, F
3	Very rare	A, B, C, D, F, G

**CCC Designer Notes:** Magic items may only be chosen from the magic item tables in the *Dungeon Master's Guide*. Similarly, any item chosen may, if needed, select an item type from chapter 5 of the *Player's Handbook*. The following points illustrate what items can't be selected:

- A problematic magic item (see the *Adventurers League Content Catalog*)
- An item that permanently modifies an ability score.
- Magical versions of half-plate or plate armor (this restriction applies to tier 1 or 2 adventures, only)
- Any special property found on pages 142 and 143 of the *DMG* that provide a mechanical benefit.
- An item that is neither in the *DMG* nor the *PHB*.

**Common Magic Items.** CCC adventures may include **one** common magic item in lieu of one of the adventure's consumable magic items. Magical armor **must** be leather, scale, or chainmail. Most common magic items can be located in Xanathar's Guide to Everything.

**Consumable Magic Items.** Each adventure may award a few consumable items; with the following limitations on quantity and rarity:

#### CONSUMABLE MAGIC ITEMS

Tier	Number	Max Rarity
1	0-2	Uncommon
2	1-2	Rare (max 1 rare)
3	1-3	Very rare (max 1 very rare)

## SPECIAL REWARDS

In addition to levels, gold, and magic items, the adventure may include other rewards, as follows:

**Story Awards.** Story awards are subject to the following guidance:

- **No more** than two story awards can be awarded. Don't add story awards just to add them. The gratuitous use of these awards trivializes them. Use them **only** when necessary.
- No mechanical effects
- Separate player handouts **must** be included for each story award.

**Downtime Activities.** CCC adventures may not create new downtime activities.

## TIER 1 CCCs

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As of **January 2020**, new tier 1 CCCs do not require an initial approval process through the D&D Adventurers League. That said, the following elements must be observed:

- **Your event must still be approved.** If your event is not approved, you can't any create CCC content.
- You may have one tier 1 adventure for each day of your event, to a maximum of 3 adventures.
- Your adventure(s) must be a 2-hour adventure with no bonus objectives. If you seek to create an adventure with a different duration, see "**Adventure Option—Other**" below.
- The final draft of your adventure must be submitted to the Dungeons & Dragons Adventurers League administrators within 30 days of the end of the event for final review, and then posted on dmsguild upon receiving approval from those administrators. Be advised that it may take up to 30 days to receive a response from the administrators on this matter.
- You must select one of the bundles below when creating your adventure. The concepts are loose, and the rewards may not be changed, though you are encouraged to apply special descriptions (but not qualities) to the magic items. The adventure must remain entirely within the Forgotten Realms.

### ADVENTURE OPTION 1

There is continued unrest in the cities around the Moonsea. The Red Wizards are rumored to be kidnapping visitors—but why?

- **Magic Item Unlock.** *helm of comprehending languages*
- **Consumable Item.** Up to two (2) common or uncommon consumables from magic item tables A, B, or C
- **Story Awards.** none
- **Location.** Any Moonsea city

### ADVENTURE OPTION 2

The area surrounding the Moonsea is often home to bandits, orcs, and worse. These miscreants threaten those that travel without appropriate protection, and now word of strange lights and harsh whispers plague the area.

- **Magic Item Unlock.** *lantern of revealing*
- **Consumable Item.** Up to two (2) common or uncommon consumables from magic item tables A, B, or C

- **Story Awards.** none
- **Location.** Land or sea within 20 miles of the shores of the Moonsea

### ADVENTURE OPTION 3

They say that the old couple in the woods are ancient. They say that the old couple has always just... been there. And now they say that you must secure their wisdom.

- **Magic Item Unlock.** *decanter of endless water*
- **Consumable Item.** Up to two (2) common or uncommon consumables from magic item tables A, B, or C
- **Story Awards.** none
- **Location.** A new village or thorp of your own creation, that does not exist in other game materials outside of your event.

### ADVENTURE OPTION 4

Caravan duty: the stereotype for a new adventurer. But sometimes exciting things happen when you least expect them!

- **Magic Item Unlock.** *immovable rod*
- **Consumable Item.** Up to two (2) common or uncommon consumables from magic item tables A, B, or C
- **Story Awards.** none
- **Location.** A merchant wagon or caravan on a trade route between the established cities of the Moonsea.

### ADVENTURE OPTION—OTHER

Please be advised that we are unlikely to approve tier 1 CCC concepts outside of the above options.

## TIER 2 & 3 CCCs

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All tier 2 & 3 CCCs must be initiated and approved during the open submission window and timelines must be strictly followed. These adventures must follow the rules presented elsewhere in this document.

These events are strictly limited on a per-quarter basis so that the Dungeons & Dragons Adventurers League administrators can appropriately review them with your event's EO.

## TIER 4 CCCs

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Tier 4 CCCs are not permitted at this time, even to our special event partners.



## CROSS-TIER, MULTI-TIER, EPIC, INTERACTIVE, OR COMPETITIVE CONCEPTS

We will not approve concepts for these types of games at this time.

