



MASTERS CAMPAIGN CONTENT CATALOGUE

VERSION 1.0



Wizards of the Coast D&D Staff: Brandy Camel, Chris Lindsay, Chris Tulach
D&D Adventurers League Administrators: Ma'at Crook, Amy Lynn Dzura, Claire Hoffman,
Greg Marks, Alan Patrick, Travis Woodall

Effective Date

January 18, 2021

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2021 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK

WHAT IS THE MASTERS CAMPAIGN?

The Masters campaign is intended for those invested players with some experience with the D&D Adventurers League. As such, you can join with the Masters campaign with any Seasonal or Historic campaign D&D Adventurers League character that has reached 5th-level. A character that has migrated from the Seasonal campaign to the Historic campaign may not later choose to migrate to the Masters campaign. Once a character has chosen to migrate to the Masters campaign, they may no longer participate in Seasonal or Historic campaign adventures.

CHARACTER CREATION

Since characters join the Masters campaign after having participated in the Seasonal or Historic campaigns, you follow all character creation rules for your character's campaign of origin.

WHAT IS THE CONTENT CATALOG?

The Masters Content Catalog serves as a reference for players and dungeon masters alike who may have questions about the adventures that are available to them in the D&D Adventurers League Masters Campaign. To maintain fairness in a shared-world campaign, all DDAL participants will follow guidance provided in this catalog.

THE FOLLOWING ABBREVIATIONS ARE USED IN THE CONTENT CATALOG:

MALPG	Masters Adventurers League Players Guide
DDAL	Adventure modules written for AL play
DDEP	Multi-table interactive adventure for AL play
DDHC	Hardcover adventures written by Wizards of the Coast

WHAT DO I NEED?

You'll need only a few things to get started:

- A copy of the [D&D Basic Rules](#), or a *Player's Handbook*
- The [Masters AL Players Guide](#)
- A Masters campaign character and logsheet
- Fellow adventurers and a dungeon master
- A Masters campaign adventure or module

FORGOTTEN REALMS: DREAMS OF THE RED WIZARDS

Adventures in the *Dreams of the Red Wizards* storyline are not tied to any one Forgotten Realms storyline season and offer play opportunities for Tier 2 through Tier 4 characters. These adventures will be released at a slower pace and the community will be able to impact the narrative through the outcomes of the adventures that they play.

[DDAL-DRW01 BREAKING UMBERLEE'S RESOLVE](#)

Level Range: 5-10 (optimized for 8th level)
Adventure Designer: Ashley Warrren
Adventure Description: The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars.
Adventure Length: 4 to 6 hours
DMSGuild Release: July 6th, 2019

[DDAL-DRW02 BLOOD IN THE WATER](#)

Level Range: 5-10 (optimized for 8th level)
Adventure Designer: Ashley Warrren
Adventure Description: An exploration to the underwater city of Myth Nantar leads to a conspiracy, a mystery, and a heist.
Adventure Length: 4 to 6 hours
DMSGuild Release: July 6th, 2019

[DDAL-DRW03 SAVING SILVERBEARD](#)

Level Range: 11-16 (optimized for 13th level)
Adventure Designer: Ashley Warrren
Adventure Description: Powerful elements collide in the wake of the attack on Myth Nantar. The conclusion to the haunting sea-faring tale on the Sea of Fallen Stars.
Adventure Length: 4 to 6 hours
DMSGuild Release: September 26th, 2019

[DDAL-DRW04 FOREIGN AFFAIRS](#)

Level Range: 11-16 (optimized for 13th level)
Adventure Designer: Ginny Loveday
Adventure Description: An invitation to the storm giant court of King Hekaton becomes a continent-spanning mystery that could change the face of Faerûn.
Adventure Length: 6 hours
DMSGuild Release: August 31st, 2020

[DDAL-DRW05 UNCERTAIN SCRUTINY](#)

Level Range: 11-16 (optimized for 13th level)
Adventure Designer: Ben Heisler
Adventure Description: In search of King Hekaton, you must enter the dread land of Thay—but getting in will prove less difficult than getting out.
Adventure Length: 6 hours
DMSGuild Release: September 28th, 2020

