



CREATING UNIQUE ADVENTURE CONTENT

A GUIDE FOR CONVENTION ORGANIZERS

With the creation of the DMs Guild, the D&D Adventurers League has opened an exciting new opportunity for convention organizers. Convention organizers may now create (or have created) unique adventure content set in the Moonsea region of the Forgotten Realms for their events, and have that content approved and declared legal for D&D Adventurers League play. In order to get the D&D Adventurers League stamp of approval, we ask that you follow the rules and processes outlined below. These are subject to change as the program matures and as we learn more about what works, what doesn't work for the D&D Adventurers League community.

CRITERIA

1. In order to qualify for this program, we ask that your convention meet the following criteria:
 - a. Your convention must be large enough to span multiple days. At this time, in the interest of maximizing the impact of our efforts, as well as yours, this program does not support game days. Once the adventure content has premiered at the designated event, you are, of course welcome to run the adventures at any smaller venue you choose. The content can even be uploaded to the Dungeon Masters Guild and sold as official D&D Adventurers League adventures.
 - b. Your convention must be large enough to run at least 15 total tables of D&D Adventurers League adventures over the course of your event.
2. At least nine months prior to your show, you must submit a request to create content to the [D&D Adventurers League Resource Manager](#) that includes:
 - a. Your name and email.
 - b. Your convention's name and website (if you have one).
 - c. The location and dates of your convention.
 - d. Details of your request (how many hours of content do you want to create, how many separate adventures, anything else you want to ask for). For those who are new to the process, we encourage you to consider starting small. It takes more time to design and develop one two-hour adventure than most think. We are extremely unlikely to consider more than 12 hours of content per show.
3. Why might we turn you down? We want to be as inclusive as possible, but there are some common circumstances that might cause you to be turned down for creating new content.
 - a. We have a finite amount of bandwidth. If we are already loaded up with adventure content to review, you may not be considered for that particular request. In order to mitigate this however, we would suggest you make your request as early as you possibly can. Nine months is the minimum amount of lead time. You can always submit your request earlier.

- b. If you have requested to create content for shows whose dates that are near to each other, we may choose to limit you. Too many events are a burden not only on your resources, but on ours as well.
 - c. If you do not make your request soon enough for you to comply with the timeline below, we will ask you to wait for your next show.
 - d. If you have any special requests for nonstandard adventures (such as an Epic style adventure), we may have additional requirements and this may lengthen the timeline for approval and development.
4. Your adventure(s) are not approved as legal for D&D Adventurers League play until the process is complete.
5. Once your adventure has premiered, it must be submitted and published in the Dungeon Masters Guild within six months.

PROCESS

1. After submitting your request, if your show is chosen to pursue unique content, it is up to you to locate and contract with any authors, editors, or artists you may need. The D&D Adventurers League will not provide any resources to design or develop your unique content beyond any commentary necessary to help you comply with the process/requirements. You are responsible for meeting the deadlines listed in the process. If you fail to do so, your final content will not be approved as legal for D&D Adventurers League play. The D&D Adventurers League admins will provide you with details on the process we use to construct an adventure concept, and what we expect from your final draft (along with experience and treasure guidelines).
2. Nine months (shortly after you are approved to pursue new content) before your show you must submit an adventure concept for each adventure you are requesting. The AL team will get back to you within two weeks approving, denying or requesting changes to your concept. Your adventure will take place in the Moonsea, should not kill off a major NPC in the region, destroy any significant settlements, give inappropriate treasure, or violate the established canon of the campaign or of unique content that is already in the pipeline prior to your submission. If you do, we may suggest minimal changes for you to bring your adventure content into compliance. If this is not possible, your content will not be approved. Additionally, please only use monsters and other such rules elements that appear in fifth edition D&D products published by Wizards of the Coast.
3. Three months before your show, you must provide the D&D Adventurers League team with a final draft of your adventure(s). The AL team will not edit or change your draft, but will read it over to make sure it complies with the expectations of what we approved within the scope of your original concept. If we find any issues, we will return the draft with a request for changes to help you improve your adventure. Once your adventure is approved, we'll put the D&D Adventurers League stamp on it and send it back to you. At that point it is yours. You can run it at your shows. You can trade it with other shows for their content and you can post it on the Dungeon Masters Guild as official D&D Adventurers League adventure content.

We are excited about this new opportunity and hope you are too! If you are interested but have questions, please feel free to send your questions to resource@dndadventurersleague.org.