## CCCs SET IN OTHER CAMPAIGNS

We will not approve concepts for adventures that are set in other campaigns. Note that while some planar travel is permitted, an adventure concept mostly or entirely set in or on another plane of existence will be similarly denied.

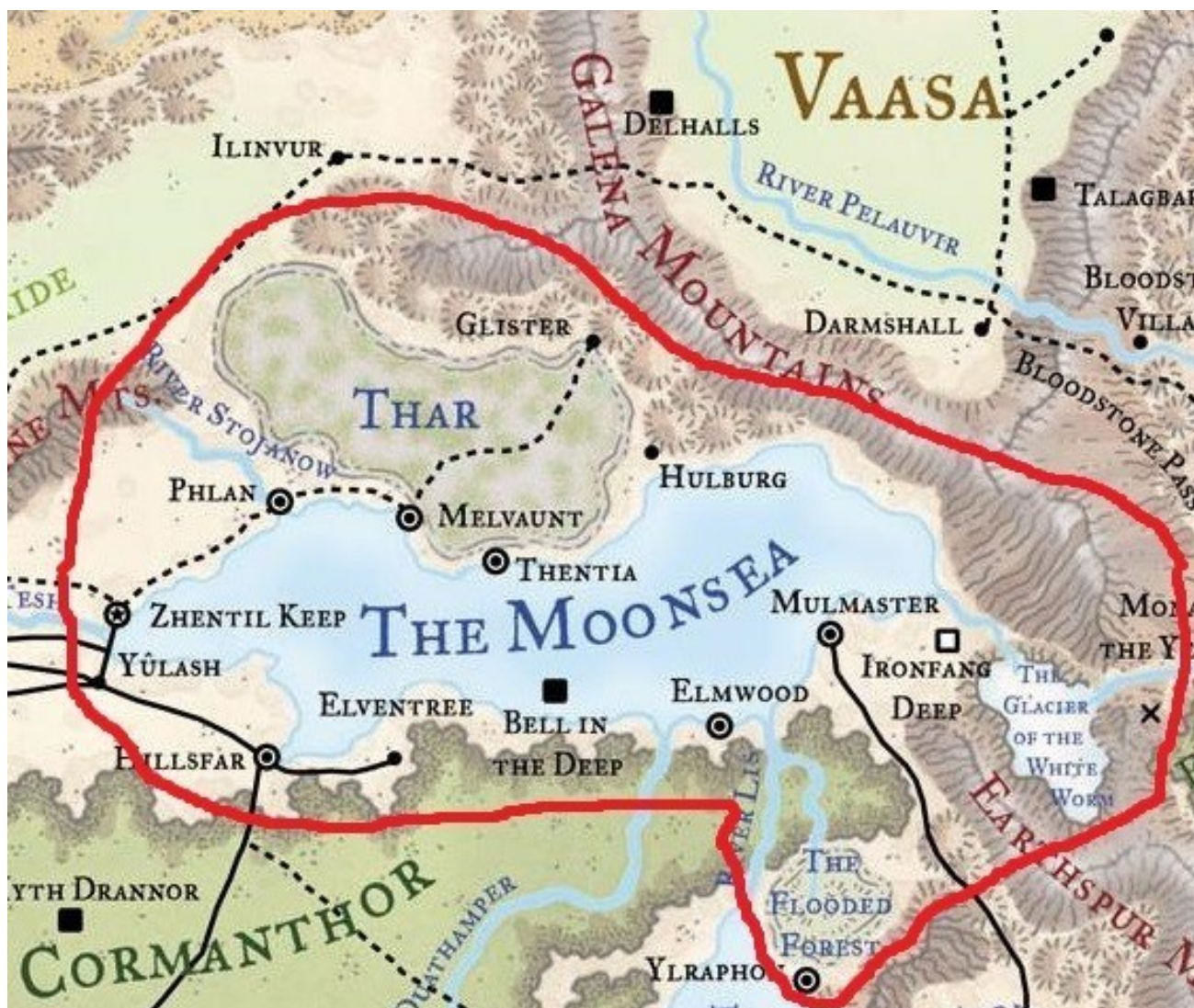
## SPECIAL EVENT PARTNERS

Some special events are approved for escapes or deviances from some of the concept guidelines listed here, though they are still bound by the same reward guidelines as everyone else. Any special allowances granted to them are handled through direct communication with those Partners. Currently, our Special Event Partners are:

- Baldman Games
- Gamehole Con

## BECOMING A SPECIAL EVENT PARTNER

This is a process that is initiated by Wizards of the Coast directly. All inquiries on this topic should be directed towards Wizards of the Coast Customer Service.



# D&D ADVENTURERS LEAGUE CCC GENERAL TIPS

## ART & MAPS

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Any art (including fonts) or maps that you use must be credited in your adventure. You can find a plethora of free, commercial-use stock art on dmsguild, much of which has been provided by Wizards of the Coast.

