



MASTERS CAMPAIGN CONTENT CATALOGUE

VERSION 1.1



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Effective Date

January 18, 2021

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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 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 receive rewards for participating in Seasonal or Historic campaign adventures. A Masters character may migrate to the Historic campaign, but that decision cannot be reversed.**

CHARACTER CREATION

Since characters join the Masters campaign after having participated in the Seasonal campaigns, you follow all character creation rules for your character's campaign of origin. **Characters may be created at 1st level following the guidance in the Masters Adventurers League Players Guide.**

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: March 15th, 2021

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: March 15th, 2021

DDHC-CM:

CANDLEKEEP MYSTERIES

The connection to Candlekeep is reoccurring theme in the Masters campaign and so the D&D hardcover *Candlekeep Mysteries* is legal for both existing characters in the Masters campaign and for brand new 1st-level characters created specifically for the Masters campaign using the rules described below.

All rules in the Masters Campaign Player's Guide apply to these characters except where superseded by rules in this section.

CREATING A CHARACTER

Most characters enter the Masters campaign from the Seasonal campaigns after they have achieved 5th-level. However, since *Candlekeep Mysteries* begins at 1st-level, the Masters campaign allows the creation of new 1st-level characters solely for the play of adventures in this hardcover. Once these characters reach 5th-level they may participate in both *Candlekeep Mysteries* and *Dreams of Red Wizards* adventures.

Step 1 – Choose a Race, Class, and Background. These choices can be made from any legal resource for the Masters campaign and may be made in whatever order you're most comfortable with, as you think about the character you want to play.

Step 2 – Determine Ability Scores. Your character's ability scores are generated using one of the following methods:

Standard Array (15, 14, 13, 12, 10, 8)

Variant: Customizing Ability Scores (*PH*).

Step 3 – Describe Your Character. The rules for your alignment and deities worshipped are same as for other characters in the Masters campaign.

Step 4 – Choosing Equipment. Your character's starting equipment and gold is determined by their class and background; you don't roll for their gold. You start with a trinket of your choice from the table in Chapter 5 of the *PH*.

Your character can sell starting equipment using the rules in the *PH* and can buy equipment and spell components found in the *PH* or any other legal resource. Selling starting equipment provided by your class and background doesn't count toward your GP Limit.

PLAYING CANDLEKEEP MYSTERIES

The following adventure guidance adapts *Candlekeep Mysteries* to D&D Adventurers League play.

SERVICES OF CANDLEKEEP

While visiting Candlekeep, all the great libraries services are available.

Chamber of Lost Lore. A character needs to learn of the Chamber and somehow be granted access before using it. Even then a character may not use the Chamber more than once per adventure.

House of the Binder. Purchased spellbooks contain spells limited to resources allowed in the campaign.

TIER APPROPRIATE

Characters may only participate in adventures that are in the same tier as the character.

ADVANCEMENT

A character may choose to gain one level for playing each adventure in *Candlekeep Mysteries*. They gain gold, spellbooks, and magic items normally for D&D Adventurers League play.

Characters may not steal or otherwise acquire magic items from the staff or visitors to Candlekeep unless specifically awarded as treasure in an adventure.

STORY ITEMS

- *Figurine of Orcus* (*Book of the Raven*)
- *Nether Scroll of Azumar* (*Alkazaar's Appendix*)

NEW ITEMS

These items may be kept if found.

- *Serpent Scale Armor* (*Book of Cylinder*)
- *Serpent's Fang* (*Book of Cylinder*)
- *Staff of Fate* (*The Canopic Being*)
- *Watchful Helm* (*The Canopic Being*)

MAZFROTH'S MIGHTY DIGRESSIONS

Finding the Stall: Wizards of the Wide. The specified spell scrolls are the only ones available for purchase.

BOOK OF THE RAVEN

The Scarlet Sash: Joining the Scarlet Sash: While a character may be able to convince a wereraven to bestow the "gift" of lycanthropy upon them, the curse must be removed or the character is removed from play until it is cured. After the curse is removed, the Scarlet Sash is a good example of an organization that characters can belong to using the rules for factions in the *Adventurers League Player's Guide*—though it means sacrificing gold or magic items to cure themselves of lycanthropy to do so.

Encounter Locations: C14. Baron's Loft. The figurine is a story item and can't be kept beyond the session.

A DEEP AND CREEPING DARKNESS

Sidebar: A Stake in the Mine. The characters may not acquire a stake in the mine.

THE PRICE OF BEAUTY

Magic Treatments. If the character renounces the bargain, or after one year from the date of the session where the benefit of a magical treatment is obtained, its benefit hasn't ended by destroying the painting, the character loses the benefit and suffers an additional penalty, depending on the treatment they obtained.

- **Ability Enhancement.** The chosen ability score and its maximum for that score is irrevocably reduced by 4.

- **Physical Transformation.** The character's race (and associated racial traits) changes to one determined by rolling on the table provided in the *reincarnate* spell description. As before, the character retains their ability scores and class features.
- **Youth.** The character advances in age to their age prior to receiving the benefit of the treatment, plus an additional 1d4 x 10 years.

Temple Locations: T6. Kitchen. The characters may keep the poison found here beyond the session.

Temple Locations: T7. Treatment Rooms. The characters may keep the silvered shortsword found here beyond the session.

BOOK OF CYLINDERS

Grateful Grippli. Characters who undergo the ritual of friend making may keep the reward.

SARAH OF YELLOWCREST MANOR

Retribution of the Ancients. If the characters return the book to Candlekeep, the grateful Avowed reward the party with a *potion of watchful rest* and a *potion of greater healing*.

LORE OF LURUE

Random Encounters. The tree's golden sap doesn't last beyond the end of the adventure.

KANDLEKEEP DEKONSTRUKTION

B3. Stonky's Study: Books. Only one creature can gain the charm bestowed by *Heroes' Feast: A Cookbook*.

Blastoff! Characters trapped in space that cannot find their way back spend 10 downtime days waiting for one of the Avowed who can cast *teleport* to come investigate and rescue them from the Barn Door.

Stonky's Control Ring. Stonky's ring ceases to function at the end of this adventure and the skitterwidgets found in this adventure can not be claimed by the characters.

ZIKRAN'S ZEPHYREAN TOME

Conclusion. Gazre-Azam do not offer to cast *wish*, but rather gives the party a *cursor of controlling air elementals* that only summons him. He does not enchant the book, so the characters can return it to Candlekeep.

THE BOOK OF INNER ALCHEMY

Aftermath. If a character wishes to take their reward in transcribed spells, use the prices from the House of the Binder.

Gloves of Soul Catching. This item cannot be crafted. Attempting the ritual is a deeply evil act that removes said character from the campaign.

THE SCRIVENER'S TALE

The Scrivener's Mark. The DM may not change the rate of the mark's progression or change the saving throw DC. A character that leaves the adventure without removing the mark is removed from play until the mark is cured.

Conclusion. The favors mentioned create role-playing hooks and have no specific mechanical benefits.

ALKAZAAR'S APPENDIX

Treasure Horde B. The chwinga grants the character that freed it their choice of a *charm of the mirage* or a *charm of the water bearer*, and then disappears never to be seen again.

What Happens Next. The characters cannot gain the golem's heart, nor keep the golem under their command. The Nether Scroll of Azumar is a story item.

XANTHORIA

L2 Alchemist's Alcove. Only one character may keep the potion-brewing ritual. Each potion created costs the character 1 downtime day and may not be sold.