

DUNGEONCRAFT ADVENTURES

You can create your own *DUNGEONS & DRAGONS* adventures for play in the *PLAGUE OF ANCIENTS* campaign set in Icewind Dale, provided you follow the guidelines provided in this document.

Crafting a Dungeoncraft Adventure always begins with an established adventure seed (listed below). These adventure seeds are permitted for use during the *Plague of Ancients* Seasonal Campaign. If you intend to publish your adventure on the Dungeon Masters Guild, it must appear for sale by August 31, 2021. There are no exceptions to this rule.

USING THE ADVENTURE SEEDS

Each adventure seed has a set level restriction, as well as assigned character rewards that your adventure can use. Your adventure can't provide character rewards above and beyond what's listed, including story awards or downtime activities.

Adventure Seed Title. These are placeholder titles only.

Please create a unique title for your adventure when it's completed and ready to run.

Adventure Seed Level Range. This is the range of levels that your adventure can accommodate.

Adventure Seed Hook. The content of your adventure should be based off this single evocative sentence.

Adventure Seed Rewards. Your adventure can provide the items listed as rewards.

If it's a **two-hour adventure**, you can include only the consumable and the common item listed.

If it's a **four-hour adventure**, you can include the uncommon magic item listed, in addition to those items listed for two-hour adventures.

CRAFTING YOUR ADVENTURE

Adventure Duration. Your adventure can be either two or four hours in length. Adventures of shorter or longer duration are not permitted.

Using Creatures. You can only use creatures as designated in the appendix. These have been selected as appropriate for the locations and stories that comprise this season. Creatures must be used as published. They cannot be modified or reskinned for play in your adventure.

Adventure Setting. The adventure can take place in any of the locations used in *Icewind Dale: Rime of the Frostmaiden*. These include Ten-Towns, the wilds of Icewind Dale (including any 'places of interest' listed in chapter two of that book), Sunblight, the Sea of Moving Ice, Grimskalle, the Reghed Glacier, the Caves of Hunger, and the Necropolis of Ythryn.

Canonical Elements. It's important to note that your adventure can't feature the death of NPCs or the destruction of locations featured in *Icewind Dale: Rime of the Frostmaiden* or any other canonical D&D reference for that matter.



ADDITIONAL GUIDELINES: THE FINE PRINT

- At your option, you can publish your adventure on the Dungeon Masters Guild. Until published, only the authors (maximum two individuals) can run the adventure.
- The D&D Adventurers League Content Managers don't need to review or approve your adventure for you to run or publish it.
- Please include stat blocks for any creature you use in your adventure that doesn't appear in the *Monster Manual*.
- **Going forward, adventures should use the template provided. Adventures that are already published are encouraged to update the credit page and the Dungeon Masters Tips Appendix to the more recent versions in the template.**
- When published on the Dungeon Masters Guild (or listed in an event program), your adventure must use the **DC-PoA** code to identify it as a Dungeoncraft Adventure intended for use during the *Plague of Ancients* Seasonal Campaign. This code should appear in the upper left corner of your cover.
- **There is a [DDAL logo available as a free download](#) from the DMsGuild site. This should appear on the cover of the adventure in addition to the DMsGuild logo. No other logos should appear on the cover.**
- All Dungeoncraft Adventures published on the DMs Guild must abide by the rules provided by the DMs Guild in terms of content that can be published in that marketplace.

IMPORTANT- Dungeoncraft Adventures can be removed from the DMs Guild at any time for failing to meet these standards, those prescribed by the DMs Guild, or for any other reason deemed necessary by Wizards of the Coast. Additionally, any author(s) publishing a Dungeoncraft Adventure on the Dungeon Masters Guild or running one that does not follow these rules can have their ability to continue to create and publish sanctioned content under these rules suspended or revoked.

ADVENTURE SEEDS

TIER 1. LEVELS 1 – 4

Adv. Seed Title	Awake and Afraid	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	A goliath druid has been roaming the tundra around Icewind Dale awakening animals they come across before leaving them behind to find their own way to civilization.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of healing, pole of angling</i> ; Four-Hour Adventure: Add <i>boots of the winterlands</i>		

Adv. Seed Title	A Dark Horse	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The residents of Good Mead need a new town speaker, and an unlikely eleventh-hour candidate with a mysterious past joins the race to the dismay of the two front-runners.		
Adv. Seed Rewards	Two-Hour Adventure: <i>cloak of many fashions, spell scroll (alter self)</i> ; Four-Hour Adventure: Add <i>alchemy jug</i>		

