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.

• 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.

• 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

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<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Awake and Afraid</td>
<td>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.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>potion of healing, pole of angling;</em> Four-Hour Adventure: <em>Add boots of the winterlands</em></td>
</tr>
<tr>
<td>A Dark Horse</td>
<td>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.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>cloak of many fashions, spell scroll (alter self);</em> Four-Hour Adventure: <em>Add alchemy jug</em></td>
</tr>
<tr>
<td>In Too Deep</td>
<td>Kobold miners at the gem mine near Termalaine have uncovered dangerous artifacts on the mine’s third level, affecting their judgement and reasoning.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>potion of climbing, lantern of tracking (aberrations);</em> Four-Hour Adventure: <em>Add psi crystal</em></td>
</tr>
<tr>
<td>I’d Like to Make a Return, Please</td>
<td>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.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>walloping ammunition (arrow), masquerade tattoo;</em> Four-Hour Adventure: <em>Add grey bag of tricks</em></td>
</tr>
<tr>
<td>Snipe Hunt</td>
<td>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?</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>potion of animal friendship, shield of expression</em> Four-Hour Adventure: <em>Add ring of truth telling</em></td>
</tr>
<tr>
<td>Chwinga-chwinga. CHWINGA!</td>
<td>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?</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>spell scroll of Snilloc’s snowball swarm, enduring spellbook;</em> Four-Hour Adventure: <em>Add propeller helm</em></td>
</tr>
<tr>
<td>The Warmest Day</td>
<td>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.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>potion of healing, smoldering armor (breastplate);</em> Four-Hour Adventure: <em>Add eversmoking bottle</em></td>
</tr>
<tr>
<td>Do You Know the Way to Lonely Wood?</td>
<td>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.</td>
<td>1 – 4</td>
<td>Two-Hour Adventure: <em>potion of healing, moon-touched shortsword;</em> Four-Hour Adventure: <em>Add figurine of wondrous power: silver raven</em></td>
</tr>
<tr>
<td>Adv. Seed Title:</td>
<td>Burrowing Borrowers</td>
<td>Adv. Seed Lvl Range</td>
<td>1 – 4</td>
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<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: potion of healing, dread helm (made from the skull of a white dragon wyrmling)</td>
<td>Four-Hour Adventure: add bracers of archery</td>
<td></td>
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<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>The Muttering Gnome</th>
<th>Adv. Seed Lvl Range</th>
<th>1 – 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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...”</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of bless, smoldering armor (studded leather)</td>
<td>Four-Hour Adventure: add ring of jumping</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>Once Bitten, Ice Shy</th>
<th>Adv. Seed Lvl Range</th>
<th>1 – 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>Two kobolds in a trench coat need help finding their third member who appears to have vanished without a trace.</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: potion of climbing, boots of false tracks;</td>
<td>Four-Hour Adventure: Add dust of disappearance</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>Breaking Ice-olation</th>
<th>Adv. Seed Lvl Range</th>
<th>1 – 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>Avalanches, breaking ice, widening crevasses, and other hazards can be deadly but can also reveal hidden secrets.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of frost fingers, candle of the deep;</td>
<td>Four-Hour Adventure: Add circlet of blasting</td>
<td></td>
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</tbody>
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## Tier 2. Levels 5 – 10

<table>
<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>Caravanning!</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of magic missile, walloping ammunition (sling bullet)</td>
<td>Four-Hour Adventure: add mithral armor (scale)</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>Goat-ball!</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: potion of watchful rest, wand of pyrotechnics</td>
<td>Four-Hour Adventure: add cloak of the manta ray</td>
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<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>A fledging adventuring company returns bloody and beaten to Lonelywood and their implacable foe follows, bringing impending doom upon the town.</td>
<td></td>
<td></td>
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<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of pass without trace, orb of time</td>
<td>Four-Hour Adventure: Add efficient quiver</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>My, What Big Feet You Have</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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?</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of protection from evil and good, boots of false tracks;</td>
<td>Four-Hour Adventure: Add +1 all-purpose tool</td>
<td></td>
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</tbody>
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<thead>
<tr>
<th>Adv. Seed Title:</th>
<th>Ageless Hunger</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: 6 bone-tipped +1 arrows, mirror of the past</td>
<td>Four-Hour Adventure: Add mithral armor (scale, barding only)</td>
<td></td>
</tr>
<tr>
<td>Adv. Seed Title</td>
<td>The Littlest Squidling</td>
<td>Adv. Seed Lvl Range</td>
<td>5 – 10</td>
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<tr>
<td>Adv. Seed Hook</td>
<td>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...</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of mind spike, chest of preserving; Four-Hour Adventure: Add helm of telepathy</td>
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</table>

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<thead>
<tr>
<th>Adv. Seed Title</th>
<th>‘X’ Marks the Spot</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
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<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: potion of climbing, instrument of scribing; Four-Hour Adventure: Add medallion of thoughts</td>
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<thead>
<tr>
<th>Adv. Seed Title</th>
<th>This Seems Familiar</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
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</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
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<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: potion of healing, illuminator’s tattoo; Four-Hour Adventure: Add arcane grimoire, +1</td>
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<thead>
<tr>
<th>Adv. Seed Title</th>
<th>Holy Auril, Mother of Cod</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>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.</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of detect evil and good, cast-off armor (breastplate); Four-Hour Adventure: Add guardian emblem</td>
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<tr>
<th>Adv. Seed Title</th>
<th>Winter Over</th>
<th>Adv. Seed Lvl Range</th>
<th>5 – 10</th>
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</thead>
<tbody>
<tr>
<td>Adv. Seed Hook</td>
<td>The residents of bleak and deadly Icewind Dale sometimes need to blow off steam (carouse, celebrate, compete, cause trouble, etc).</td>
<td></td>
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</tr>
<tr>
<td>Adv. Seed Rewards</td>
<td>Two-Hour Adventure: spell scroll of ceremony, charlatan’s die; Four-Hour Adventure: Add brooch of shielding</td>
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</tbody>
</table>
# APPENDIX. MONSTERS (BY REFERENCE)

## FROM THE MONSTER MANUAL

- Abominable Yeti
- Acolyte
- Archmage
- Assassin
- Bandit
- Bandit Captain
- Banshee
- Berserker
- Blood Hawk
- Blue Slad
- Brown Bear
- Cloaker
- Commoner
- Crawling Claw
- Cult Fanatic
- Cultist
- Death Slad
- Flameskull
- Frost Giant
- Ghast
- Ghost
- Ghoul
- Giant Owl
- Gibbering Mouther
- Gray Slad
- Green Slad
- 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 Gruumsh
- Orog
- Owl
- Polar Bear
- Poltergeist
- Priest
- Red Slad
- Remorhaz
- Revenant
- Roc
- Saber-Toothed Tiger
- Scout
- Shadow
- Skeleton
- Slad 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

## 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

## 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
- Neotheld
- Shoosuva
- Swashbuckler
- Transmuter
- Ulitharid
- Warlock of the Archfey
- Warlock of the Fiend
- Warlock of the Great Old One
- Warlord
- War Priest
- White Guard Drake

## 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
- Iciewind Kobold
- Iciewind 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