[DDAL-DRW06 THIMBLERIGGING](#)

Level Range: 11-16 (optimized for 13th level)
Adventure Designer: M.T. Black
Adventure Description: The chase is on to recover the stolen Wyrmskull Throne. Getting ahead of the Cult of the Dragon will require secret lore, favors from new friends—and an excursion to a site of forgotten horrors.
Adventure Length: 6 hours
DMSGuild Release: October 28th, 2020

[DDAL-DRW07 MOMENT OF PEACE](#)

Level Range: 11-16 (optimized for 13th level)
Adventure Designer: Toni Winslow-Brill
Adventure Description: Armed with a ritual that will let them track the Wyrmskull Throne, the characters travel to distant mountain, magical desert, and the Outer Planes—but all their success might yet be undone by a vengeful enemy.
Adventure Length: 6 hours
DMSGuild Release: January 25th, 2021

[DDAL-DRW08 THE HARROWING OF HELL](#)

Level Range: 17-20 (optimized for 18th level)
Adventure Designer: Carl Sibley
Adventure Description: King Hekaton's soul is trapped in the Nine Hells – and the characters must brave trials on Avernus, Acheron, and in the mind of the storm giant kind to win it back from the Lord of Lies.
Adventure Length: 8 hours
DMSGuild Release: TBD

EPICS

D&D Epics are exciting multi-table events where participants cooperate in a “mass raid” of truly EPIC proportions; as every table works toward the same goal, individual tables act as squads that might take on different tasks, possibly affecting other tables or unlocking side quests needed to progress the event. Events hosting DDAL play can [request a D&D Epic from Wizards Support](#) if not published to the DMs Guild.

DDEP-DRW01 THE ASSAULT ON MYTH NANTAR

Level Range: 5-10, 11-16 (optimized for 8th & 13th level)

Adventure Designer: Amy Lynn Dzura and James

Introcaso

Adventure Description: Thay has set its sights on taking the underwater city of Myth Nantar. Can you stop a full-on invasion by its undead armada, or will the elves be looking for a new home?

Adventure Length: 4 hours

Required Number of Tables: 8+

DMsGuild Release: N/A

DDEP-DRW02 WINGS OF DEATH

Level Range: 11-16, 17-20 (optimized for 13th & 18th level)

Adventure Designer: Garrett Colon and Emily Harmon

Adventure Description: Thay’s treachery and plan are at last revealed. Heroes are needed for a final assault to prevent the return of one of the Realms’ greatest evils.

Adventure Length: 4 hours

Required Number of Tables: 1+

DMsGuild Release: TBD

TYING DREAMS OF THE RED WIZARDS TO GHOSTS OF SALTMARSH

Guidance from *Wizards of the Coast* for tying together *Ghosts of Saltmarsh* and *Dreams of the Red Wizards* can be found here.

SINISTER SECRET OF SALTMARSH

Smugglers are procuring weapons for the lizardfolk who are preparing for a war with sahuagin that have been encroaching on their territory.

The sahuagin are being directed by Thay to explore the islands and territories near Turmish, identifying and eliminating threats they're capable of removing. In this case, the sahuagin feel as though they're imminently qualified to remove a tribe of lizardfolk near Saltmarsh, and by extension, Turmish proper.

DANGER AT DUNWATER

The lizard folk have invited representatives from the koalinth, the locathah, and the merfolk to a council in Dunwater. If the adventurers discover the truth, they may bargain to join the alliance on behalf of Saltmarsh.

Likewise, as tensions mount and the koalinth break from the alliance, this opens the way for the sea elf Oceanus, who is willing (assuming everyone is on talking terms), to negotiate on behalf of the sea elves.

At this point in the series, Saltmarsh's the town council goes into deliberation with representatives from the lizardfolk, and 'behind-the-scenes' politics ensue. The characters play no part in these.

SALVAGE OPERATION

In the meantime, the adventurers are approached by Aubreck, a local entrepreneur who'd like to essentially hire them to manage a salvage operation. He'd like the adventurers to recover his lost ship, which, if the stories are true, has made an appearance on the high seas. If the characters are successful and Aubreck's fortune is restored, he becomes a wealthy and well-connected ally of the adventurers.