Adv. Seed Title	In Too Deep	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Kobold miners at the gem mine near Termalaine have uncovered dangerous artifacts on the mine's third level, affecting their judgement and reasoning.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of climbing, lantern of tracking (aberrations)</i> ; Four-Hour Adventure: Add <i>psi crystal</i>		

Adv. Seed Title	I'd Like to Make a Return, Please	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Ever since that last group of adventurers brought us this mysterious "treasure", we've had nothing but bad luck. We want you to put it back.		
Adv. Seed Rewards	Two-Hour Adventure: <i>walloping ammunition (arrow), masquerade tattoo</i> ; Four-Hour Adventure: Add <i>grey bag of tricks</i>		

Adv. Seed Title:	Snipe Hunt	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	As the winter solstice approaches, local superstitions rear their heads. It is said that if a snipe – a legendary flightless bird – can be captured, its feathers can be used in a variety of rituals and blessings. Can you catch one in the Lonelywood?		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of animal friendship, shield of expression</i> Four-Hour Adventure: add <i>ring of truth telling</i>		

Adv. Seed Title:	Chwinga-chwinga. CHWINGA!	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Hunters near Lac Dinneshere are bringing back stories of tiny armed humanoids that chant "CHWINGA-CHWINGA!" while waving their weapons. Are they threatening or warning the Ten-Towns?		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of Snilloc's snowball swarm, enduring spellbook</i> ; Four-Hour Adventure: add <i>propeller helm</i>		

Adv. Seed Title	The Warmest Day	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The town of Termalaine is experiencing a strangely warm day and the sun seems to be almost shining on the town, causing people to rejoice! Unfortunately, the warmth is not a good omen.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of healing, smoldering armor (breastplate)</i> ; Four-Hour Adventure: Add <i>eversmoking bottle</i>		

Adv. Seed Title	Do You Know the Way to Lonelywood?	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	You are asked to find a caravan that had left Good Mead with the regular supply of mead for Easthaven and a couple of elven merchants who are new to the area.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of healing, moon-touched shortsword</i> ; Four-Hour Adventure: Add <i>figurine of wondrous power: silver raven</i>		

Adv. Seed Title:	Burrowing Borrowers	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	A tribe of rather enterprising kobolds have been burrowing through the ice into the basements of homes in Easthaven, plundering them of food and valuables, and stealing them away before the owners are any the wiser.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of healing, dread helm</i> (made from the skull of a white dragon wyrmling) Four-Hour Adventure: add <i>bracers of archery</i>		

Adv. Seed Title:	The Muttering Gnome	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	A wide-eyed gnome wearing little more than rags (yet suffering no ill effects from the cold) wanders into town (or the characters' camp) muttering the same phrase over and over again: "It survives...it survives..."		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of bless, smoldering armor (studded leather)</i> Four-Hour Adventure: add <i>ring of jumping</i>		

Adv. Seed Title	Once Bitten, Ice Shy	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Two kobolds in a trench coat need help finding their third member who appears to have vanished without a trace.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of climbing, boots of false tracks</i> ; Four-Hour Adventure: Add <i>dust of disappearance</i>		

Adv. Seed Title	Breaking Ice-olation	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Avalanches, breaking ice, widening crevasses, and other hazards can be deadly but can also reveal hidden secrets.		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of frost fingers, candle of the deep</i> ; Four-Hour Adventure: Add <i>circlet of blasting</i>		

TIER 2. LEVELS 5 – 10

Adv. Seed Title:	Caravanning!	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A particularly wealthy local is looking for an armed escort to one of the neighboring towns but "forgets" to mention that he's got a price on his head and Waterdhavian assassin has tracked him down.		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of magic missile, walloping ammunition (sling bullet)</i> Four-Hour Adventure: add <i>mithral armor (scale)</i>		

Adv. Seed Title:	Goat-ball!	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	What should have been a friendly game of goat-ball turns bad when one team's best player turns up dead before the game and no one seems able to figure out how or why.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of watchful rest, wand of pyrotechnics</i> Four-Hour Adventure: add <i>cloak of the manta ray</i>		

Adv. Seed Title	Out of the Woods	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A fledging adventuring company returns bloody and beaten to Lonelywood and their implacable foe follows, bringing impending doom upon the town.		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of pass without trace, orb of time</i> Four-Hour Adventure: Add <i>efficient quiver</i>		