Events and authors are expected to acquire appropriate commercial-use licenses for the art in their adventures. Wizards of the Coast and the Dungeons & Dragons Adventurers League are not responsible for your licensing.

## CHALLENGE

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Take care to challenge the characters, not the players or the DM! You are welcome to create content that takes your event's player base into consideration, but you should pay close attention to the experience budgets listed elsewhere in this document. Using things like quick-reference pages for lore, combat alternatives (the "playing the pillars" sections), and so on can help you create a more well-rounded adventure experience for all players & DMs!

## LOCATION & SETTING

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CCC adventures take place in and around the Moonsea. You may wish to have a brief excursion to the Feywild, the City of Brass, or some other extraplanar setting; this is fine so long as the adventure is rooted in the Moonsea region. Be sure to make any planar travel a part of the story! Such excursions should comprise no more than one half of the adventure's duration, not including any bonus objectives.

Similarly, some designers want to create Underdark content; this is fine so long as the above guidance is followed.

Finally, CCCs **can't** visit other campaign worlds. Eberron, Ravenloft (Barovia and other domains), and other places are awesome, but the CCC program is exclusively focused on the Forgotten Realms at this time.

## MONSTERS

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You **are welcome** to use monsters from the *Monster Manual*, *Mordenkainen's Tome of Foes*, *Volo's Guide to Monsters*, and the Forgotten Realms hardcover adventures (see the ALCC for a full list).

You **may not** use monsters from *Guildmaster's Guide to Ravnica*, *Wayfinder's Guide to Eberron*, or other resources, nor may you create new monsters.

You are encouraged to re flavor or reskin existing monsters to fit your adventure. Such changes are not permitted to adjust a monster's CR, however, so be certain that your changes are in description only! Any changes to a monster must be indicated in a sidebar, as you aren't permitted to adjust the core stat block.

## PLAYTESTING

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Playtesting is an important piece of the adventure design process. As with standard Dungeons & Dragons Adventurers League playtesting, the following rules elements are in effect:

- Use a copy of a Dungeons & Dragons Adventurers League character of the appropriate tier.
- At the end of play, the DMs and the players earn a level. This level may be banked or assigned to any one character of the appropriate tier. No other rewards are earned.

## TABLE INTERACTION

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CCCs aren't permitted to have inter-table interaction. An example might be (but is not limited to): "You may cast a spell at your table and choose to have it manifest at another table during this event." Focus on the adventure and the current characters!

## TRAPS & POISONS

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There are many sample traps and poisons located in the *DMG* and *Xanathar's Guide to Everything*. You are welcome to use these resources when crafting your traps and poisons. Note that if you introduce a modified poison, you will need to indicate that the characters can't harvest it nor may they retain it beyond the adventure session in which it was found.

# CHANGELOG

## SEPTEMBER 2019

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### TIER 1 CCCs

The pre-approved CCCs can be deployed as of January 2020. The decision to allow these adventures was made in July 2019, and the previous description was confusing.

### LOCATION & SETTING

- Revised text to more clearly state that CCCs are expected to remain in the Forgotten Realms.
- Added Moonsea region map with outlined, permitted development area.

### GENERAL

Formatting and style adjustments.





## CCC PROJECT TIMELINE

Crafting a compelling adventure for your event doesn't have to be intimidating! Read the creation rules carefully and follow this timeline, and you should be on the right track.

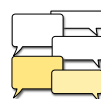


### The Three Components of a Successful CCC Adventure

Focused on Story



Collaboration



Innovation



Submit Event Details

Submit  
Concept &  
Pitch

Deliver Final  
Draft

Distribute to  
DMs & Slot Os

Event Day!

Create  
Publication  
Draft

Publish on  
dmsguild.com

Due Date	Task
<input type="checkbox"/> ASAP	Submit your event details and Code of Conduct via <a href="http://dndadventurersleague.org/events">http://dndadventurersleague.org/events</a>
<input type="checkbox"/> During Application Window	You submit your CCC concept. If approved, the Resource Managers may provide feedback.
<input type="checkbox"/> 3 months before event	You provide the final draft of your adventure(s) to the DDAL Resource Managers.
<input type="checkbox"/> variable	The DDAL Resource Managers present any additional required feedback.
<input type="checkbox"/> ~30 days before event	Once your final draft is approved, you may distribute your adventure to the DMs at your event.
<input type="checkbox"/> EVENT DAY!	Roll those dice and have an epic time!
<input type="checkbox"/> Within 30 days post-event	You provide the adventure's publication draft, including all art assets and add-ons, to the DDAL Resource Managers.
<input type="checkbox"/> variable	The DDAL Resource Managers provide any additional required feedback.
<input type="checkbox"/> Within 30 days of submission of your approved publication draft	Once approved, you and the DDAL Resource Managers work through the process of posting your adventure(s) on dmsguild.com.

#### NOTE

the DDAL may, at their discretion, deny or remove support for your CCC request if you fail to meet one or more of the above due dates or tasks