STORY AWARD: AUBRECK'S FORTUNE

Aubreck will cover the cost of a single spellcasting service, level 5 or lower. This can only be redeemed once per player, and only while playing adventure content from *Ghosts of Saltmarsh*, DDAL-DRW01 *Breaking Umberlee's Resolve*, DDAL-DRW02 *Blood in the Water*, DDAL-DRW03 *Saving Silverbeard*, or DDEP-DRW01 *Assault on Myth Nantar*.

ISLE OF THE ABBEY

Still waiting on direction from Saltmarsh's town council, the adventurers are approached by the local mariner's guild who are looking to establish a lighthouse on the Isle of the Abbey. The problem they're having is that it appears to be overrun by undead. They attempt to enlist the adventurers in a 'seek and destroy' mission to clear the island of undead and any other potential threats, so they can do their work.

While completing this mission, it will be possible for the adventurers to find a letter on the body of a dead pirate. It is written in Infernal and links the pirates to Szass Tam of Thay, who evidently also had an interest in the island. To determine where the characters find the dead pirate, roll a d20 and count that many whole squares along the path the pirates traversed through the Skull Dunes.

When the characters reach that point in the path, any character with a passive perception of 15 or greater (or that makes a successful DC 15 Wisdom (Perception) check if actively searching) will notice a mostly buried pirate clutching a scrap of parchment in its dead fist.

WHEN TRANSLATED TO COMMON, THE PARCHMENT READS:

There is a veritable legion of undead on Abbey Isle. I have foreseen as much. Investigate and return with intelligence regarding their presence and numbers. If possible, remove any living from the isle while you're there. I care not how you do this thing I ask. I only care about RESULTS!

Szass Tam

FINAL ENEMY

Finally reaching a decision, the town council of Saltmarsh enlist the adventurers to investigate and deal with the sahuagin threat. If the adventurers encounter and defeat any of the wave shapers, they discover that these spellcasting sahuagin have been tattooed on their heads with the symbol of Thay. If successfully questioned, (requires a successful DC 20 Charisma (Intimidation) check OR a successful DC 20 Charisma (Deception) check), the wave shapers will admit to an alliance with Thay.

TAMMERAUT'S FATE

The characters are drawn into investigating a dead body that they stumble upon by 'crazy-random-happenstance'. In their investigation, a druid from the nearby village of Uskarn points them toward a nearby hermitage, asking that they continue their investigation there, and fearing for the lives of these peaceful folk.

Once the adventurers reach the Rift in Tammeraut's Fate, in addition to Syrgaul Tammeraut and the drowned blade, they encounter a red wizard (Shaxalan) working to widen the rift and must defeat her to prevent her from widening the Rift further. For the purpose of this combat, Shaxalan is a mage wearing a *cloak of the manta ray*. Also, replace *suggestion* with *alter self*, which she uses as a backup if her cloak is somehow removed or destroyed.

THE STYES

The elderly Refrum enlists the characters to investigate the Lantern Ghost murders that he believes his friend Jarne Loveage was wrongfully executed for. The fact that another murder occurs post-execution only reinforces this belief.

In the published version of this adventure, Refrum is a priest. When DMing this game as part of the Masters Campaign, however, he is an archmage (spy background), and has been here for decades, passing tidbits of information back to Thay whenever it suits him. In his "priest" personae, he acts exactly as described in the adventure, even brandishing a holy symbol now and again. Refrum is getting on in years and believes in his heart of hearts that he deserves to be a lich. To this end, he will insist on following the characters around throughout the

adventure and will even pour a *superior healing potion* or two into them and cast *false life* and the like to be helpful. Jarne was in fact a friend, so Refrum isn't faking his personal dismay at how sloppily these murders (which really have nothing to do with him personally) were executed.

Refrum is looking for any opportunity to prove himself to his superiors, and this comes at the end of the adventure, when they have an opportunity to slay the kraken. Shortly after this occurs, Refrum teleports with the kraken in tow, back to Thay. Once there, he clears a lab and turns the creature into an undead submersible that Thay can employ in nautical warfare. This creature appears in DDEP-DRW01 *Assault on Myth Nantar*.