Adv. Seed Title	My, What Big Feet You Have	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	Recent nights in town have been disturbed by terrifying noises, and morning light shows formidable tracks in the snow. Can you discover what is intimidating this town?		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of protection from evil and good, boots of false tracks</i> ; Four-Hour Adventure: Add <i>+1 all-purpose tool</i>		

Adv. Seed Title:	Ageless Hunger	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	Hidden within the Spine of the World are the remains of ancient strongholds from civilizations long gone. Trappers returning from where the Spine and the Reghed Glacier meet now whisper of undead horrors pouring forth from a smashed keep, and they quake when speaking of the armored moose and its horrible appetites.		
Adv. Seed Rewards	Two-Hour Adventure: <i>6 bone-tipped +1 arrows, mirror of the past</i> Four-Hour Adventure: Add <i>mithral armor (scale, barding only)</i>		

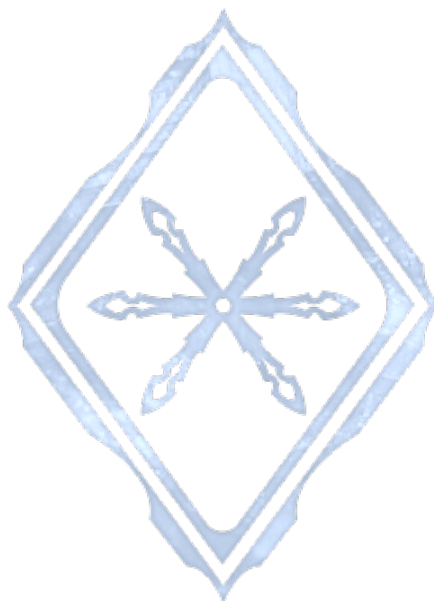
Adv. Seed Title	The Littlest Squidling	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A gnome squidling has been thrown from his crashed ship and is lost in Icewind Dale! He needs help getting home before he starts to get too hungry...		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of mind spike, chest of preserving</i> ; Four-Hour Adventure: Add <i>helm of telepathy</i>		

Adv. Seed Title	'X' Marks the Spot	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A woman begs you to find her brother and his spouse; the men had joined a group of treasure hunters headed to the mountains near the glacier.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of climbing, instrument of scribing</i> ; Four-Hour Adventure: Add <i>medallion of thoughts</i>		

Adv. Seed Title	This Seems Familiar	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	You were fleeing from an avalanche at the base of the Reghed glacier and the next thing you know you're coming to, hanging upside down from the ceiling of a massive ice cave inhabited by a pair of abominable yetis and their tykes.		
Adv. Seed Rewards	Two-Hour Adventure: <i>potion of healing, illuminator's tattoo</i> ; Four-Hour Adventure: Add <i>arcane grimoire, +1</i>		

Adv. Seed Title	Holy Auril, Mother of Cod	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A paladin missionary to Targos has been selected as the humanoid sacrifice to Auril on the new moon, and it's highly suspected the lottery was rigged in favor of the newcomer.		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of detect evil and good, cast-off armor (breastplate)</i> ; Four-Hour Adventure: Add <i>guardian emblem</i>		

Adv. Seed Title	Winter Over	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	The residents of bleak and deadly Icewind Dale sometimes need to blow off steam (carouse, celebrate, compete, cause trouble, etc).		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of ceremony, charlatan's die</i> ; Four-Hour Adventure: Add <i>brooch of shielding</i>		



APPENDIX. MONSTERS (BY REFERENCE)

FROM THE MONSTER MANUAL

Abominable Yeti
Acolyte
Archmage
Assassin
Bandit
Bandit Captain
Banshee
Berserker
Blood Hawk
Blue Slaad
Brown Bear
Cloaker
Commoner
Crawling Claw
Cult Fanatic
Cultist
Death Slaad
Flameskull
Frost Giant
Ghast
Ghost
Ghoul
Giant Owl
Gibbering Mouther
Gray Slaad
Green Slaad
Grell
Griffon
Guard
Half-Ogre
Ice Mephit
Intellect Devourer
Knight
Mage
Mammoth
Manticore
Mind Flayer
Mind Flayer Arcanist
Mummy
Noble
Nothic
Ogre
Ogre Zombie
Orc
Orc Eye of Gloomsh
Orog
Owl
Polar Bear
Poltergeist
Priest
Red Slaad
Remorhaz
Revenant
Roc
Saber-Toothed Tiger
Scout
Shadow
Skeleton
Slaad Tadpole
Spectator

Specter
Spy
Thug
Tribal Warrior
Troll
Vampire Spawn
Veteran
Warhorse Skeleton
Werebear
Wight
Winter Wolf
Wolf
Wraith
Yeti
Young Remorhaz
Young White Dragon
Zombie

VOLO'S GUIDE TO MONSTERS

Abjurer
Alhoon
Apprentice Wizard
Archdruid
Archer
Bard
Bheur Hag
Blackguard
Bodak
Champion
Conjurer
Death Kiss
Elder Brain
Enchanter
Evoker
Flind
Gauth
Gazer
Gnoll Flesh Gnawer
Gnoll Hunter
Gnoll Witherling
Guard Drake
Illusionist
Martial Arts Adept
Master Thief
Mind Flayer Psion
Mindwitness
Necromancer
Neogi
Neogi Hatchling
Neogi Master
Neothelid
Shoosuva
Swashbuckler
Transmuter
Ulitharid
Warlock of the Archfey
Warlock of the Fiend
Warlock of the Great Old One
Warlord
War Priest
White Guard Drake

MORDENKAINEN'S TOME OF FOES

Allip
Balhannoth
Berbalang
Boneclaw
Choker
Deathlock
Deathlock Mastermind
Deathlock Wight
Frost Salamander
Star Spawn Grue
Star Spawn Hulk
Star Spawn Mangler
Star Spawn Seer
Sword Wraith Commander
Sword Wraith Warrior
Vampiric Mist
Winter Eladrin

ICEWIND DALE: RIME OF THE FROSTMAIDEN

Brain in a Jar
Chardalyn Berserker
Chwinga
Coldlight Walker
Crag Cat
Demos Magen
Duergar Hammerer
Duergar Mindmaster
Fox
Frost Druid
Frost Giant Skeleton
Galvan Magen
Gnoll Vampire
Gnome Ceremorph
Gnome Squidling
Goliath Warrior
Hare
Hypnos Magen
Ice Troll
Icwind Kobold
Icwind Kobold Zombie
Knucklehead Trout
Kobold Vampire Spawn
Mountain Goat
Seal
Snow Golem
Sperm Whale
Spitting Mimic
Tomb Tapper
Verbeeg Longstrider
Verbeeg Marauder
Walrus
Giant Walrus
Yeti Tyke

APPENDIX. FAQ

Do the rules regarding no reskinning/reflavoring apply to creatures such as moose and sled dogs?

No, these creatures are listed as using the same stats as giant goat and wolf, respectively. Note that it is legal to use the giant goat stat block if it is there to represent a moose and only in that circumstance.

In light of not being able to modify or reskin creatures, can a sidebar note be made to give them the magic item for use in combat?

It is fine to inform the DM, in the module's running text, that the magic item is available to the encounter creature for use. However, it is not permitted to make additions or adjustments to the stat block or through a sidebar.

In the past spell lists (not innate or racial spellcasting, of course) could be changed by DMs and writers. In DC how is this achieved?

In the text of the adventure, (see Pillars of Play) you can list which spells are replaced. This should not be a completely new list of spells, rather changing a few spells to better fit the plot such as giving an archdruid the *awaken* spell.

Since we can't change stat blocks. Can I write instructions to the DM when scaling the encounter?

The scaling of the encounters section generally should include changing out creatures, changing the number of creatures or hit points (hit point dice do not change). Something such as "doesn't use multiattack" or "does not have 4th level spells" for Very Weak Parties is okay, but these instructions should be short and be quick adjustments. You cannot add abilities or spells.

How fixed are the seeds? Like word for word? Or is there room for creativity?

Use the seed hook and rewards like ingredients, elements that must be in the adventure. But as far as where you take the story, there is lots of room for creativity. For example, in "Awake and Afraid" you could have the adventures helping the animals, or townsfolks spooked by strange things happening in the forest, or a goliath druid, named Todd who is mistaken as the druid awakening animals.

If we begin and end the adventure in the Icewind Dale locations listed, can we take the characters briefly to, for example, someone's mindscape or another plane?

No, you need to keep DC adventures in the listed Icewind Dale locations; other Planes and mindscapes are not allowed, not even briefly.

DDAL-PoA (Dungeoncraft) adventures can be sold on DMs guild.... Will there be an option to sell them on other platforms, like roll20?

DMs Guild rules (that you agree to when you submit your mod for publication) prohibit sale of materials on other platforms.

Is it possible for the same character to play two different adventures from the same seed, thus accruing the same reward twice?

There are no restrictions on playing the same seed twice.

Since the NPC stat blocks say they can be used with any humanoid race, does that allow me to use humanoids not on the allowed creatures list?

No.